

Wing Commander V plot proposal

Preamble:

Just my 2-cents:

Keep in mind while reading this that it is just a rough outline for what I thought might be a good idea for Wing 5. I made no serious attempt to describe the branching structure of the story, mainly because I really wouldn't do it justice. I also did not include much on planetary/surface combat because, in my opinion, Wing Commander is (and always has been) primarily space-combat oriented. I also make no reference of Col. (Admiral/Instructor) Blahh and how he would work into the story, and only one reference to Maniac (in the short-lived role of CAG), these two items (and probably others) I feel are best left to whatever "REAL" writer we end up getting...

But what about the Kilrathi?

In the short 5? 10? ?? years following the Border Worlds Conflict, peace, or a least a semblance of such has finally fallen upon the Terran Confederation of Worlds. Even the once mighty Kilrathi, except for a few roving bands of renegades, have finally found a place for themselves within Confed. The Kilrathi now serve as an active part of the Confed Navy, although only in units comprised entirely of Kilrathi, this at the insistence of the new Kilrathi Government. In an amendment to the peace-treaty, the Kilrathi were allowed to construct a defense force of their own, although it was limited to Light/Medium fighter types and Capital Ships limited to light-destroyer/corvette classes. The construction facilities being strongly regulated by Confed high command. These forces serve within Confed mainly as escorts to civilian and military transports, exploration ships, and Confed naval groups, as well as a small internally governed planetary defense force for the Kilrathi worlds.

Act the First: Welcome to the Rust-Bucket my-boy, now get to work!

Life, being what it is, is by no means perfect or glorious for our young hero. Fresh from the Academy he finds himself assigned not to a shiny new marvel of technology, but rather an older (yet still post WC3-- new class/hull design) carrier relegated to escorting supply convoys and chasing down the occasional pirate or rogue Kilrathi forces that seem to always be present on the edges of civilized space..

We join HERO aboard a shuttle bound for the CARRIER where he will be posted on his first tour of duty within the Confed Navy as a 2nd Lt. and fighter pilot.

After a brief meeting with the CAPTAIN and the CAG (Maniac?), HERO is introduced to the rest of the wing, and he finds himself to be one of the more junior officers on the flight roster, the youngest, the greenest (and possibly the most talented) pilot in the group.

HERO is immediately put on flight status as the CARRIER continues her current mission of escorting a supply convoy to an outlying system where a Confed Expeditionary Force is preparing to chart a series of new and unexplored jump-points into UNKNOWN SPACE (ooooh ahhhhh!!). HERO is kept busy with the ever-present nav-point recon, defend the convoy from pirates/rogue-Kilrathi, and investigate the mysterious ship disappearance missions until the CARRIER reaches her destination.

The CARRIER finally makes the last jump into the system containing the C.E.F. and a small Confed supply garrison, orbiting a lone Agro-planet. The CARRIER is assigned to provide perimeter security for the C.E.F. with assistance from the already present Kilrathi vessels that will be acting as escorts to the C.E.F. on their journey.

The system, as Confed's staging area for the C.E.F., has become quite an appealing target for Pirate/Rogue activity. Even though there is a large Confed presence, the extraordinarily large volumes of commercial/military cargo bound for the system cannot be ignored by the criminal element.

And so Hero is once again put to work flying Nav patrols and Pirate/Rogue elimination missions, often in conjunction with the loyal Kilrathi forces...

During this time the rumor-lines and News-nets begin reporting incidents of mysterious ship sightings and military and commercial vessels disappearing all along the frontier...

Finally the C.E.F. is ready to move out and the CARRIER is ordered to escort the C.E.F. to the new jump-point on the edge of the system, with HERO and company leading the way. Just as the C.E.F. reaches the Nav-area where the jump-point is located, it opens up and hundreds of alien vessels begin pouring out, ranging in size from teeny-tiny fighters to HUGE Cap-Ships, suddenly our little neck of the universe becomes alot more crowded....

Enter new alien race A, the [insert cool alien race-name here, but for now.. M'mikzahn...].....
Uhh-ohhh!

