

Wing Commander Prophecy Series B Overview

Series Objectives / Description

ACT ONE

SERIES B: SUMMARY

Nephel

(Series A has been OMITTED)

This first Series is designed to introduce a new ship, the attack carrier Midway, and our new characters -- Lance Casey and his fellow rookies; plus the CAG, the Captain, Science Officer Aurora Finley, and other staff officers. Blair, Rachel, Dekker, Hawk and Maniac will also be re-introduced. Special emphasis will be placed on Dallas, Stiletto and Maestro, the rookie pilots who will have the biggest impact on Casey.

As we begin, the Midway is completing her final space trials when she encounters an alien probe. The appearance of this probe, and its significance, will launch us into the next Series and the rest of the game.

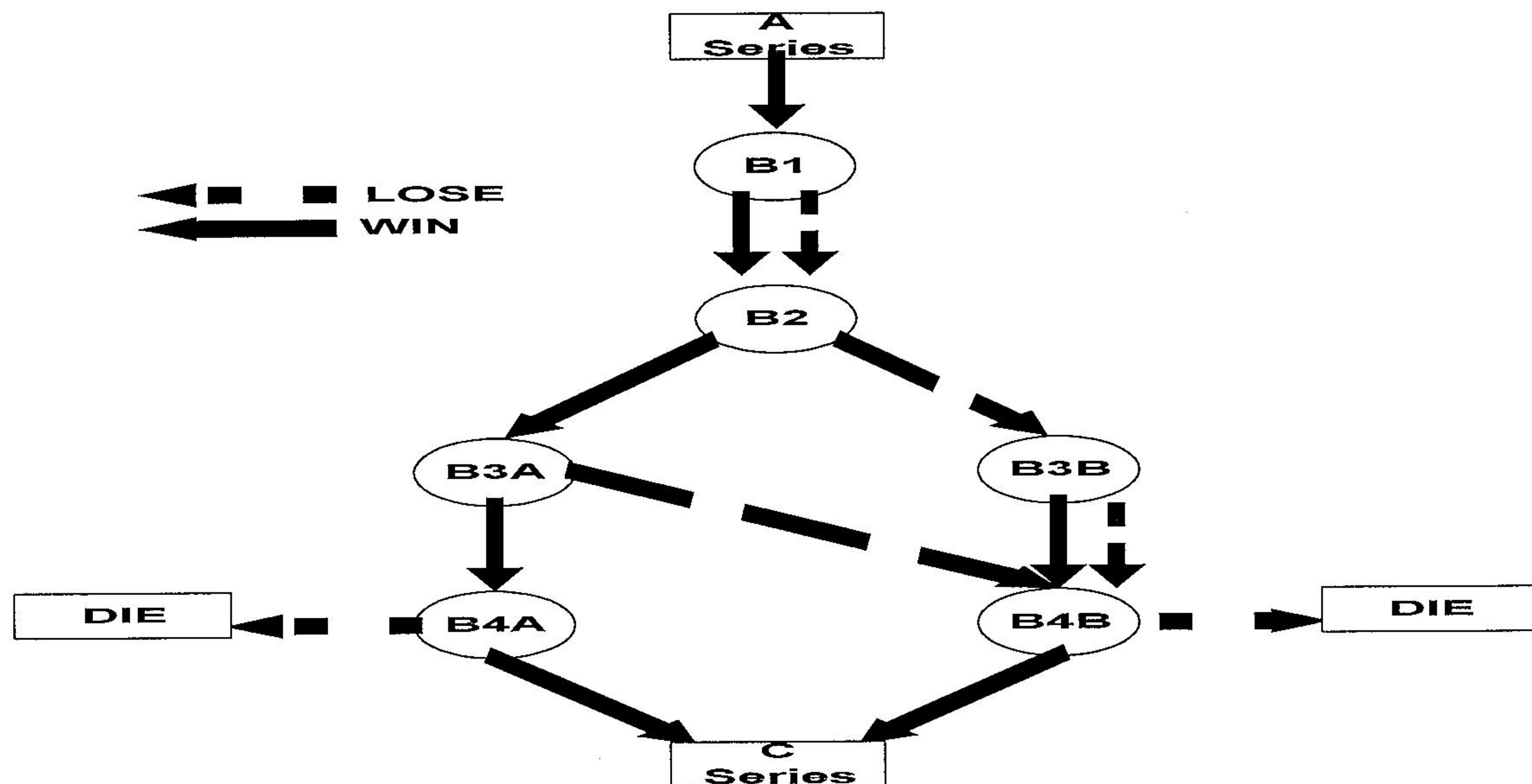
After finding the probe, the Midway responds to what at first appears to be a bogus distress call, and discovers an annihilated Kilrathi fleet; destroyed by whom or why a mystery.

Casey escorts Colonel Dekker and his Space Marines to the most intact Kilrathi vessel. While the boarding party recovers the ship's black box or downloads its data log, numerous alien fighters of unknown origin attack.

In a series of exciting missions, Casey and his comrades take on this new enemy. They cover the Marines as they return to the Midway -- and give the invading aliens their first bloody nose.

But despite some measure of success, the appearance of an overwhelming alien fleet forces the Midway to jump to another star system at the end of this Series.

Mission Flowchart / Tree



Nephel system

Mission B1 Objective

Mission Type:

Escort/Defend.

Mission Objectives –

- Along with pilots from Devil Squadron, escort Col. Dekker's shuttle until they dock with the Kilrathi Command ship.
- Provide cover while they search the ship, and then escort them back to the MIDWAY.

Complete success –

Go to mission B2.

Complete failure –

You cannot fail this mission. The marines will make it back without you. The marines will not be placed on any enemy attack list, and they'll be invulnerable, too.
 Goto mission B2.

Eject –

Eject VO.

Die –

Run scene #191.
 Roll credits. Game Over.

What's new: Pretty much everything.

- Player has been introduced to the Midway.
- Player is in a new squadron: the Diamondbacks.

- Flying a new ship: the Piranha. *[Handwritten: 1700]*
- Flying in an asteroid field.
- Flying with husks of the destroyed Kilrathi fleet.
- First introduction to alien Multi-Role Fighters (VDU will say "Unidentified"). These will fly much like a standard Confed ship.
- Player can cloak, although it will be ineffective.

Electrifying events in the Mission:

- When the player escorts the marines in, aliens will surprise the player by coming out of the asteroids.
- There will be lots of specific comms in the mission that relate to the FIRST CONTACT with these new invaders.
- When the first ships come out, the player's wingman will say "Dammit! These guys can see us when we're cloaked!!"
- Player will receive his first medal after the mission. A combat ribbon.

