

Wing Commander 5 Series Overview

Series : G

Series Objectives / Description

With newly arrived Confed re-enforcements backing them up (and possibly some Kilrathi friends as well), it's now time for the Midway to go on the offensive. The Midway will push forward to Gmar, one step away from Kilrah and site of one of the Aliens largest bases. From here, the Aliens have been supplying their assault on the Kilrathi homeworld, and Confed must take this space in order to stage its attack on the invading fleet. If all goes well, the player will succeed in procuring Gmar and gain vital information from the captured Alien Ship Killer.

Mission G1 Objective

Lure the bulk of the Gmar systems forces into an ambush by feigning an attack on a major radar/comm array. Confed forces will attack the array until the Aliens mount a serious counter attack, then run like hell back to the Midway to protect it. As soon as the Aliens reach the Midway, the Confed re-enforcements pour thru the jump-point and decimate a very surprised Alien task force.

Mission G2 Objective ...

Patrol/Mop up area - player will patrol area and eliminate all Alien stragglers from the previous conflict and incoming ace scouts.

Mission G3 Objective ...

Attack Main Alien Supply/Ship Base
Find Ship Killer Drydock

Mission G4 Objective ...

Pursue Alien Ship Killer and take out its shield generators and engines before it can power up.

Series Losing Path

Failure of G1 or G3 will result in the player going to a losing series involving the Midway being swarmed by never-ending fighters, then the losing endgame (Aliens smashing skulls on Earth, etc.)

Failure of G2, results in a much harder G4

Failure of G4, results in a player death and/or a flic of ship killer toasting the Midway.

What's New in this Series (Springboards)

Player gets to go on offensive in Alien Space for first time, kill Elite Alien Aces, Capture Alien Ship Killer.

What's Being Built On

Kilrathi from F Series can be further developed/used if desired.

Wing Commander 5 Mission Specification

Mission : G1

Description / Choreography

G-(1)-98. MISSION: LEADING ALIENS INTO AMBUSH

Dane's squadron lures the main wing of the alien's force into an ambush by waiting Confed forces.

A massive fight ensues, and Terrans manage to win the day; thanks to the element of surprise -- and having a valiant, albeit weakened, Kilrathi Task Force on their side.

Most of the remaining aliens flee, and Terrans mop up area.

Confed decides to use it's combined strength to strike a serious blow to the alien fleet. The Midway will enter the Gmar system and make its presence known by immediately attacking the closest Alien scout post. Once alien re-enforcements from the main ship/supply base arrive, Confed forces will retreat to the Midway with the Aliens in hot pursuit. When the Aliens arrive at the Midway, they're greeted by the smiling faces of the combined Confed task force which just jumped thru the point behind the Midway.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

A Wing- Flight Leader/Stiletto
Wingman - generic
Wingman - generic
Wingman - generic

B Wing - Flight Leader/Player/ - Shrike Bombers
Wingman Generic
Wingman Generic
Wingman Generic

Mission Map

Mission Outline

1. Launch at Nav 0, (4)Vampire Parolling Midway Area
2. Player links with Shrike Wing

3. Nav 1 - Comm/Radar Site - protected by (2) Shield Killer, (2) Fighter Clusters, (6) Multi-role Fighter
(x)turrets
4. Player must protect bombers and attack for 180 sec. Priority is the small base's comm equipment - if the player manages to take out comm stuff, mission G3 just got quite a bit easier. If not, an alien Fighter Destroyer will show up at the supply base to defend it.
5. At 180 sec, Midway comm recalling player to Midway
6. (8)Alien. Space Superiority Fighters enter, attack, and pursue - high AI, but not Aces
7. Player returns to Midway, (1) Destroyer now by it's side
8. (4) Vampires attack pursuing aliens, followed by (4) Panthers, ... timed as frame rate and playability allows. (May want a flic to show off a big fight here)
9. Comm from Midway "Keep those bastards off the Midway at all costs"
10. Multiple Waves of Alien Fighters attack as frame rate and playability allow
11. Midway gives they all clear/landing speech.

Special notes:

We need to add a background reason to stage an attack here first. For instance, this base is important because it protects the enemy's rear while they attack the Kilrathi. Without the comm. array in place, the new aliens will not have the power to alert the main ship base due to the nearby Black Hole/Nebula/Pulsar/etc. that disrupts normal small ship communications equipment over greater distances.

Midway should be placed close to the space anomaly

We should explain how other Confed groups are running flank for Dane and retreating as well. This will provide some big scenario feel by adding inflights to that effect.

As always, all numbers and time limits will have to be play balanced.

