

Wing Commander Prophecy Series Overview

Series : C

Series Objectives / Description

SERIES C: SUMMARY

The Midway retreats to the G'wriss star system to regroup and send a distress comm to a Confed Starbase. However, our heroes quickly learn their communications link in the nearby H'hrass System, a Confed Relay Station, has been cut -- and the alien cruiser group that destroyed the Kilrathi fleet is closing in on the Midway.

Casey's initial mission has two parts. First, he must aid a distant supply convoy. Second, he must defend the Midway against several wings of light fighters. Each wing attacks a separate object on the Midway; one the engines, the other the radar dish, another the shield generator, etc.

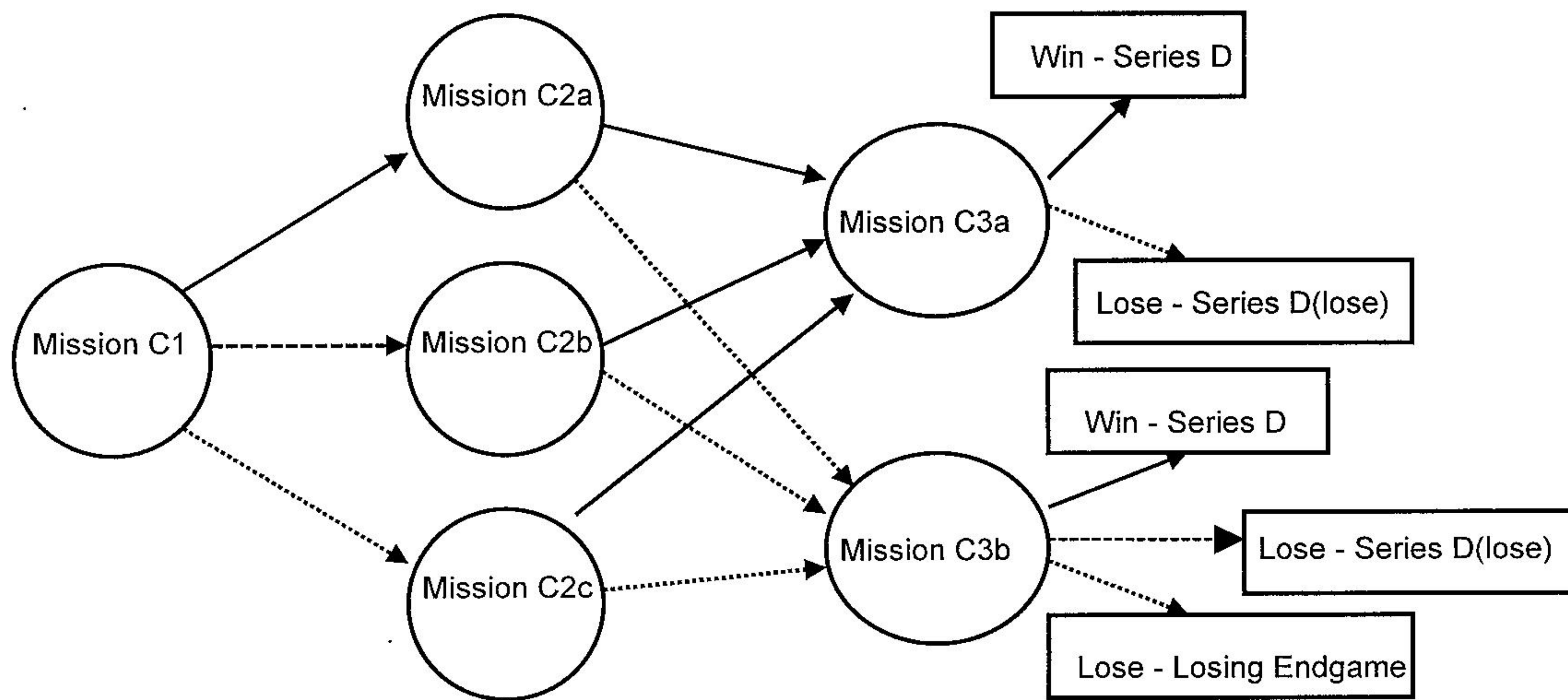
The difficulty level of the next mission will depend upon Casey and his Wingmen's success in the first mission and how much damage the carrier has taken. Casey will launch a search and destroy mission against a pair of Destroyers.

