

Wing Prophecy In-flight Communication System

Types of Communication

There will be three types of radio communication during space flight: lip-synched (L), helmeted (H), and voice only (V).

Lip-synched communications are delivered by capital ships and characters who are not a part of the normal mission activity (e.g., Blair when he's on board the towers around the wormhole). They will require full video specific to the audio.

Helmeted communications are used for all pilots when they are speaking directly to you. Each squadron (Diamondbacks, Black Widows, and Wolf Pack) will have a set of generic male and female helmeted video with some sort of squadron marking on the helmet. There will be no names on the helmets for **any** characters. The video will include two general messages, one excited message, one death message, and perhaps a positive and negative motion as well. Each segment will be approximately 3-4 seconds in length, and will be looped if a message is longer than 3-4 seconds.

Voice only communications are used by all pilots when they are not speaking directly to you. This includes wing leaders giving orders to their wings, other pilots reporting in to their leaders, and messages from ships at other nav points than your own (if we do this).

Communication Options

The player may choose to have as much or as little radio chatter in his game as he wants. The options menu will contain a communication option which can be switched between *all channels*, *closed channel*, and *none*. Additionally, the player may choose the *no video* check box if he wishes to increase game speed.

If the player selects to have all channels open, then he will receive any message which is sent, including communication between other wing leaders and their wings. As before, only communications which are intended to be for the player will have helmet animations. Wing leaders will respond to player orders, and then issue those orders to pilots in their wings.

If the player chooses closed channel communications, then he will receive communications only from his wing, the leaders of other wings, and capital ships (with the exceptions of taunts from aliens and death messages from all ships). Wing leaders will respond to player orders, but the player will not hear those orders being reissued. Mission-specific messages will still appear in this mode.

If the player chooses no communications, he will not receive any radio messages at all.

Turning video off will suppress video from all communication, including lip-synched messages, but will not affect what messages the player hears.

The Communication Menu

When the player presses the C key, the communication menu appears. Listed in the menu will be all of the channels which are available to the player at any given time. This list will include:

- ◆ the player's wing: sends communications to all ships under the player's command, if the player is wing leader, or to the wing leader if it isn't the player. Responses to this will be helmeted.
- ◆ other wing leaders: only available if the player is the wing leader. This sends a message to the leader of the selected wing (e.g., Bravo Wing, Charlie Wing). The leader will then relay an order to the members of his wing. (The player will not hear the order unless he has selected *all channels open* in the options menu.)
- ◆ all channels: this sends a message to all wing leaders and ships under the player's command
- ◆ a targeted ship: this option is available for the player to talk to capital ships and to send taunts to enemies

If the player sends a message asking for help to all channels or to his own wing, the closest available ship will respond. If he sends attack, form up, or similar commands, then all ships will respond, with the player's wing responding first and other wing leaders following suit.

The Pilot Roster

A total of sixty pilots will appear on the flight roster during the course of the game. These pilots are divided into squadrons and wings, with each wing made up of about ten pilots. (There can be more or fewer pilots in a given wing at a given time). Most pilots are assigned to a particular wing, and will always fly with other members of that wing, unless they are promoted to new squadrons. The exception to this rule are the "floater" pilots, which will be created as low-level red shirts who can fill in either wing of a particular squadron. Floaters can never be wing leaders, nor will they identify themselves by a letter and number combination. All other pilots will be assigned a letter and number, such as Bravo Three or Whiskey One Niner. This will be used in some (but not all) radio messages for that personality. If that pilot is the highest ranking of his wing on a given mission, he will be the leader for that wing. Leaders will refer to themselves as Bravo (or Alpha, or Delta, etc.) Leader, and will have appropriate communications recorded.

Initially, there are only two squadrons – the Diamondbacks and the Black Widows. The Diamondbacks are subdivided into Alpha and Bravo Wings, and the Black Widows are divided into Charlie and Delta wings. The player begins as a wing leader for the Bravo Wing of the Diamondbacks. When he is promoted later in the game, he and several other pilots will join Delta Wing (Black Widows).

Later in the game, the pilots of the Wolf Pack will be added to the crew of the Midway. This squadron is subdivided into Whiskey and Zulu Wings (which can be considered to be standard designations for visiting squadrons). Eventually, the player and some of his companions will join Zulu Wing.