Optional: I can add some Kilrathi into the scenario if Dane made friends in the f series.

Nav Points

LAUNCH: Dane and crew along with 4 patrolling Vampires(or Panthers)

NAV1: Comm/Radar Site - protected by (2) Shield Killer, (3) Fighter Clusters, (6) Multi-role Fighter
(x)turrets

LANDING: Dane and remnants of crew, pursuing Alien Sup. Fighters, multiple spawning waves of Confed and Alien craft as frame rate allows

Communication Events

Launch: Encouragement from Midway, link up with Shrikes

Nav1:

Bomber to fighter chatter, "Keep 'em off my ass, and I'll do the rest, etc".

Midway Recall of fighters

Comms from other attack sites "Holy shit, here they come - bug out!" "Multiple incoming hostiles!" etc.

Weird alien chatter - very "confident"

Ambush/Landing: Comm from Midway signaling attack, protect, etc.

Much "Take some of that you slimy bastard!" pilot chat

Weird "Oh shit I've been ambushed!" alien chatter.

Kilrathi(T'garr) announce presence (conditional)

Victory says that's it all clear, we did it!

Cheering and beer drinking songs for all.

Special Art / Objects

1. Scout Station
2. Confed Destroyer and may other Confed Carrier "TCS Eisen"
3. Nebula/Black Hole/Pulsar/Etc. effect

Special Sound Effects

1. Really weird comm static as space anomaly is encountered - perhaps thru entire mission.

Additional Comments

Wing Commander 5 Mission Specification

Mission : G2

Description / Choreography

Most of the remaining aliens flee, and Terrans mop up area.

It is imperative that all remnants of the alien attack force be eliminated. Even though the scout post is rendered useless, fleeing alien craft may make it back to the supply base in time to warn them of the large Confed Force on the way. All aliens must die - dead aliens tell no tales!

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

A wing - Flight Leader/Player
Wingman - Generic

Mission Map

Mission Outline

1. Launch at Nav 0
2. Nav 1 -all clear, possible random patrol - alien light
3. Nav 2 - all clear, possible random patrol - alien light
4. Nav 3 - area around Scout Post, (3) Billy Bad Ass Aces, elite unit space superiority fighters
5. These boys look and sound Really Pissed by the burned up base and comm accordingly
6. If 2 out of 3 Aces are killed, last one will make a break for it and head toward the supply/ship base to warn them.
7. Nav 4 - all clear, possible random encounter - alien light
8. Landing

Special notes -

If any Alien Ace successfully escapes, the Fighter destroyer will show up (even if the comm stuff was shut down in G1), and two Aces will show up to aid the ship killers escape.

Good place for a medal.

Nav Points

LAUNCH: Midway, player ships, (4) Patrolling Vampires

NAV1: possible random alien light

NAV2: possible random alien light

NAV3: (3) Elite Squadron Alien Aces, burned up scout base

NAV4: possible random alien light

LANDING: Midway and patrolling vampires

Communication Events

Launch: Midway - "If we fail to eliminate any enemy stragglers, our element of surprise will be lost. Don't let a single one get away"

Nav1:

Nav2:

Nav3: Mucho pissed off Alien Ace speak - threats, taunts, charge! etc.

Landing: Looks like we're gonna bag us a ship-killer!(win)
If that ship killer gets away, we're in deep shit!(lose)

Special Art / Objects

1. Burned up alien scout base
2. Elite Alien Superiority Fighters

Special Sound Effects

1. Mucho pissed off Ace Alien speak and cool SFX for their fighters.

Additional Comments

Wing Commander 5 Mission Specification

Mission : G3

Description / Choreography

G-99. INT. MIDWAY - BRIEFING ROOM

Now that the alien force has been brought to its knees, Dane gets new info. Long range sensors have located the Alien Ship Killer in a dry dock floating in space; it is being repaired by various robotic drones.

Obviously the Kilrathi managed to damage the Ship Killer before it took out their fleet.

Blair then runs a computer recreation of the Ship Killer's weapons being used against the Kilrathi fleet. Their next objective is to reach this ship, capture it, and learn the secret of its powerful Plasma Weapon before it can be used against the Midway.

G-(2)-100. MISSION: RAID ON SHIP KILLER/DRY DOCK

The dry dock is adrift in deep space; a huge, spectacular target lit by work lights and with robotic drones buzzing around it like bees. Dane eliminates its defenses; missiles, gun towers, lasers, etc.