Notes:

- Need ICIS text.
- Maniac is somewhere else during spaceflight mission.

Mission B2 Objective

Mission Type:

Scramble/Escort.

Mission Objectives –

- A flight of Panthers from Devil squadron have taken heavy damage in encounters with alien vessels, rendezvous with them and escort them back to the MIDWAY.

Complete success –

Go to B3a.

Complete failure –

Go to B3b.

Eject –

- Eject VO.
- Goto B3b + Lose or win effects.

Die –

- Run scene #191.
- Roll credits.
- Game over.

What's new:

- Player is in a new ship (fighter): The Tigershark.
- Player will use Autopilot extensively
- Player will meet Maniac in flight.

Electrifying events in the Mission:

- Player will have a BIG battle with aliens, when he reaches the rendezvous point.
- There will be lots of comm chatter.
- Bogeys will be identified as Morays in the VDUs.

- Members of the (elite) Black Widows squadron will be being rescued by the lowly rookie (the player) and there will be comms to that effect: "Never thought I'd be glad to see a Plebe" – Maniac.

Notes:

- Mission briefing will be in VDU.
- Player is in Wasp for this scramble.
- Wingmen: Maestro, Stiletto.
- Generic Scramble Launch video.

Mission B3a Objective

Mission Type:

Fighter Sweep.

Mission Objectives –

The Midway is pulling out of the system, fly ahead of her and clear a path to the jump point.

Complete success –

- No generic attaboy
- Goto Scene 16.
- Go to B4a.

Complete failure –

- Solo walkup to debrief
- Lose effects
- Goto B4b
- Generic Rachael smack (lose)
- Go to B4b.

Eject –

Eject VO.

Die –

Run scene #191.

What's new:

- Midway is heading for a jump point.
- Aliens will be using more difficult tactics.

Electrifying events in the Mission:

- Player will run into the heaviest fighter cover to date.
- There will be comms from other fighter groups indicating the scale of the battles.
- Player will have to fight for his life at each Nav point.

Notes:

- Player is in Tigershark.
- Wingmen: Maestro, redshirt #63.
- Specific setup briefing.

Mission B3b Objective

Mission Type:

- Fighter Sweep.

Mission Objectives –

- The Midway is pulling out of the system, fly ahead of her and clear a path to the jump point.

Complete success –

- Show scene #20
- Go to B4b.

Complete failure –

- Show scene #20.
- Go to B4b.

Eject –

- Eject VO.
- Specific win/lose effects.

Die –

- Run scene #191.

What's new:

- Midway is heading for a jump point.
- Aliens will be using more difficult tactics.

Electrifying events in the Mission:

- Player will run into the heaviest fighter cover to date.
- There will be comms from other fighter groups indicating the scale of the battles.
- Player will have to fight for his life at each Nav point.

Notes:

- Specific setup.
- Briefing same as B3a.
- Player is in Piranha.
- Wingmen: Redshirt #96, #69.

Mission B4a Objective**Mission Type:**

- Scramble.

Mission Objectives –

- The MIDWAY is almost home at the jump point, but scanners indicate a large alien force on an intercept course, you are to intercept the incoming forces and hold them off until the MIDWAY reaches the jump point.

Complete success –

- Go to Series C.
- Show scene #25.

Complete failure –

- You get left behind.
- Run scene #23.
- Run scene # 191.
- Credits.
- Game Over.

Eject –

- Eject VO.
- [Run scene #23.
- Run scene # 191.
- Credits.
- Game Over.]

Die –

- Run scene #191
- Credits.
- Game over.

What's new:

- Player will fly a new ship: the Wasp.
- Player can hit the rocket boosters on the Wasp and fly at above afterburner speed to meet the aliens. FAST!
- Rocket booster is detached upon being spent.

Electrifying events in the Mission:

- This is the first time the player will be introduced to a SCRAMBLE mission.
- Player receives his first briefing in flight.
- Using the rocket booster will give the player unprecedented speeds never reached in any Wing Commander.
- Player and wingmen WILL be overwhelmed and recalled to the Midway.
- Midway will give the player a certain time limit to return to the Midway. 90 seconds, 60 seconds, 30 seconds. 10,9,8,7,6,5,4,3,2,1 we're outta here! And jump out with or without the player.
- If the player doesn't get back to the Midway in time, he'll be left behind.

Mission B4b Objective**Mission Type:**

- Scramble.

Mission Objectives –

- The MIDWAY is almost home at the jump point, but scanners indicate a large alien force on an intercept course, you are to intercept the incoming forces and hold them off until the MIDWAY reaches the jump point.

Complete success –

- Go to Series C.
- Show Meanwhile #1.
- Scene #25.
- Goto C1.

Complete failure –

- You get left behind. Run scene #23 +191 + Credits.

Eject –

- Eject VO.

Die –

- Run scene #191.

What's new:

- Player will fly a new ship: the Wasp.
- Player can hit the rocket boosters on the Wasp and fly at above afterburner speed to meet the aliens. FAST!
- Rocket booster is detached upon being spent.

Electrifying events in the Mission:

- This is the first time the player will be introduced to a SCRAMBLE mission.
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- If the player doesn't get back to the Midway in time, he'll be left behind.

Notes:

- Scramble.
- Briefing will be a VDU
- Player in Wasp.
- Wingmen: 3x Redshirt.

Series Losing Path

This series cannot actually be "lost," unless the player dies or gets left behind in the last mission.

What's New in this Series (Springboards)

First encounter with Alien ships
Discover that cloaking technology is useless
All the new ships.
All the new enemy AI.

What's Being Built on in this Series

It's all new stuff, wait 'til next series.

**Wing Commander Prophecy
Mission Specification**

Mission : *B1*

Description / Choreography

CUTS, CORRECTIONS, COMMENTS, CONCERNS

Change Fralthi to Kilrathi.

Escort Dekker

B-39

BRIEFING START:

Pre-Mission B1

CAG

Take your seats, people.

(as everyone does so)

If you haven't guessed by now, the Midway has entered a Red Alert situation. I advise everyone to hit the flight sim when not on active duty as all training exercises are suspended as of now ---

As the pilots murmur in concern the CAG breaks off, surprised, as CAPTAIN DRAKE (tall, imposing, silver-haired) ENTERS with COLONEL DEKKER (tough, seasoned; a Marine's Marine.)

CAG

Attention! Captain Drake, Col. Dekker...

Every pilot rises to his feet.

CAPTAIN

As you were. Sorry to interrupt, Commander, but a live feed's coming in from our AWACS patrol that has jumped ahead to the H'rekkah system. This is need to know for all squadrons.

(nods to Anderson)

Open channel Three One.