Communication List

Each of the sixty available pilots will have a complete list of radio messages recorded for him or her. All friendly pilots will have the following:

- 1 identification message (not leader)
- 1 ready to engage message
- 1 break and attack message
- 1 affirmative response
- 1 negative response
- 3 damage status responses (untouched, O.K., heavy damage)
- 1 successful hit / kill message
- 1 death message
- 1 ejection message
- 1 taunt / color messages
- 1 congratulatory message
- 1 need help message
- 1 returning to base message
- 1 shot by player message
- 1 turn against player message

This gives a total of 17 messages per pilot x 60 pilots = 1020 messages. In addition, each player who can be a wing leader (all but the “floater” pilots) will have the following lines recorded:

- 1 identification message (leader)
- 3 spotting messages (no enemies, some enemies, many enemies)
- 1 order to break and attack
- 1 order to form up
- 1 order to report in
- 1 order to head home
- 2 generic orders to carry out player orders
- 1 report of casualty in wing

These add a total of 11 messages x 54 non-“floater” pilots = 594 messages. With the previous messages, this totals 1614 messages.

Assuming 100 capital ship communications, 200 mission-specific messages, and 100 other messages, our grand total is 2014 spoken lines, which admittedly sucks up a significant amount of CD space (88 megs, if we assume an average of 4 seconds of 11KHz mono sound per line). With the juggling of a few of the pilots, though, we could probably swing it.

Adjustments to MED and Pilot Data

Any available pilot will now have two additional lines added to his data file. These lines will tell which wing the pilot is in and what his priority level is within that wing.

When pilots are placed in MED, they will be assigned only a wing name (Alpha_pilot, Bravo_pilot, etc.). When the mission is flow, it will then check the list of available pilots, randomly choose 4 (or however many we need), and assign them to the ships. Whichever pilot has the highest priority level out of those pilots will then be declared wing leader. (Pilots with priority zero can never be wing leaders, so all “floater” pilots will have priority zero.)

In-flight Character List

(Note - **DB** = Diamond Backs squadron, **BW** = Black Widows squadron, **WP** = Wolf Pack squadron, **RS** = Red Shirt helmeted pilot that you will only see in spaceflight [they are numbered in order of squadron, seniority and rank], **MS** = Mission Specific character listed in order of appearance)

1. Nomad - 1st Lieutenant (DB RS 1)
2. Lawyer - 1st Lieutenant (DB RS 2)
3. Sunflower - 1st Lieutenant (DB RS 3)
4. Professor - 1st Lieutenant (DB RS 4)
5. Mutant - 2nd Lieutenant (DB RS 5)
6. Wiley - 2nd Lieutenant (DB RS 6)
7. Moof - 2nd Lieutenant (DB RS 7)
8. Binky - 2nd Lieutenant (DB RS 8)
9. Howdy - 2nd Lieutenant (DB RS 9)
10. Boom Boom - 2nd Lieutenant (DB RS 10)
11. Jimbo - 2nd Lieutenant (DB RS 11)
12. Spaz - 2nd Lieutenant (DB RS 12)
13. Cowboy - 2nd Lieutenant (DB RS 13)
14. Fox - 2nd Lieutenant (DB RS 14)
15. Smack - 2nd Lieutenant (DB RS 15)
16. Wolf - 2nd Lieutenant (DB RS 16)
17. Jade - 2nd Lieutenant (DB RS 17)
18. Huge - Major (BW RS 1)
19. Warlord - Major (BW RS 2)
20. Acorn - Captain (BW RS 3)
21. Vampire - Captain (BW RS 4)
22. Viking - Captain (BW RS 5)
23. Snake - Captain (BW RS 6)
24. Posse - Captain (BW RS 7)
25. Dirty - Captain (BW RS 8)
26. Swan - 1st Lieutenant (BW RS 9)
27. Veil - 1st Lieutenant (BW RS 10)
28. Steel - 1st Lieutenant (BW RS 11)
29. Limbo - 1st Lieutenant (BW RS 12)
30. Wyvern - 1st Lieutenant (BW RS 13)
31. Kona - 1st Lieutenant (BW RS 14)
32. Bonsai - 1st Lieutenant (BW RS 15)
33. Ogre - Colonel (WP RS 1)
34. Goblin - Colonel (WP RS 2)
35. Bishop - Colonel (WP RS 3)
36. Majestic - Lieutenant Colonel (WP RS 4)
37. Drago - Lieutenant Colonel (WP RS 5)
38. Maverick - Lieutenant Colonel (WP RS 6)
39. Sultan - Lieutenant Colonel (WP RS 7)
40. Falcon - Lieutenant Colonel (WP RS 8)