Act the Second: Uhhh huh huh.... You guys come in peace, right?

(the bulk of the Game)

Not quite...

On the bridge of the CARRIER, silence prevails as the crew continues to watch the M'mikzahn fleet pour fourth from the jump point. For a few moments after the jump point closes, the two fleets hang nose to nose, both somewhat startled at the others presence.

Then as if on cue, the M'mikzahn fleet breaks apart into three main elements, the first two consisting of many huge transport looking vessels and LOTS of escorting vessels (It-cruiser and fighter types), the third having a much more menacing, military appearance (Hvy cruisers, carriers, etc, and one big-mother-of-a-super-battleship/starbase-thang) . The first two elements stream past the insignificant Confed forces on a course for a jump-point that leads deeper into confed territory. The third element moves directly toward the C.E.F., the lead M'mikzahn ships begin firing upon the Confed forces, slicing through them "like a knife through warm butter."

The CAPTAIN orders all ships to begin an immediate withdrawal towards the garrison, ordering all fighters to try and delay the advance forces as much as possible.

And thus begins a running battle back towards the planet and the Confed supply base. Eventually the CARRIER and a few remaining Confed ships rendezvous back at the garrison, the M'mikzahns seeming to have slowed their pursuit just a bit. HERO returns to the CARRIER to find that most of the senior pilot have been either lost or severely wounded, including CAG who is as of yet still unaccounted for, and presumed dead. Here begins HERO'S gradual rise in status and rank aboard the CARRIER. News lines seem to be flooded with reports of M'mikzahn armadas surging into Confed space from the frontier regions, all the descriptions matching the ships just encountered by HERO and company. The CAPTAIN receives orders to try and hold off the third M'mikzahn element as long as possible before falling back through the jump point, seems Confed is having enough trouble dealing with what ships have already gotten through.

On the bridge of the CARRIER, spirits are rather low as reports from along the frontier continue to come in. Suddenly distress calls begin coming up from the PLANET, it seems that the M'mikzahn battle group has begun raiding the planets surface for supplies. Thus begins a bitter (but doomed) campaign to defend the civilian/military forces on the surface. HERO is kept busy flying various mission types such as: Close Air Support, EVAC friendly forces&civies, EVAC remaining supplies, etc.. Eventually the planets surface is lost, and the M'mikzahns one again turn their attentions towards the remaining Confed forces and the supply base. The CAPTAIN orders an immediate withdrawal of all forces through the jump point, where the CARRIER and remaining other vessels will hopefully rendezvous with a Confed task force. All fighters are ordered to provide cover for retreating vessels. All civilian and transports are ordered through first with cover from the CARRIER's fighters and whatever Kilrathi vessels

remain. After the last of the transports has jumped, the CAPTAIN orders the base to be abandoned, and all remaining vessels fall back to the jump point, with all fighters helping to provide cover for the retreating fleet. (HERO of course being involved in all of these missions)

On the other side of the Jump point we find.... Complete and utter mayhem..

Space is filled with the twisted remains of Confed transports and Kilrathi escort ships. The expected Confed task force, or what remains of it, is fiercely battling for its survival with a smaller, yet somewhat overwhelming number of M'mikzahn vessels. The CAPTAIN immediately orders his meager force to join the fray. Thus commences a valiant campaign to rescue the remaining Confed ships and destroy the M'mikzahn vessels before the M'mikzahn battle group shows up... (and HEY! why aren't they right behind us?) Of course HERO plays a large part in this engagement, taking part in cap-ship attacks, carrier defense, cap-ship defense, and hopefully a key mission where a crippled M'mikzahn cap-ship is separated from its group and captured, (send a scanning crew aboard, I want every part of this ship checked) thus giving Sparks/Rachel/Pliers something to do..

Of course HERO & Co. will be successful (hopefully) at routing the local M'mikzahn forces and re-grouping with the remaining Confed forces, just before you-know-who comes screaming through the jump-point.