ANDERSON taps his console and the large viewscreen comes to life with an unbelievable sight -- numerous Kilrathi warships adrift; most still ablaze. Many Vaktoth's, Paktahn's, Strakha's, etc. are all just so much space junk. We HEAR crosstalk from the AWACS pilot and control. The room quietly gasps. Blair shoots a glance at the CAG. She looks as if she feels his look, but stands her ground with her eyes fixed on the screen. A beat for everyone to absorb this, then the Captain continues:

CAPTAIN

As no contact can be established with any of the Kilrathi ships, on

recommendation of Col. Dekker, I have decided that this is now a Marine operation. Commander?

The CAG steps forward.

CAG
Pilots, please check your ICIS for mission details.

Casey, (at al) all looks down at his console. It comes to life, mission data spills onto the screen.

ICIS VOICE OVER:

ICIS BEGINS

CAG
(OS)
Once we've made the jump, our objective is this Fralthi cruiser. Scans indicate some very faint life signs; possible survivors, so the atmosphere is intact. The Blackwidows are primary escort to the Marine LC. Diamond backs will act as backup.

ICIS ENDS

BRIEFING DISMISSAL:

CAG
Lt. Casey? You will lead the Diamondbacks as backup with Stiletto and Maestro as you wingmen.

He looks up startled.

CAG
Lt. Talvert has recommended you for this duty. Don't disappoint her—this is for real.

He glances at Stiletto, who doesn't look at him. A smile barely plays on her. He looks forward again.

CAG
Now, before I dismiss you, I know that Commodore Blair has a few words. Commodore?

His expression turns from a frown to genuine surprise. He turns and addresses the pilots.

BLAIR
I know that the Midway is not yet ready for full operational status, and that

Insert "As soon as we jump, you will leave"

for many of you this will be one of your first missions outside the academy...

He glances at the CAG, who softens just a bit. This is Blair at his best.

BLAIR
Keep in mind that you are Confed's best...Watch your butts out there.

CAG
Good luck, People. Dismissed.

BRIEFING ENDER:

They all stand and make their way towards the door to the flight deck. Casey comes up to Stiletto.

CASEY
Thanks for the opportunity. I won't let you down...

STILETTO
(cutting him off)
Forget it, Lt. Just don't make me come get your sorry ass.

She exits as Casey looks after her. Maestro comes up behind Casey.

CASEY
Is it me?

MAESTRO
(pauses to think)
Yes. C'mon, let's fly.

They exit.

EXT. SPACE

Miway Jumps into H'Rekkah System.

INT. HALLWAY

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Pilots run towards the flight deck with their helmets.

INT.FLIGHT DECK

Pilots come spilling out onto the deck, with ND techs moving to stations. Casey comes into frame, and puts on his helmet. Exits.

INT. HANGAR (CG/EFFECT)

Casey moves along a gangway to his ship.

INT. HANGAR (CG)

Launch Doors open. Ships drop into position.

LANDING START:

Post Mission B1

INT. FLIGHT DECK

7

Casey Walks up and looks a little lost. Several ND Techs are scrambling with various equipment as Chief tech, RACHAEL CORIOLIS works at her panel surrounded by exposed components. Casey watches her as a warning alarm goes off.

RACHAEL

(to the techs)

What do you mean the guidance system is down again. I need that system working on the double. And tell O'Niel to get number 2 and 7 Hangar Rams back on line. We've got real problems.

They leave. Checks readout.

RACHAEL

Christ, doesn't anything work around here?

She turns to see Casey.

RACHAEL

What's your damage, Flyboy?

CASEY

What?

RACHAEL

You look lost.

CASEY

(in a little shock)

Well, I just landed..and..where do I..?

RACHAEL

Don't they teach you numbnuts anything in school? When you land you check your stats, here..

(indicates her station)

You then move to the chute. That leads to decontam. Got it. God, I hope you fly better than you take directions...

The shrill alarm goes off again. Techs run in to help her. Casey exits to decontam chute.

ICIS COMMENTS:

No comments.

LANDING ENDER:

Needs specific ender. *Generic ENDING walk to Street*

Mission Win / Lose Effects

Eject: picked up by SAR, the "You don't ditch your craft..." speech..

Killed: Funeral endgame... very sad.. boo.. hoo...

Mission Won: Escort Martine shuttle to Kilrathi Cruiser and then back to MIDWAY: goto B2

Mission failed: Player Ejects at NAV1 goto B2

Special Notes:

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG

Squadron: Black Widows

Fighter: Panther

Flight Leader: Redshirt? Maniac

Wingman: Redshirt?

Wingman: Redshirt?

