

Wing Commander Prophecy Series Overview

Series : L

Series Objectives / Description

The player has seriously screwed up and the Midway is retreating to confed space. After losing a series in Act 2 (or series C and D in Act 1) the aliens sense confed is weak and are stabbing straight for the confed base on the borders edge. The Midway has been ordered back in retreat to defend this link to Earth.

The first mission is to defend the base from incoming waves of enemy fighters.

If successful the next mission will be to intercept part of the incoming fleet of cruisers in a Shrike being escorted by Panthers.

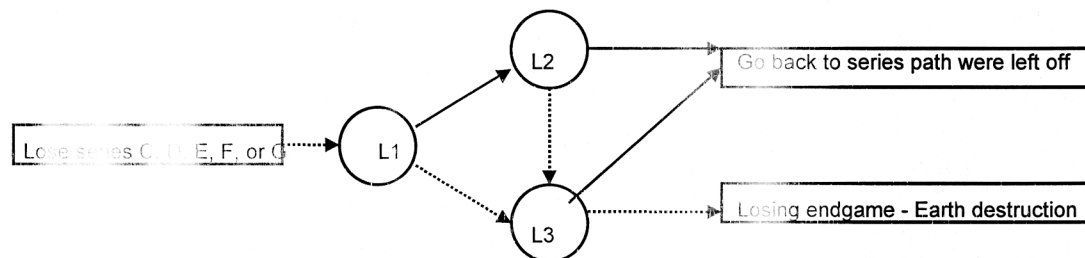
If the base is destroyed during the first mission the player receives a comm from his carrier informing him they are jumping out to Proxima.

If the player doesn't land within x amount of time he will be left to die from endless waves of fighters.

The next mission would be defending Proxima from waves of fighters and the remaining cap-ship fleet from previous missions.

If the player is victorious in this series he is sent back into action joining the series path were he left off.

Mission Flowchart / Tree



Mission L1 Objective

Mission type: Intercept/Defend

The player is sent in a Panther to intercept waves of alien bombers attacking the confed starbase in this sector.

Mission objectives - Destroy 100% of alien bombers

Complete success - Go to mission L2

Complete failure - (the starbase is destroyed) Go to mission L3

Mission Type:

Insert type here.

Mission Objectives –

Insert objectives here.

Complete success –

Insert complete success here.

Complete failure –

Insert complete failure here.

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- First time to defend a confed starbase.

Electrifying events in the Mission:

- Insert

Mission L2 Objective

Mission Type: Defend starbase

The player is sent in a Shrike escorted by Panthers to destroy the alien fleet.

Mission Objectives - Destroy inbound alien star-ships heading for star-base.

Complete success - Return to winning series path in **Act 2**.

Complete failure - (*space station is destroyed*) Go to **mission L3**

Mission Type:

Insert type here.

Mission Objectives –

Insert objectives here.

Complete success –

Insert complete success here.

Complete failure –

Insert complete failure here.

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- Insert

Electrifying events in the Mission:

- Insert

Mission L3 Objective

Mission Type: Escort/Defend

The player will escort Shrikes in for the kill on the alien star-ships. If he is unsuccessful the Midway will ram the nearest star-ship, probably a cruiser or another carrier, in a last ditch effort to save the human race.

Mission Objectives - Protect Shrikes as they destroy alien star-ships. Defend Midway from waves of fighters.

Complete success - Return to winning series path in **Act 2**.

Complete failure - (*the Midway is destroyed*) Go to **Losing endgame**

Mission Type:

Insert type here.

Mission Objectives --

Insert objectives here.

Complete success --

Insert complete success here.

Complete failure --

Insert complete failure here.

Eject --

Eject VO.

Die --

Run scene #.

What's new:

- Insert

Electrifying events in the Mission:

- Insert

Series Losing Path

If the player fails this series its all over and earth is destroyed by the conquering aliens.

What's New in this Series (Springboards)

Confed starbase

What's Being Built on in this Series

The player is given a second chance to get back on the winning track if he screws up in **Act one, series C or D** only, or **Act two, E, F, G**.