If Casey is totally successful, the final mission(s) of the Series will be an attack on an enemy cruiser group. This will lead to a big clash with the alien cap ship group; either with the enemy being the aggressor if Casey has screwed the pooch, or the Midway taking the fight to the aliens after gaining the upper hand.

On the character front, Casey will lose a friend in battle - his first personal loss of the war.

Casey or B
DALLAS
DIRS!

Mission Flowchart / Tree



Mission C1 - Roles and Objectives

Mission Type:

Rescue/Escort/Defend

Mission Objectives

After running from the alien fleet in series B, the Midway is cutoff from its supply routes. The player and Maestro are sent to intercept the convoy before the aliens do. Regrettably they can only save a refueling ship.

On the way back the player will receive a distress call from the Midway saying they're under attack and for "all available pilots – return and defend the Midway". The player will then have a limited time to destroy any remaining fighters he is engaged with and return to base before parts of the Midway begin being destroyed by the aliens.

Upon arriving at the Midway they find it under attack and can longer launch defense fighters. They will then assist in the defense of the Midway, being told were they are needed by the comm officer on the Midway.

If the player deviates from his nav course he will be jumped by 4-6 alien light fighters and receive the Midway distress call.

If he has not yet rendezvoused with the refueling ship it will be immediately lost. There will be an alien spy eye probe on the edge of the Midway action area when the player returns.

If the player finds and destroys the probe, the aliens attack on the Midway will be less organized and not as effective, breaking formation and running whenever threatened.

The player will then be briefed about the probe the next time it is used.

- Follow assigned nav route/Defend what's left of the convoy/Escort refueling ship back to base/Defend Midway

Bonus Objective

- Destroy alien spy eye probe

Complete success

- Go to **Mission C2a**

Moderate success - *(bridge on Midway gets damaged)*

- Go to **Mission C2b**

Complete failure - *(engines on Midway get damaged)*

- Go to **Mission C2c**

Total, Complete failure - *(Midway is destroyed utterly, by both engines and bridge being damaged)*

- FLICK – Midway being overrun.
- Roll credits
- Game Over.

Note - If the player allows the refueling ship to get destroyed there will not be another until series G.

Eject –

- Eject VO.

Die –

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

What's new:

- Player MUST follow his assigned Nav route.
- Player will fight the first alien cluster fighters ("Unidentified" on targeting computer)..
- Player will dock with rearming ship.
- First alien spy-eye controller. This is an alien tool for helping them concentrate their attacks. If the player destroys this, they will not use the same tactics in flight to take out the Midway.

Electrifying events in the Mission:

- Player will be told in the briefing that there is little chance of reaching the supply convoy.
- When the player shows up at the supply convoy and finds that he cannot save the entirety of it, he will feel great loss – plus he'll get to see some great explosions.
- Player will fight against the second type of alien ship. A cluster fighter. These ships have a completely new method of flight. They fly in 'threes' and link together for a more powerful forward weapon. Their weakness is that they're more vulnerable from the rear. They can also break apart and act as individual fighters.
- Player will have the first opportunity to dock with the refueling ship (it will survive long enough for the player to meet it, and it will give him full instructions as to how to do it. This is unprecedented in Wing Commanders.
- Also, if this refueling ship is destroyed, there will NOT be a replacement for a LONG time. This should give the player extra incentive to protect it.
- On the way back to the Midway, the Midway will comm that its under attack, and it will give the player an extra sense of urgency to help defend it.
- When the player is defending the Midway, the aliens are going to be targeting the specific parts of the ship (the shield emitters for the bridge, engines and launch bays, and then the

bridge, engines and bays themselves). This will teach the player how to defend cap ships and how to attack enemy ships.

