

SQUADRONS

This file is 'owned' by: Ben Potter

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WC PROPHECY Squadrons

Squadron 1 - Diamondbacks

Available Ships: Tigershark (Multi-purpose Fighter)
 Piranha (Light Space Superiority Fighter)
 Wasp (Interceptor)

Comments: The first squadron is mainly made up of rookie pilots who fly the Tigershark multi-purpose fighter and Piranha light space superiority fighter. Options such as choosing ships and ordnance will not be available as long as the player flies with the first squadron. The player flies with the first squadron through the final series of act 1 where they defend the communication relay station.

Squadron 2 Black Widows

Available Ships: Panther (Space Superiority Fighter or Wild Weasel)
 Shrike (Torpedo Bomber)
 Wasp (Interceptor)

Comments: The player has shown excellent abilities by succeeding at the comm relay station so they are promoted to the second squadron. Pilots in this squadron are good, so the wingmen are better, but the player has a harder time standing out. Player flies with the second squadron through the final series of act2 where they capture the Alien SHIP KILLER. NOTE: There can be opportunities to fly the Tigershark while in the Black Widow Squad, but the Tigershark will remain a first squadron ship.

Squadron 3 - Wolf-Pack

Available Ships: Vampire (Space Superiority Fighter, or Wild Weasel)
Devastator (Torpedo Bomber)
Wasp (Interceptor)

Comments: Most of this squadron joins the Midway after the Confed reinforcements arrive at the end of Act 2. This squadron is considered one of Confed's best and they are the first to fly the new Vampire Fighter and Devastator Torpedo Bomber. Due to some losses, and the player's outstanding performance, the player is promoted to this prestigious squadron. This is almost unheard of with such a young pilot and in such a short time. The decision is not very popular and creates tension with other pilots. Player flies with this squadron through the end of the game.

WC PROPHECY Wingman List

This portion of the document is intended to begin a list of how many known and red-shirt wingmen the writers and/or designers will have to create lines and personalities for. The number and names of wingmen in each squadron will probably change up until the time they are recorded and implemented into the game, but should still be reflected in this document.

Diamondbacks (Note - DB RS = Diamondbacks red-shirt that will remain in his squadron throughout the game and have no interaction with the player during game-flow only in space-flight)

1. Stiletto - 2nd Lieutenant (known wingman who follows the players promotions throughout the game and has major interaction with the player during game-flow)
2. Maestro - 2nd Lieutenant (same as Stiletto)
3. Dallas - 2nd Lieutenant (known red-shirt that dies at the end of Act I)
4. Zero - 2nd Lieutenant (known red-shirt that dies after Act II?)
5. Nomad - 1st Lieutenant (DB RS 1)
6. Lawyer - 1st Lieutenant (DB RS 2)
7. Sunflower - 1st Lieutenant (DB RS 3)
8. Professor - 1st Lieutenant (DB RS 4)
9. Mutant - 2nd Lieutenant (DB RS 5)
10. Wiley - 2nd Lieutenant (DB RS 6)
11. Moof - 2nd Lieutenant (DB RS 7)
12. Binky - 2nd Lieutenant (DB RS 8)
13. Howdy - 2nd Lieutenant (DB RS 9)
14. Boom Boom - 2nd Lieutenant (DB RS 10)
15. Limbo - 2nd Lieutenant (DB RS 11)
16. Spaz - 2nd Lieutenant (DB RS 12)
17. Cowboy - 2nd Lieutenant (DB RS 13)
18. Fox - 2nd Lieutenant (DB RS 14)
19. Smack - 2nd Lieutenant (DB RS 15)
20. Wolf - 2nd Lieutenant (DB RS 16)

Black Widows (Note - BW RS = Black Widow Red-Shirt that will remain in his squadron throughout the game and have no interaction with the player during game-flow only in space-flight)

1. Hawk - Colonel
2. Maniac - Major
3. Huge - Major (BW RS 1)
4. Warlord - Major (BW RS 2)
5. Acorn - Captain (BW RS 3)
6. Vampire - Captain (BW RS 4)
7. Viking - Captain (BW RS 5)
8. Snake - Captain (BW RS 6)
9. Posse - Captain (BW RS 7)

10. Dirty - Captain (BW RS 8)
11. Redline - 1st Lieutenant (BW RS 9)
12. Veil - 1st Lieutenant (BW RS 10)
13. Steel - 1st Lieutenant (BW RS 11)
14. Jimbo - 1st Lieutenant (BW RS 12)
15. Wyvern - 1st Lieutenant (BW RS 13)
16. Kona - 1st Lieutenant (BW RS 14)
17. Bonsai - 1st Lieutenant (BW RS 15)

Wolf-Pack (Note - Named wingman = known wingman who remains in the Wolf-pack squadron throughout the game but has major interaction with the player during game-flow, WP RS = Wolf-Pack Red-Shirt that will remain in his squadron throughout the game and have no interaction with the player during game-flow only in space-flight)

1. *Named wingman 1*
2. *Named wingman 2*
3. Ogre - Colonel (WP RS 1)
4. Goblin - Colonel (WP RS 2)
5. Bishop - Colonel (WP RS 3)
6. Majestic - Lieutenant Colonel (WP RS 4)
7. Drago - Lieutenant Colonel (WP RS 5)
8. Mustang - Lieutenant Colonel (WP RS 6)
9. Sultan - Lieutenant Colonel (WP RS 7)
10. Falcon - Lieutenant Colonel (WP RS 8)
11. Swan - Major (WP RS 9)
12. Hellion - Major (WP RS 10)
13. Ghost - Major (WP RS 11)
14. Ranger - Major (WP RS 12)
15. Pops - Major (WP RS 13)
16. Duke - Major (WP RS 14)
17. Sprite - Captain (WP RS 15)
18. Zombie - Captain (WP RS 16)

End of Screen Player = Captain

Military Ranks of the Terran Confederation

Version 1.1

Navy:

(Enlisted)

- E1 - Spaceman
- E2 - Veteran Spaceman
- E3 - Petty Officer
- E4 - Chief Petty Officer
- E5 - Master Chief Petty Officer

(Officer)

- O1 - Ensign, 2nd Class
- O2 - Ensign, 1st Class
- O3 - 2nd Lieutenant
- O4 - 1st Lieutenant
- O5 - Lieutenant Commander
- O6 - Commander
- O7 - Captain

(Flag)

- O8 - Commodore
- O9 - Rear Admiral
- O10 - Vice Admiral
- O12 - Admiral
- O13 - Space Marshal

Space Force:

(Enlisted)

- E1 - Spacehand
- E2 - Spacehand, 2nd Class
- E3 - Spacehand, 1st Class
- E4 - Senior Spacehand
- E5 - Staff Sergeant
- E6 - Tech Sergeant
- E7 - Master Sergeant
- E8 - Senior Master Sergeant
- E9 - Chief Master Sergeant

(Officer)

O1 - 2nd Lieutenant

O2 - 1st Lieutenant

O3 - Captain

O4 - Major

O5 - Lieutenant Colonel

O6 - Colonel

(Flag)

O7 - Brigadier General

O8 - Lieutenant General

O9 - Major General

O10 - General