Squadron: Diamondbacks

Fighter: Piranha

Flight Leader: Player

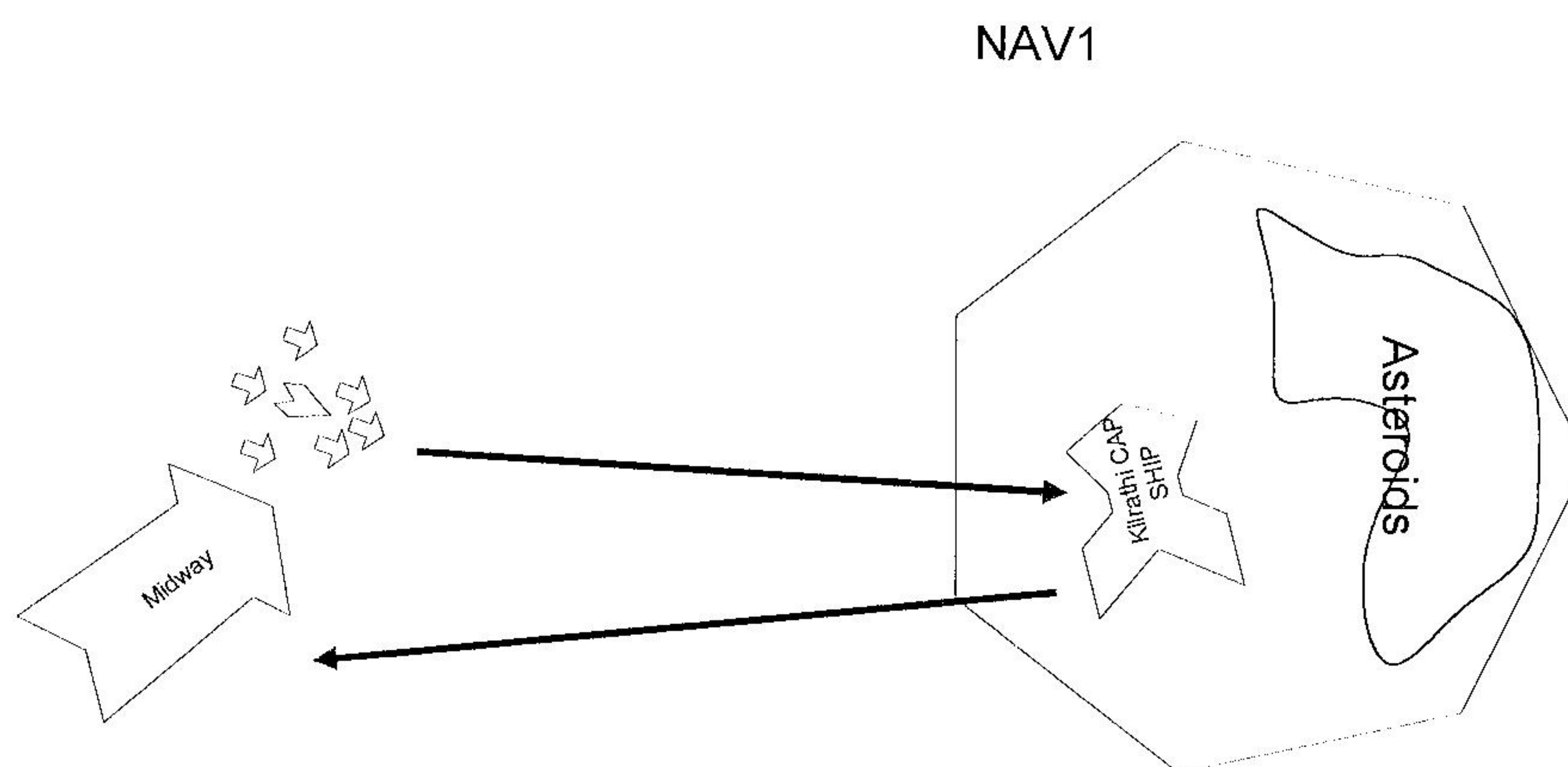
Wingman: Stiletto

Wingman: Maestro

Squadron: Marines

Marine Shuttle : Dekker & Co

Mission Map



Mission Outline

Primary Objective: Provide secondary escort for the Marine shuttle to Nav 1, where it will dock with the Kilrathi CRUISER Provide cover while the marines search the CRUISER, then escort the shuttle back to the MIDWAY

1. Briefing/take-off from Midway
2. Escort Dekkers shuttle to the Kilrathi Capship at Nav1, assuming player stays at least 10,000 meters(?) from the asteroid field, the fighter there will not attack yet.
3. Stay on station and wait for Dekkers shuttle to dock with the Capship
4. Comm-Video?/Full-screen-Video? of Marines on Capship
5. After dekker movie, Alien Fighters come screaming out of asteroid field, also comms from other patrols report engagements with enemy forces
6. Hopefully fight off aliens and escort Dekker back to Midway
7. Land and debrief back at Midway

CUT

Casey lands. Debriefed by Hardware, who speculates that cloaking technology is useless against alien menace. He tells Casey he has an idea; asks if Casey wants to try it out.

IF Casey says yes, THEN Hardware yanks cloaking device and routes extra power to shields and weapons, on CASEY'S SHIP ONLY..

**IF Casey says no, THEN next mission will be flown in a standard (cloakable) fighter..
NO IN-FLIGHT of MAJOR POWER SYSTEMS..**

CUT

Nav Points

LAUNCH: Players Flight (3 Panther, 3 Piranha, 1 Marine Shuttle), Combat Air Patrol fighters (4 Panthers), Flights out-bound for other patrol routes (3,4 groups of 3 fighters, various mix), Midway .

NAV1: Kilrathi Cap-Ship, 10-15 dead/damaged Dralhti, Vakoth, Strakha (or parts of) Asteroid field on far side of Kil. Cap Ship (w/hidden alien fighters: 9 [3 waves of 3] Alien Multi-role Fighters)

LANDING: Players Flight (or whats left), Combat Air Patrol fighters (4 Panthers), Flights in-bound from other patrol routes (3,4 groups of 3 fighters, various mix), Midway .

Communication Events

Mission B1 VDUs

EXT. MISSION B1

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DEKKER
(VDU)

We have docked at the cruiser, Alpha Flight. Watch our backs.

DEKKER
(VDU)

Alpha Flight; this is Marine One.
This place is littered with dead
Cats. Whatever hit 'em, hit em hard.
We've located the ship's auxiliary
log. Downloading...

DEKKER
(VDU)

Alpha! We are outta here.

Launch: Standard Comms

Nav1:

Comm from ?Dekker: "Look at that"

Comm from ?Dekker: "Docking successful, We're goin' in."

Comm from ?Dekker: "We've downloaded part of the ships data-log.. were comin out.."

Comm from ?Dekker: "We're takin' fire here!" - if attacked

Comm from ?Dekker: "Great shot kid, that was 1 in a million." .. (or "good shootin" or "not bad for a fly-boy")

Comm : wingmen chatter about Cap Ship

(after Dekker movie, or after aliens begin attacking)

Comm : combat chatter from Wingmen and other patrols "Holy shit! where'd they come from?"

"Multiple Contacts, Approaching on attack vectors!"

"I'm taking fire!!... ..Cloak!!.. ..I AM cloaked!"

"I can't shake 'em!"

"Goddamnit!! The cloak seems to have no effect!"

"We're gettin pounded here!"

etcetera..

Dekker aboard ships vid link? Or cut to full screen movie?

Landing: Standard

Special Art / Objects

Kilrathi Cruiser (Badly damagedin pieces?) - occasional small explosions along hull?

Debris of various Kilrathi fighter types (Dralthi, Strakha, Vakoth, Paktahn)

Asteroid field

Alien Multi-role fighters

Special Sound Effects

Alien Ship/ Weapons noises..

Cap-ship related noises..? metal fatigue, explosions, ?

cloak/uncloak noises

Additional Comments

Assuming the player does not get any closer than 10,000 m to the asteroid field (15-17,000m past Kil. Capship), the alien fighters there will not attack...(before the Dekker movie) .. if the player does approach the asteroids the Alien fighters will immediately attack, going primarily after the fighter cover, and the another set (identical to the first) will attack after the Dekker movies

CONCERNS:

- *Cool, Large (MANY small peices) debris field in SPACEFLIGHT*
- *Cloaking effect*
- *how to effectively relay that cloaking dosen't work too well against aliens (when a probe is around)*

NOTES

- *An ALIEN PROBE/AWACS will effectively nullify the benefits of CONFED cloaks, so any missions where the cloak should not be allowed MUST have one or more ALIEN PROBE/AWACS things in the area*

Additional comments:

Need text for ICIS in the briefing. bjc

Maniac will be somewhere else in spaceflight, so player will never run into him. bjc

**Wing Commander Prophecy
Mission Specification**

Mission : B2

Description / Choreography

CUTS, CORRECTIONS, COMMENTS, CONCERNS

There is no medal after B2.