- If the player notices and destroys the alien Spy-Eye Probe, the alien attacks will be less focused on the specific parts of the Midway.
- Also, the condition of the Midway at the end of the mission will determine which mission to load next.

Mission C2a - Roles and Objectives

Mission Type:

Escort/Defend (After being completely successful in the first mission.)

Mission Objectives

The player is sent to intercept an alien destroyer before it joins up with the rest of the alien fleet.

He will have a limited amount of time to destroy all alien fighter cover before Shrikes from the Black widows squadron appear and attempt to torpedo the destroyers.

This mission should be considerably easier than **C2b** or **C2c**. The player will have to destroy less fighter cover, or have more time before the retreat is called and he must return to the Midway.

- Escort Shrikes safely to the destroyers. Destroy fighter cover around the destroyers. Aid in destruction of destroyers.

Complete success - Go to mission C3a *SL 37*

Complete failure - *(player has failed to safely defend Shrikes and or the destroyer(s) have not been destroyed)* Go to mission C3b *SL 37*

Eject –

Eject VO.

Die –

Run scene #. *209 mid by Searched 209*

What's new:

- Player will have his first Wild-Weasel loadout
- Player will confront the first Alien Destroyer ("Skate" on VDU)
- First alien turret destruction
- First official timed mission from the beginning.

Electrifying events in the Mission:

- T

Mission C2b - Roles and Objectives

Mission Type:

Escort/Defend (The same as C2a but the player must search 3 NAV points to find the destroyer and faces more enemy with less time before the retreat is called.)

Mission Objectives

The player is sent to intercept an alien destroyer before it joins up with the rest of the alien fleet.

He will have a limited amount of time to destroy all alien fighter cover before Shrikes from the Black widows squadron appear and attempt to torpedo the destroyers.

This mission should be considerably easier than **C2b** or **C2c**. The player will have to destroy less fighter cover, or have more time before the retreat is called and he must return to the Midway.

- Escort Shrikes safely to the destroyers. Destroy fighter cover around the destroyers. Aid in destruction of destroyers.

Complete success - Go to mission C3a

Complete failure - (player has failed to safely defend Shrikes and or the destroyer(s) have not been destroyed) Go to mission C3b

What's new:

- Player will have his first Wild-Weasel loadout
- Player will confront the first Alien Destroyer ("Skate" on VDU)
- First alien turret destruction
- First official timed mission from the beginning.

Electrifying events in the Mission:

- T

Mission C2c - Roles and Objectives

Mission Type:

Escort/Defend (Same as C2b, but the player must destroy two enemy destroyers at two different NAV points.)

Mission Objectives

The player is sent to intercept an alien destroyer before it joins up with the rest of the alien fleet.

He will have a limited amount of time to destroy all alien fighter cover before Shrikes from the Black widows squadron appear and attempt to torpedo the destroyers.

This mission should be considerably easier than **C2b** or **C2c**. The player will have to destroy less fighter cover, or have more time before the retreat is called and he must return to the Midway.

- Escort Shrikes safely to the destroyers. Destroy fighter cover around the destroyers. Aid in destruction of destroyers.

Complete success - Go to mission C3a

Complete failure - (player has failed to safely defend Shrikes and or the destroyer(s) have not been destroyed) Go to mission C3b

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- Player will have his first Wild-Weasel loadout
- Player will confront the first Alien Destroyer ("Skate" on VDU)
- First alien turret destruction
- First official timed mission from the beginning.

Electrifying events in the Mission:

- T

Mission C3a - Roles and Objectives

Mission Type:

Scramble/Defend

Mission Objectives

The player has taken out the destroyer(s) and must now assist in the destruction of the alien Carrier. His wing is first instructed to intercept a wing of bombers headed for the Midway. He will then escort two Shrikes from the Black widows in to destroy the alien Carrier while Panthers defend the Midway.