HERO & Co. once again find themselves on the run from the M'mikzahn battlegroup, fighting a series of delaying actions falling back from system to system, all the while learning a little more about the M'mikzahns from Sparks/Rachel/Pliers and/or "Confed Intelligence" (now there's a useful bunch of people..), and hooking up with smaller Confed units along the way. (a rag-tag fugitive fleet, wait that sounds familiar...)

Eventually communications are established (perhaps with another crippled M'mikzahn vessel) and we determine that the M'mikzahns are just a wee-bit xenophobic, and on the run from "The Evil Ones", and in their eternal race to keep two steps ahead of evil personified they just happened to cut a swath straight through the heart of the Confederation. They can't be bothered by niceties, and besides maybe "The Evil Ones" will slow up a bit to totally enslave/annihilate Confed, thus giving the M'mikzahns a little more breathing room. Sorry and all, but the universe is a bitch...

Well obviously, to Confed, this is somewhat less than acceptable. Attempt are made to convince the M'mikzahns that they should stop and make a combined stance against these " Evil Ones." Well, needless to say the M'mikzahns totally ignore this idea, (suggesting that if we weren't totally inferior we would pack up and get the hell out of Dodge as well) and continue their slicing and dicing through the heart of Confed territory. Confed High Command takes the position that if we're going down, then by God, you're going down with us, and orders every effort to be made to impede the M'mikzahns' progress through Confed space. Again HERO & Co. engage the M'mikzahn battlegroup, as it seems to be the single largest consolidation of M'mikzahn forces, and the only one where the big-mother-of-a-super-battleship/starbase-thang has been seen. The engagement, once again becomes a series of delaying actions falling back through several systems, with how well the player does determining a win-path/lose-path thing.

Ideally if the player can slow down the M'mikzahn forces enough (perhaps by crippling the big-mother-of-a-super-battleship/starbase-thang in a key mission) the M'mikzahns will concede to leave a small (at least by their terms) detachment of ships to help Confed in their insane stance against "The Evil Ones." Otherwise the M'mikzahns continue their progress through to the other side of Confed space and once again disappear into the black void of UNKNOWN SPACE (Ooooh Aaaah)... leaving Confed and Humanity (and a few remaining Kilrathi) to stand there scratching their hind quarters, hoping that just maybe the "Evil Ones" aren't really all that bad....

Act the Third: Endgame.... the end of Humanity?

Assuming the player has taken the "winning path" the CARRIER will proceed back towards the system where this whole mess started. One possible ending being that as HERO & Co. arrive in the

system, they find a lone OURAMAN scout ship. One last battle ensues resulting in extremely heavy Confed losses and the OURAMAN vessel at last being destroyed by the combined fire of the remaining M'MIKZAHN & Confed ships. On the bridge of the CARRIER, a message is received from the M'MIKZAHN ships: "They will come soon. We must prepare!"

The "losing path" might be represented pretty much the same way (sans M'mikzahn ships) with the Confed forces being all but obliterated, HERO watches from his ejection capsule as the OURAMAN scout ship carves through the Confed Cap-ships and the turns and disappears back through the unexplored jump-point.

COMING SOON! WC6 The Fall of Darkness (only with a cooler title)

Description and Ideas:

M'MIKZAHN RACE #1: for lack of a better name I'll call them the M'mikzahn
an entire civilization on the run from the Ouraman....
possibly either a race of living ship-entities (crystalline or organic in nature)
or using ships that have these properties- If ships are inhabited by individuals
they are never seen outside some kind of encounter-suit
not necessarily evil, just **very** determined to stay ahead of the Ouraman

M'MIKZAHN RACE#2: also for lack of a better name I'll call them the Ouraman...
extremely powerful--extremely ruthless
intent on total domination/annihilation of EVERY race encountered
(if it cannot be used as a food/slave race they will exterminate it without hesitation)

a) very harsh-evil looking
insectoid \ reptilian
evil-looking ships/tech
ruthless-deadly-pure evil

b) extremely sleek, graceful-ships/tech
avian/angelic in appearance
deceptively peaceful looking
ruthless-deadly-pure evil

-JPG..