Scramble / Escort

BRIEFING START:

Pre-Mission B2

A SCRAMBLE ALARM SOUNDS, (All Pilots PAVO) and the pilots rush through the Ready Room Door and into a SCRAMBLE SEQUENCE.

INT. HALLWAY 10
Alarm lights flash. Pilots run for the flightdeck urgently.

INT. FLIGHTDECK 11
Pilots spill out among ND techs as they run OS to the ships.

SCRAMBLE MISSION BRIEFING IN COCKPIT:

Mission B2 VDUs

EXT. MISSION (B2) 12

Casey is briefed by the CAG via VDU while launching.

CAG - VDU
Lieutenant Casey, the Black Widows have been ambushed while on patrol. Your Alpha Flight will escort the survivors to the Midway. The course we've mapped out should help you avoid hostile encounters.

NO BRIEFING DISMISSAL:

None

NO BRIEFING ENDER:

None

LANDING START:

Needed.

ICIS COMMENTS:

Generated by mission.

LANDING ENDER:

Needed.

DESIGN NOTES

Casey is briefed via VDU by CAG while launching. He and Diamondback squadron have been scrambled to provide escort/cover for fighters from Black Widows Squadron who are returning to Midway after getting pretty banged up on deep space patrol.

In an attempt to avoid a fight as much as possible, the return trip will detour through Nav Points that have had no previous alien presence.

Mission Win / Lose Effects

~~Eject: lose mission, picked up by SAR goto B4b~~

This Eject needs more detail. bjc

Killed: funeral endgame..? very sad.. boo.. hoo..

Mission Won: Rendezvous with Bravo flight and escort 50% of them back to the MIDWAY - proceed to B3a

Mission failed: Bravo flight more than 2/3rd destroyed or Player Ejects - proceed to B3b

Special Notes:

~~If the Player manages to get 2/3rd or more of BRAVO flight back to the MIDWAY the he will receive a medal.. Confed Flying Cross..?~~ Can't give Confed Flying Cross. That's for later. Use a simpler medal.
bjc

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG

Squadron: Diamondbacks

Fighter: Piranha

Flight Leader: Player

Wingman: Stiletto

Wingman: Redshirt MAESTRO?

Wingman: Redshirt

(at NAV 1)

Squadron: Black Widows

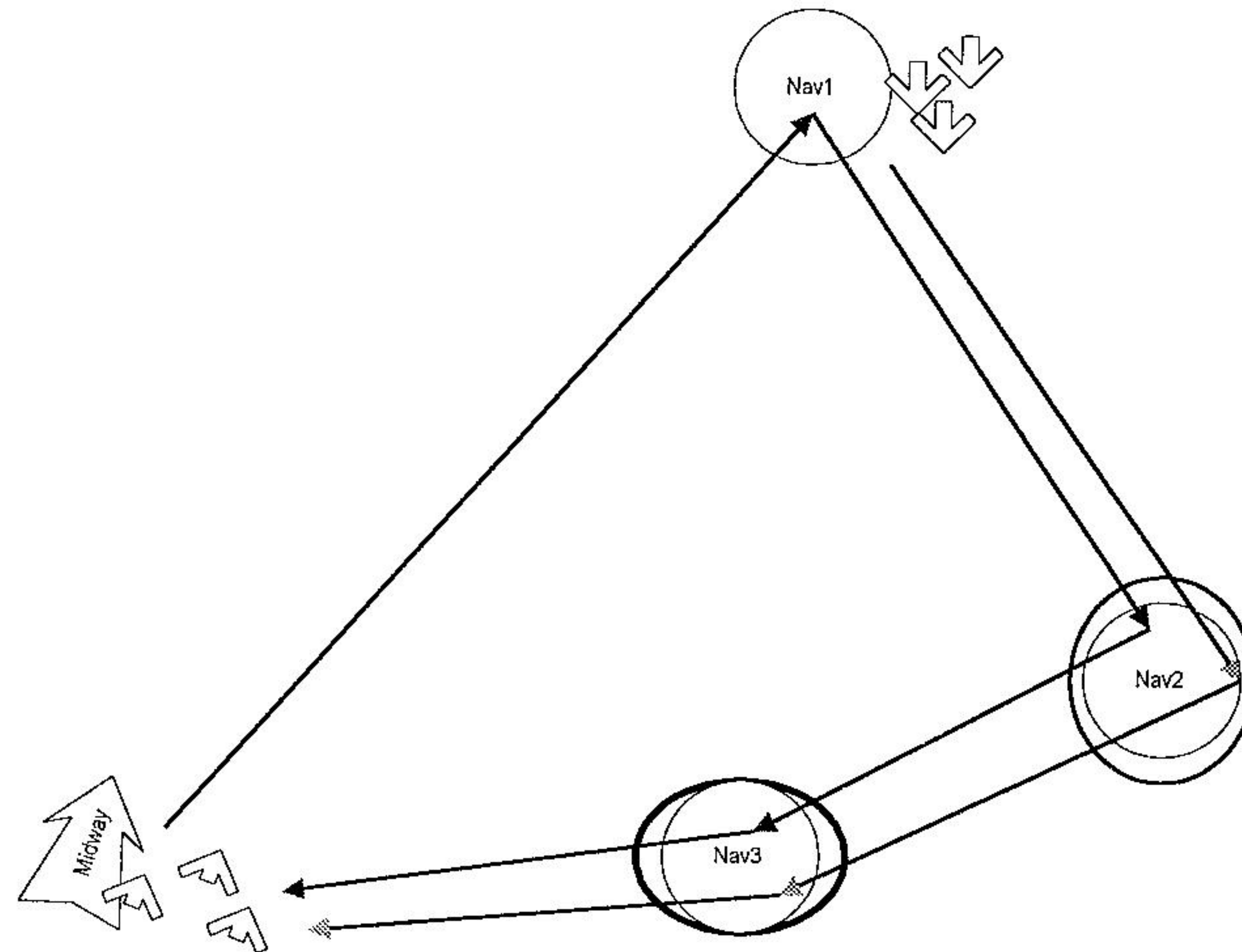
Fighter: Panther (with Moderate to heavy Damage)

Flight Leader: MANIAC

Wingman: Redshirt
Wingman: Redshirt
Wingman: Redshirt
Wingman: Redshirt
Wingman: Redshirt

CUT - *Special Notes: If the player chose to modify his fighter after B1 he will be flying in a modified fighter.. no cloak.. increased gun and shield power.. - CUT

Mission Map



Mission Outline

Primary Objective: Bring back at least 50% of BRAVO flight back to the MIDWAY

Bonus Objective: Bring back 2/3rd or more of BRAVO flight back to the MIDWAY

1. Briefing, launch from Midway.. proceed to Nav1 wait for rendezvous with flight from Black Widow squadron (6 Panthers w/moderate to heavy damage flown by Redshirts and 1 Significant Character Maniac from Black Widow Squadron) ...
2. proceed to Nav 2, jumped by 6 alien Multi Role Fighters..
3. proceed to Nav 3, jumped by 3 waves of 3 Alien Multi-role Fighters
4. proceed back to Midway, land, debrief..