41. Redline - Major (WP RS 9)
42. Ghost - Major (WP RS 10)
43. Ranger - Major (WP RS 11)
44. Pops - Major (WP RS 12)
45. Duke - Major (WP RS 13)
46. Sprite - Captain (WP RS 14)
47. Zombie - Captain (WP RS 15)

Mission specific Characters

1. Marine Shuttle - Marine Shuttle Captain (MS B1 & D1)
2. TCS Barkley - Transport Captain (MS C1)
3. TCS Porter - Transport Captain (MS C1)
4. TCS Redeemer - Refueling Barge Captain (MS C1)
5. Alien Destroyer1 - Alien Destroyer Captain (MS C2)
6. Alien Destroyer2 - Alien Destroyer Captain (MS C2)
7. Alien Cruiser - Alien Cruiser Captain (MS C3)
8. Warlord Alien - secondary Alien ace pilot taunting player after abduction (MS D2)
9. Alien Carrier - Alien Carrier Captain (MS DL2)
10. SAR - Search and Rescue Shuttle Pilot (MS E2)
11. Awacs - Awacs pilot (MS E3a)
12. Alien Destroyer1 - Alien Destroyer Captain (MS E4a)
13. Alien Destroyer2 - Alien Destroyer Captain (MS E4a)
14. Alien Cruiser - Alien Cruiser Captain (MS E4a)
15. Alien Carrier - Alien Carrier Captain (MS E4a)
16. Alien Transport (4) - Alien Transport Captain (MS E4b)
17. Kilrathi Corvette - Kilrathi Corvette Captain (MS F1)
18. Awacs2 - Awacs pilot # 2 (MS F2)
19. Alien Comm Array Ship - Alien Comm Array Ship Captain (MS F3)
20. Marine Shuttle - Marine Shuttle Captain (MS F5)

Eisen and Generic Confed Pilots

1. TCS Eisen - Carrier comm officer
2. Confed Starship comm officers(x4) - (generic comms similar to Midway & Eisen)
3. Confed fighter pilots(x4) - (generic comms similar to non-wingman redshirts)

Generic Alien Pilots

1. Alien Fighter Pilots (x14) - (semi-English speaking)
2. Alien Fighter Pilots (x5) - (non-English speaking)
3. Alien Bomber Pilots (x7) - (semi-English speaking)
4. Alien Bomber Pilots (x3) - (non-English speaking)
5. Alien Ace Pilots (x7) - (semi-English speaking)

6. Alien Starship comm officers(x8) - Death, Taunt(x3), Killed Fighter, Killed Starship (semi-English speaking)

Comm Type	sent by...	to...	situation
AS CLEAR	any wing man	wing leader	entering a sphere with no enemies
AS ENEMIES DESTROYED	any wing man	wing leader	all enemies destroyed in a sphere
AS ENEMIES LIGHT	any wing man	wing leader	entering a sphere with any number of enemies
AS ENEMIES HEAVY	any wing man	wing leader	entering a sphere with large numbers of enemies
CONGRATS ON KILL	any friendly	the player	player destroys a ship or capital ship component
DEATH	any pilot	everybody	somebody dies
EJECTING	any pilot	all friendlies	somebody ejects
HIT BY PLAYER ONE	friendly pilots	category 0 (reply only)	shot by the player (up to twice)
HIT BY PLAYER AGAIN	friendly pilots	category 0 (reply only)	shot by player three or four times in a row
LR ACCEPTING HANDOFF	bomber leader	friendly leaders	bombers attack a cap ship
LR ARRIVING	wing leader	friendly leaders	new fighters arrive in a sphere
LR CASUALTY IN WING	wing leader	friendly leaders	fighter in wing dies
LR DESTROYED BRIDGE	any friendly	friendly leaders	cap ship bridge destroyed
LR DESTROYED SHIELDS	any friendly	friendly leaders	cap ship shields destroyed
LR DISABLED ENGINES	any friendly	friendly leaders	cap ship engines destroyed
LR HAND OFF MISSION	wing leader	friendly leaders	cap ship is SHIELDLESS
LR MISSION OBJECTIVE	any friendly	friendly leaders	an objective is sighted
LR NO OBJECTIVE	any friendly	friendly leaders	alternative to AS CLEAR
MISSION ACCOMPLISHED	any friendly	friendly leaders	mission is accomplished
MISSION FAILED	any friendly	friendly leaders	mission is failed
NO	any pilot	wing leader	responding to order
ORDER FROM PLAYER	player	any leader	player issues orders
ANY ORDER FROM PLAYER	player	his wing	player issues orders
ORDER ATTACK MY TARGET	player	his wing or another leader	player wants ships to attack his current target
ORDER ATTACK TURRETS	bomber lead	friendly leaders	turrets still exist when bombers make their attack
ORDER BREAK AND ATTACK	any leader	his wing	ordering pilots to break formation and attack
ORDER COVER US	bomber lead	friendly leaders	bombers attacking (random die roll)
ORDER FOLLOW PLAYER ORDER	any leader	his wing	ordering a wing to do what the player said
ORDER FORM UP	any leader	his wing	ordering wing to resume formation
ORDER RETURN TO BASE	any leader	his wing	ordering wing to return to base
ORDER STATUS CHECK	player	his wing or targeted object	checking damage to ship
PR ATTACKING	any friendly	friendly leaders	starting to attack
PR AWAITING ORDERS	any friendly in formation	current wing leader	waiting to attack
PR BIG EVENT OR SURPRISE	any friendly	friendly leaders	sighting enemy cap ship
PR ENEMIES INBOUND	any friendly	friendly leaders	new enemy wave starts
PR FIRING MISSILE	any friendly	friendly leaders	missile fired (die roll 25%)