- Destroy fighter cover around Carrier. Aid in destruction of Carrier. Defend Midway.

Complete success - Go to **series D**

Complete failure - *(player has failed to safely defend Shrikes and the Carrier has not been destroyed in time and the Midway must retreat once again)* Go to **series D (losing path)**

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- First time the player will confront an alien Carrier ("Osprey" on VDU).
- First time the player will destroy shield emitters around a particular part of a cap ship
- First time the player will destroy launch bays on an alien cap ship
- First time the player will destroy the bridge on an alien cap ship
- First time the player will destroy engines on an alien cap ship
- First chance to go to losing path.
- Medal after mission, if certain flags are set.
- If you talked to Dallas in gameflow, he's your wingman – and he'll die on return to Midway.
- If you didn't talk to him, he dies in another squadron upon your return.

Electrifying events in the Mission:

- T

Mission C3b - Roles and Objectives

Mission Type:

Scramble/Defend

Mission Objectives

After failing to take out the Destroyer(s) the Player must escort 2-4 wild weasel Shrikes to take out the enemy CAP ships anti-ship defenses then defend another wing of Shrikes carrying torpedoes while they destroy the cap-ships. If the Destroyers are not taken out in time they will have a chance to destroy the Midway. He will then have to do the same with the Carrier.

- Destroy fighter cover around destroyers. Aid in destruction of destroyers.
- Destroy fighter cover around Carrier. Aid in destruction of Carrier. Defend Midway.

Complete success - Go to **series D**

Moderate failure - (player takes out the Destroyers in time, but not the Carrier) Go to **series D** (losing path)

Complete failure - (player has failed to safely defend Shrikes and or the Destroyer(s) have not been destroyed in time and the Midway is destroyed) Go to **Losing endgame**

Eject –
Eject VO.

Die –
Run scene #. 209

What's new:

- First time the player will confront an alien Carrier ("Osprey" on VDU).
- First time the player will destroy shield emitters around a particular part of a cap ship
- First time the player will destroy launch bays on an alien cap ship
- First time the player will destroy the bridge on an alien cap ship
- First time the player will destroy engines on an alien cap ship
- First chance to go to losing path.
- Medal after mission, if certain flags are set.
- If you talked to Dallas in gameflow, he's your wingman – and he'll die on return to Midway.
- If you didn't talk to him, he dies in another squadron upon your return.

Electrifying events in the Mission:

- T

Series Losing Path

The player can lose this series by letting the Midway get destroyed in **C3b**. Or if the player fails to safely escort the Shrikes to the Carrier in **C3a** or **C3b**, the Midway will call the retreat and jump out of the system to series D's losing missions. If the player fails to land on the Midway within a certain time limit after the retreat is called he will get left behind. Losing **C3a** or **C3b**(without letting the Midway get destroyed or getting left behind) will force the player to fly a couple of extra defend the Midway missions in **series D** before heading to the relay station. Also if the refueling ship gets destroyed in **C1**, it will not be available again until the reinforcements arrive in **series G**.

What's New in this Series (Springboards)

The confed refueling ship will be seen and used for the first time.
The player will escort Shrike bombers for the first time.
This will be the first time the alien spy eye probe will be encountered in spaceflight.

What's Being Built on in this Series

After retreating in **series B** the Midway is now cutoff. If the refueling ship is destroyed the player will not be able to use it until the reinforcements arrive in **series G**. **Series D** will be tougher if the player fails to destroy the Carrier, and he will be sent to the losing **series L** after **series D**.

C
Overview

Wing Commander Prophecy Mission Specification

Mission : C1

Description / Choreography

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission C1

INT. MIDWAY BRIEFING ROOM MISSION (C1)

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The CAG is in mid-briefing:

CAG

Now that we have withdrawn to the G'wriss System, the Midway has been cut off from her normal supply routes. But the situation is far from bleak... this ship was designed to stand alone for months at a time. However, we do have a situation on our hands. Check your ICIS.