Nav Points

Launch: Players Flight (4 Tigersharks), Combat Air Patrol fighters (4 Panthers), Flights out-bound for other patrol routes (3,4 groups of 3 fighters, various mix), Midway .

Nav1: Rendezvous with Black Widow Sqd. - 6 Panthers with Moderate to Heavy Damage

Nav2: 6 alien Multi Role Fighters

Nav3: 3 waves of 3 Multi-role Fighters

Land: Debrief, Combat Air Patrol fighters (4 Panthers), Flights in-bound from other patrol routes (3,4 groups of 3 fighters, various mix), Midway .

Communication Events

MANIAC - VDU

Never thought I'd be glad to see a
pleb.

1. Comm : Black Widows Sqd. "Boy are we glad to see you guys"
2. Comm : Black Widows Sqd. - combat chatter.. " get 'em off me", "I can't shake him", "look out",
etc..
3. Comm : Black Widows Sqd - combat chatter.. "Die alien bastards..", "Suck hot plasma buddy!" etc..
4. Comm : Black Widows Sqd. - death phrases
5. Comm : Black Widows Sqd - "thanks for the escort boys"
6. Comm : Diamondbacks - combat chatter.. like 2,3,4

Special Art / Objects

Alien fighters/weapons
battle damaged Panthers

Special Sound Effects

alien ships/weapons/engines

Additional Comments

CUT - also last mission where the cloaking device might be available.. - CUT

CONCERNS : Placing pre-damaged Panthers at a NAV point, is that possible within MED?

B2

**Wing Commander Prophecy
Mission Specification**

Mission : B3a/b

Description / Choreography

FIGHTER SWEEP

Concern: No medal after this B3 a or b.

B3a and B3b are the same briefings.

BRIEFING START:

Pre-Mission B3a and B3b

MISSION (B3A)

INT. MIDWAY BRIEFING ROOM MISSION (B3A)

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Blair and the CAG stand by as the Captain leads the briefing. We begin mid-scene; the room abuzz with excitement.

BLAIR

Settle down, people. Quiet!

Silence finally falls. The Captain steps forward:

CAPTAIN

I know the word "retreat" sticks in everyone's craw, but we must pull the Midway out of this system until we have a better idea of what we're dealing with

BLAIR

This also gives us a chance to warn Confed via the Relay Station in the H'hrrass system. Commander?

CAG

Pilots, check your mission stats

Casey (et al) looks down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

(VO)

A patrol in force will sweep ahead of the Midway and clear a path to our next jump point.

CAG
(VO-Cont'd)
Our primary sensors are now on line
and have revealed a large body of
unidentified contacts at the far side
of this system closing rapidly. This
force will be in striking distance by
0100 hours. We jump before that time
or the game is over..

ICIS ENDS

BRIEFING DISMISSAL:

CAG
Good luck. Dismissed.

BRIEFING ENDER: (B3b only)

INT. MIDWAY BRIEFING ROOM (BRIEFING ENDER) 18

As Casey starts to leave, Blair stops him.

BLAIR
Mister Casey, may I have a word with
you?

The two men move aside for a private moment.

BLAIR
I've been reviewing your mission
stats.
(gives Casey a long look)
The Lieutenant's recent performance
won't earn him any promotions or
medals. In fact, he runs the risk of
being dropped from the flight roster
entirely.

CASEY
(pissed)
Permission to speak freely, Sir.

BLAIR
Granted.

CASEY
Does the Colonel have something
useful to say, or he is just blowing
smoke in my face?

Blair glares at Casey; and if looks could kill...

BLAIR
The Colonel will shove the Lieutenant
through an air lock if he ever speaks
to him in that tone again. Now get
your balls under you and start flying

like lives depended on it. Because they do.

Blair exits.

LANDING START:

Needed.

ICIS COMMENTS:

None of note.

LANDING ENDER: B3a only

Post-Mission B3a

INT. MIDWAY FLIGHT DECK

16

Casey checks his stats. Rachael comes up behind him.

RACHAEL

I saw you fly out there. You're Casey.

He turns, surprised. But changes a bit. Just nods, silent.

RACHAEL

Look. I've been thinking about the way I snapped at you when we first met. It's been hell down here and I didn't mean to-- (She stops) I'm Rachael Coriolis.

CASEY

How'd you know my name?

RACHAEL

It's on the flight roster...and Commodore Blair told me.

Then a smiling ND TECH appears from the Eagle's Nest and approaches Rachel.

ND TECH

Good news, Chief. We cracked the code on that Kilrathi log the Marines brought back.

RACHEL

Duty calls. Anyway, nice to meet you Casey.

The Tech walks off as Rachel begins to turn. Casey stops her...

CASEY

Hey, wait...By way of an apology, can I

sit in while you work for a little while?

RACHEL

Oh, is this sudden interest in Kilrathi decryption business or pleasure. Lieutenant?

CASEY

Maybe a bit of both. Either way I'd like to watch you work, only..

RACHAEL

What?

CASEY

What about Blair? Does he tell you everything?

RACHAEL

He's..an old friend. That's all. -- C'mon hotshot.

She exits.

CASEY

Good.

He exits.

LANDING ENDER: B3b only

Post-Mission B3b

INT. MIDWAY FLIGHT DECK (CONDITIONAL)

1920

Casey checks his stats. Rachael comes up behind him.

RACHAEL

I saw you fly out there. You're Casey.

He turns, surprised. But changes a bit. Just nods, silent.

RACHAEL

Look. I've been thinking about the way I snapped at you when we first met. It's been hell down here and I didn't mean to-- (She stops) I'm Rachael Coriolis.

CASEY

How'd you know my name?

RACHAEL

It's on the flight roster...and Commodore Blair told me.

Then a smiling ND TECH appears from the Eagle's Nest and approaches

Rachel.

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The Tech walks off as Rachel begins to turn. Casey stops her...

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Hey, wait...By way of an apology, can I sit in while you work for a little while?

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CASEY

Maybe a bit of both. Either way I'd like to watch you work, only..