Dane will perform a "wild weasel" mission on the shipkiller/dry dock. This will be a timed mission - Dane must eliminate all alien defenses in the area prior to Dekker's assault-party's arrival. If the defenses remain intact, Dekker will go up in smoke and the mission will be a total failure. Killing of ships by shipkiller will ensue. Maniac will provide fighter cover, and eliminate all alien fighters along the way.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Shrike

A Wing - Flight Leader/Casey
Wingman - Maestro
Wingman - Red
Wingman - Red

B Wing - Flight Leader/Maniac(Hammers in Vampires)
Wingman - Spyder
Wingman - Red
Wingman - Red

Mission Map

Mission Overview

1. Launch at Nav 0
2. Nav 1 -all clear, possible random patrol - alien light
3. Nav 2 - Shipkill/Storage Tanks, Maniac's Vampires break formation and chase down alien fighters.
4. Dane must suppress defenses around the dry dock prior to the Marines arrival (x)turrets (x) missile launchers, (x)defense sats, etc. He will have(X) seconds to perform his duty before the shuttle arrives
5. If Dane screwed the pooch on G1 or G2, the Destroyer makes its entrance and makes him its number one priority.
6. Marines Land and assault Ship Killer. All remaining alien defenses attack incoming shuttles with top priority.
7. Run Dekker flic, Ship killer starts to break out of dry-dock
8. goto G4

Special notes -

If special conditions were satisfied in G1/G2, then Dane will have a Destroyer to deal with before the shipkiller breaks free

I like the additional destroyer, but we'll need to see if it's too much. This mission should be very hard either way.

Nav Points

LAUNCH: Midway, Destroyer, Eisen(?), Shrikes(4), Vampires(4),

NAV1: possible random alien light

NAV2: Dry Dock/Supply Containers, defense sats, alien fighters

LANDING: Midway, Destroyer, Eisen(?) and patrolling Vampires/Panthers

Communication Events

Launch: Midway encourages Dane and re-enforces mission importance

Nav1:

Nav2: Dane's arrival speech, Maniac/other pilots taking down fleeing alien fighters , possible acknowledgment of Destroyer(conditional), maybe other Marines taking rest of base , Blair tells Dane no time to re-arm - Attack and disable shipkiller at all costs.

Special Art / Objects

1. dry dock
2. Ship Killer
3. Weird Alien Storage Containers
4. destroyer(conditional)
5. Effect for shipkiller's power up and firing of "big gun"

Special Sound Effects

1. Cool sound as Ship Killer breaks dry dock and takes off
2. Possible radio static from Space Anomaly at Launch.

Wing Commander 5 Mission Specification

Mission : G4

Description / Choreography

G-(2)-102. MISSION: RAID ON SHIP KILLER (CONTINUOUS)

Dane leads daring assault on fleeing Ship Killer and takes out her engines, leaving her a sitting duck. Time clock on mission is that the vessel's awesome Plasma Weapon is being warmed up and prepared for use.

Dane must take out the ship killer's engines before it can power up its main weapon.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Shrike

A Wing - Flight Leader/Casey
Wingman - anyone left from G3(including B Wing/Maniac)

Mission Map

Mission Outline

1. Nav 1 - Outside base, Ship Killer running away
2. Player must evade its defenses, penetrate shield, and bring down its engines
3. Start Timer, player has (x) seconds to take out engines or Casey gets fried.
4. if an Ace got away in G2, here come (2) Bad Ass Aces in Superiority Fighters to protect the Ship Killer
5. Ship is disabled, run Dekker takes 'em alive flic
6. Escort Shuttles back to Midway
4. Landing at Nav 0

Special notes - .

The Ship Killer has got to be really cool, or this mission will be lame!

If Ship Killer successfully powers up, Casey dies, Maniac Dies, Everyone Dies!

I want to work the Alien Containers in as a secondary objective. Casey could choose to either nuke them or ID them. If he lds them, then maybe we can give Confed another advantage due to the score.

Nav Points

NAV1: Ship Killer, Dry Dock, whatever wingman are left over from G3,
Marine Shuttles after Killer is killed.

LANDING: Midway and patrolling vampires

Communication Events

Launch: Blair Comm to go after Ship Killer without return to Midway

Nav1: Dekker Comm, cool ship killer main weapon powering up to kick
some Confed butt sfx

Landing: You're the man, save the day, atta boy, collect a medal welcome
back

Special Art / Objects

1. Ship Killer
2. Dry Dock
3. Weird Alien Storage Containers
4. Elite Alien Superiority Fighters(conditional)
5. Special Effects for ship killer power-up/fire sequence

Special Sound Effects

1. Mucho pissed off Ace Alien speak and cool SFX for their fighters.
2. Cool ship killer main weapon powering up to kick some Confed butt sfx

Additional Comments