Comm Type	sent by...	to...	situation
PR FIRING TORPEDO	any friendly	friendly leaders	torpedo fired (die roll 75%)
PR LARGE TARGET DESTROYED	anyone	friendly leaders	capital ship destroyed
PR NEED HELP	any friendly	all friendly	pilot tops 50% damage
PR ON MY WAY	any friendly	all friendly	a pilot is responding to a PR NEED HELP
PR RETURNING TO BASE	any friendly	category 0 (reply only)	pilot is ordered to return by player
PR SMALL TARGET DESTROYED	anyone	everybody	fighter or turret killed
PR SOMETHING WRONG	any friendly	friendly leaders	delayed enemy wave is coming
PR SHOT AT	any friendly	friendly leaders	a pilot is hit by enemy fire
PR TURRET FIRE	bomber lead	friendly leaders	bombers are hit by turrets
PS DAMAGED	any friendly	current leader	response to STATUS CHECK (25-50% damage)
PS GREAT	any friendly	current leader	response to STATUS CHECK (0-25% damage)
PS TERRIBLE	any friendly	current leader	response to STATUS CHECK (75%+ damage)
PLAYER IS TRAITOR	any friendly	all friendly	player hits a pilot more than five times in a row
TAKING OVER WING	any friendly	friendly leaders	wing leader is killed and I'm next best pilot in wing
TAUNT	anyone	current target	whenever (die roll)
THANKS FOR HELP	any friendly	friendly leaders	player makes kill after a PR NEED HELP or mission specific from cap ship
WELCOME	any friendly	friendly leaders	when the player arrives in a sphere with friendly ships
WELCOME KILRATHI	any friendly	friendly leaders	when a pilot enters a sphere with non-enemy Kilrathi in it
YES	anyone	current leader	response to an order

Results	RS priority	P priority	SS priority	A priority
none	1	3		
none	--	252		
none	160	162		
none	155	157		
none	1	3		
PR SMALL TARGET and/or LR CASUALTY IN WING	255	257		
none	220	222		
none	100	102		
none	105	107		
PR ATTACKING	100	102		
none	150	152		
none	75	77		
none	175	177		
none	175	177		
none	175	177		
bomber leader sends LR ACCEPTING HANDOFF	220	222		
none	220	222		
none	150	152		
none	275	277		
none	275	277		
none	125	127		
leader reissues (or ORDER FOLLOW PLAYER ORDER)				
wing men respond				
respond and PR ATTACKING	--	42		
none	35	37		
yes/no	45	47		
none	225	227		
yes/no	25	27		
yes/no	27	29		
none	35	37		
all targets respond with PS	27	29		
none	95	97		
none	50	52		
none	150	152		
none	195	197		
none	20	22		

Results	RS priority	P priority	SS priority	A priority
none	21	23		
none	155	157		
PR ON MY WAY	200	202		
none	190	192		
none	95	97		
none	--	92		
none	90	92		
none	55	57		
none	55	57		
none	90	92		
none	80	82		
none	75	77		
pilot becomes enemy	85	87		
pilot becomes wing leader	180	182		
possible TAUNT	10	12		
none	15	17		
none	15	17		
maybe mission-specific Kilrathi response	--	18		
pilot carries out order	125	127		