RACHAEL

What?

CASEY

What about Blair? Does he tell you everything?

RACHAEL

He's..an old friend. That's all. But in any case, judging from your stats, maybe you should spend your time in the sim instead. I'd like to think that you'll be around later..

She EXITS. Casey thinks about this, then exits.

Mission Win / Lose Effects

(B3a)

Eject: Picked up by SAR goto B4b, purple heart?, the: "you don't ditch your fighter" speech?

Killed: Funeral endgame?, very sad.. boo hoo..

Mission Won: goto B4a

Mission failed: goto B4b

(B3b)

Eject: Picked up by SAR goto B4b, purple heart?, the: "you don't ditch your fighter" speech?

Killed: Funeral endgame?, very sad.. boo hoo..

Mission Won: goto B4b

Mission failed: goto B4b

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG
Squadron: Diamondbacks

(B3a)

Fighter: Tigershark
Flight Leader: Player
Wingman: Maestro
Wingman: Redshirt#63

(B3b)

Fighter: Piranha
Flight Leader: Player
Wingman: Redshirt#96
Wingman: Redshirt#69

Mission Map

Mission Outline

Primary Objective: Eliminate 100% of Alien forces at each Nav Point, clearing a path for the MIDWAY as she makes for the JUMP-POINT

1. Briefing, take-off, proceed to Nav 1, engage light enemy forces
2. proceed to Nav2, engage light/moderate enemy forces
3. Proceed to Nav 3, engage moderate enemy forces
4. Proceed back to Midway, Land

Nav Points

(B3a)

Launch: Players Flight (3 Tigersharks), Combat Air Patrol fighters (4 Panthers), Flights out-bound for other patrol routes (3,4 groups of 3 fighters, various mix), Midway .

Nav1: 3 Alien Multi-role Fighter
Nav2: 3 Alien Multi-role Fighter
Nav3: 6 Alien Multi-role Fighter
Land: Debrief, Combat Air Patrol fighters (4 Panthers), Flights in-bound from other patrol routes (3,4 groups of 3 fighters, various mix), Midway .

(B3b)

Launch: Players Flight (2 Tigersharks), Combat Air Patrol fighters (4 Panthers), Flights out-bound for other patrol routes (3,4 groups of 3 fighters, various mix), Midway .
Nav1: 4 Alien Multi-role Fighter
Nav2: 4 Alien Multi-role Fighter
Nav3: 8 Alien Multi-role Fighter
Land: Debrief, Combat Air Patrol fighters (4 Panthers), Flights in-bound from other patrol routes (3,4 groups of 3 fighters, various mix), Midway .

Communication Events

Mission B3a VDUs

EXT. MISSION B3A

15

STILETTO - VDU

Stay focused, rookie. We've got a job to do.

Mission B3b VDUs

EXT. MISSION B3B

19

DALLAS - VDU

Buck up, big fella. Every mission's a new chance to feel empowered.

Comm : combat chatter from Players Squadron and other flights elsewhere

Special Art / Objects

Alien Ships/Weapons

Special Sound Effects

Alien ships/engines/missiles/weapons

Additional Comments

CUT - *If the player has not already had his ship modified by (mechanic) at the end of B2 it will be done here before the mission ...flic of mechanic dude: "hey kid I blah..blah.. blah... hope it helps." - CUT

No major foreseeable concerns..

Additional Comments:

No video SPECIFIC medal after this mission. A or B. bjc

B3c/3

**Wing Commander Prophecy
Mission Specification**

Mission : B4a/b

Description / Choreography

Scramble

BRIEFING START:

Copied from B2 (this is the standard scramble flick)

A SCRAMBLE ALARM SOUNDS, (All Pilots PAVO) and the pilots rush through the Ready Room Door and into a SCRAMBLE SEQUENCE.

INT. HALLWAY
Alarm lights flash. Pilots run for the flightdeck urgently. 10

INT. FLIGHTDECK
Pilots spill out among ND techs as they run OS to the ships. 11

SCRAMBLE MISSION BRIEFING IN COCKPIT:

Pre-Mission B4a SCRAMBLE

GAMEFLOW EVENT: SCRAMBLE PAVO

EXT. MISSION (B4A) 22

Casey is briefed via VDU while launching;

Anderson seated at his console; the CAG standing by.

Mission B4a VDUs

CAG - VDU
Lieutenant Casey, your squadron has been scrambled to defend the Midway from a large force of enemy fighters.

NO BRIEFING DISMISSAL:

None.

NO BRIEFING ENDER:

None.

LANDING START:

Insert landing start here. Ex: Walk up to Rachael, CAG is at ICIS and is pissed off, random atta-boy, etc.

ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

Design notes:

During big battle, comm chatter reflects fact that Casey did well in (B3a). Our guys are more up; still scared, but know they have a chance. Casey exchanges cheerful banter with his Wingmen.

ALSO, since Casey did well last mission, their opposition will be less intense than in LOSING PATH.

He'll face Alien Multi-role Fighters and Alien Fighter Clusters.

During battle, MIDWAY comms that it is moving toward jump point. After XX amount of time elapses, Casey will get another comm, telling him to return to carrier.

Mission Win / Lose Effects

(B4a)

Eject: left behind to drift forever in space.. or Captured by aliens mm tasty hunams..

Killed: funeral flic very sad.. boo hoo...

Mission Won: MIDWAY Protected, Player reurns to MIDWAY, MIDWAY jumps out..goto series C

Mission failed: MIDWAY destroyed/Player killed/ MIDWAY jumps out without player... left behind to drift forever in space.. or blasted to tiny space bits by aliens... or Captured by aliens mm tasty hunams..

(B4b)

Eject: left behind to drift forever in space.. or Captured by aliens mm tasty hunams..

Killed: funeral flic very sad.. boo hoo

Mission Won: MIDWAY Protected, Player reurns to MIDWAY, MIDWAY jumps out..goto series

Mission failed: MIDWAY destroyed/Player killed/ MIDWAY jumps out without player... left behind to drift forever in space.. or blasted to tiny space bits by aliens... or Captured by aliens mm tasty hunams..

