

## Cain, Billy

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To: foshko  
Cc: cain;roan;guentzel;potter ben  
Subject: Script Agenda

Adam, Frank has a few concerns, and would like to be a part of this. I would like for him to participate for as long as time allows him to.

Here are the items we've agreed to as action items, and a list of my own for reference. Frank can bring his script (with notes) at 11:00. Maybe we can get started before then.

### ACTION ITEMS

- Specific Comms - Ben has provided a list of these, and if Rob comes on board, he'll be handling them.
- ✓ • Rachael Love interest arc with her + Blair
- ✓ • Finley Resolution
- ✓ • Prophecy - when do we name the Aliens "Nefilim", or whatever we're going to name them. 32 + F
- ✓ • Alien Aces - 7? When and where? - Nail Them Down. Need to be mentioned in the missions.
- ✓ • Meanwhiles - how much art time?
- ✓ • Cap Ship Tactics - I'll bring a doc.
- ~~Eisen Group @ End?~~
- ~~Too many chickens?~~
- ~~Wingmen when alive and what squadron - Plot squadron and rank of player and primaries in game. Again, Ben's started this, and will hand it to Rob if possible.~~
- ~~Racheal ataboys - I've chosen my 5.~~
- ~~Special Ejections - you'll handle these~~
- Series L briefings, etc. - I've got the mission data files.

### Other notes:

Need generic "Settle Down, People" script  
Need generic "Head for your ships" script

p 12 Marines taking fire  
p 43 mission new stuff  
p 45 real medal name insert  
p 69 what happens  
f3 comm array on Dula 7 - why not just rescue him  
f4 rescue blair  
p 111 how to direct attack comms UGH!  
p 80 p144 missoin specs?

Another dreadnought coming through in the last mission Dekker comm

p 85 no alien supply base  
Too many medals?  
New gun for devastator?

p 108 beat 163 Dreadnought dead?  
p 116 Pick 5 endings