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG

Squadron: Diamondbacks

(B4a)

Flights/Ships Assigned by CAG

Squadron: Diamondbacks

Fighter: Wasp

Flight Leader: Player

Wingman: Redshirt#1138

Wingman: Redshirt#669

Wingman: Redshirt#237

Special notes:

(B4b)

Flights/Ships Assigned by CAG

Squadron: Diamondbacks

Fighter: Tigershark

Flight Leader: Player

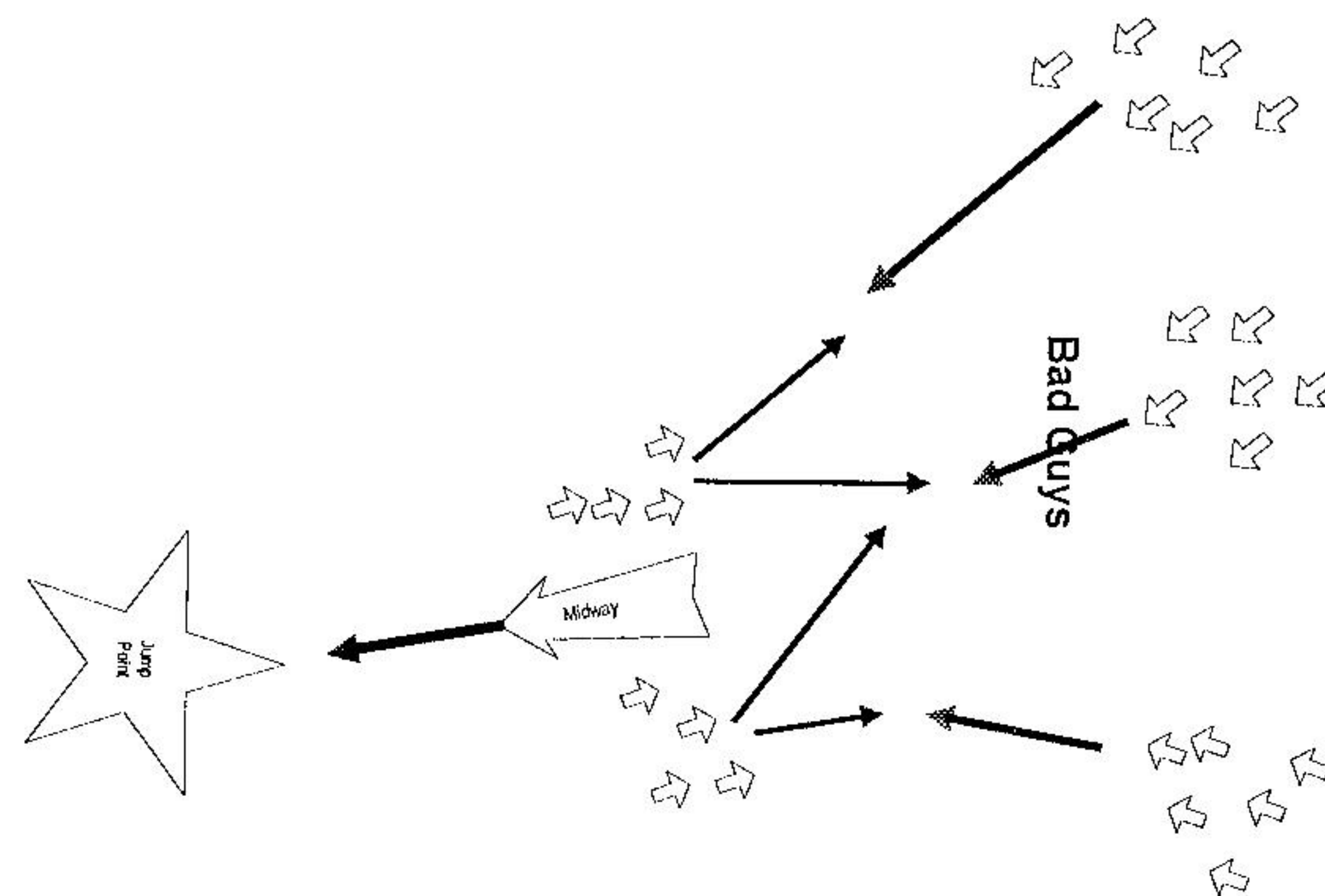
Wingman: Redshirt#1138

Wingman: Redshirt#669

Wingman: Redshirt#237

Special Notes:

Mission Map



Mission Outline

1. Scramble Alert, 2 second briefing, Launch...
2. Kill Lotsa badguys, cover Midway as she makes way for the jump-point
3. Get back to Midway before she jumps..
4. Land, debrief, big sigh of relief, jump out of system

Nav Points

PRIMARY OBJECTIVE: Engage incoming alien forces as the MIDWAY maneuvers into position for the JUMP, DEFEND the MIDWAY and destroy as many alien ships as possible, when the MIDWAY has reached the JUMP point, you must land before she jumps out.

(B4a)

Midway: At launch: Players Flight (4 Wasps), Combat Air Patrol fighters (4 Panthers), other flights launched for scramble mission (2 groups of 3 fighters, various mix), Midway. 8 Alien Multi-role Fighters, 8 Alien Fighter Clusters

(B4b)

Midway: At launch: Players Flight (4 Tigersharks), Combat Air Patrol fighters (4 Panthers), other flights launched for scramble mission (2 groups of 3 fighters, various mix), Midway. 10 Alien Multi-role Fighters, 10 Alien Fighter Clusters

Communication Events

Mission B4a VDUs

CAG - VDU

Lieutenant Casey, your squadron has been scrambled to defend the Midway from a large force of enemy fighters.

ANDERSON - VDU

The Midway is approaching the jump point. Be prepared to break off engagement and return.

A tense Anderson at his console:

ANDERSON - VDU

Break off engagement and return to Midway. All pilots return to Midway. Break off and return.

ANDERSON - VDU

Midway to Lt. Casey. You're cutting it close. If you don't get back here soon, we will have to jump without you.

Mission B4b VDUs

ANDERSON - VDU

The Midway is approaching the jump point. Be prepared to break off engagement.

A tense Anderson at his console:

ANDERSON - VDU

Break off and return to Midway. All pilots return to Midway. Break off and return. Now!

ANDERSON - VDU

Lt. Casey, if you do not return at once, you will be left behind. Do you read me?

Comm : combat chatter from Players flight and other flights elsewhere engaged in the defense of MIDWAY...

Comm from Midway - "We're getting the hell outta here! You got XX minutes/seconds to get your scraggly ass back on board.."

Comm from Stiletto and/or Maestro "C'mon Pal! We're buggin' out!"

Comm from Stiletto and/or Maestro "Better hurry PLAYER, only XX minutes/seconds left .."

Special Art / Objects

Alien Ships/Weapons

Special Sound Effects

Alien ships/engines/missiles/weapons

Additional Comments

Don't get left behind.. bad.. very bad... don't eject.. bad.. very bad...

Immediately after launch, the MIDWAY will begin moving towards the Jump point, after XXminutes/seconds have elapsed the player will get a comm from MIDWAY telling him to return to base, if he dosen't do so within XY seconds he WILL be left behind..

No Major foreseeable Concerns...