Casey (et al) looks down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

(VO)

Long range scans indicate that a Confed convoy, en route to the Taliban colony, will be in striking distance of a large force of unknowns on its current trajectory. The alien force has jammed all of our attempts to warn the convoy and is closing fast to intercept. There seems to be little that we can do to prevent this, but we must aid and assist the convoy to the best of our ability.

ICIS ENDS

BRIEFING DISMISSAL:

CAG

Good luck. Dismissed.

BRIEFING ENDER:

INT. MIDWAY BRIEFING ROOM (OPTION 1- IF YOU TALKED TO DALLAS) 28
(Briefing Ender)

As the Pilots break up and head for the door. Dallas approaches Casey.

DALLAS
Hope for the best, and keep on flying. Right?

CASEY
Couldn't have put it better myself.

DALLAS
Let's go kick some alien ass.

As they EXIT together, Stiletto steps into frame and smiles to herself.

INT. MIDWAY BRIEFING ROOM (OPTION 2-IF YOU DIDN'T) 29
(Briefing Ender)

Dallas gives Casey a hard look.

DALLAS
Break a leg... pal.

He EXITS frame. Casey, stunned, stops. Stiletto pauses for a moment to prep her suit.

CASEY
What's his problem?

STILETTO
I don't know... maybe your "kind words of encouragement." Look, Dallas is one of your wingmen. You can see he's having a hard time of it and your just ignoring the situation. Keep it up and he may not be there when you really need him. Or didn't they teach you that in Flight school.

She curtly moves on, leaving him alone in frame. He exhales and follows. This isn't getting any better.

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.

Designer Notes:

This is a two part mission. The player and Maestro will initially be sent on a long range rendezvous and escort mission. The alien cruiser fleet has positioned itself between the Midway and its supply routes.

An undefended(or lightly defended) supply convoy, unaware of the Alien presence, has come within reach of the Aliens. Long range communications will draw too much attention(or we could just say there too slow too get away and warn the rest of humanity) so they cannot be warned.

The players mission is to try to rendezvous with the convoy before the aliens get to it, and escort them back to the Midway, trying too avoid the alien fleet the whole way. After encountering stiff resistance on the way, the player arrives at the convoy to find the aliens are already on the attack.

The slower transports will be destroyed immediately. The player will only have time to save a refueling/rearming ship. After destroying the last of the enemy, the player will get a comm from the rearming ship telling him to dock, refuel, and rearm(if the rearming ship survives of course). They will then escort the refueling ship back to the Midway.

Upon arriving at the Midway NAV point they find the Midway under attack by waves of alien fighters. The player is informed by the Midway that the launch tubes/bays have been damaged(maybe by a Vampire being destroyed on launch) and cannot launch any more fighters.

They are instructed to support the remaining Vampires. The enemy will consist of 4-6 wings of light fighters, with each wing containing 3-6 enemy depending on the players skill level. Three of the wings will have separate daughter objects as there target.

The last wing will be behind the others and split up once the battle begins, each protecting a separate enemy wing. The guarding enemy fighters will harass the confed pilots and try to lure them away from the action. If the carrier is starting to take damage to one of its points of interest it should have a specific "Help needed" comm for that area.

Once an enemy wing has destroyed an object they will break and run, disappearing once they get a good distance away from the player (15-20k). The fighter or fighters guarding them will start guarding another wing of attackers. Once all of the enemy wings have accomplished there missions, or have been destroyed, they will all turn and run.

There will be an alien 'spy eye' probe sitting just outside of the Midway NAV point that the player can destroy if he notices it. If the probe is destroyed, the aliens assault on the Midway will be less effective, and they will be more likely to break formation and run.

Mission Win / Lose Effects

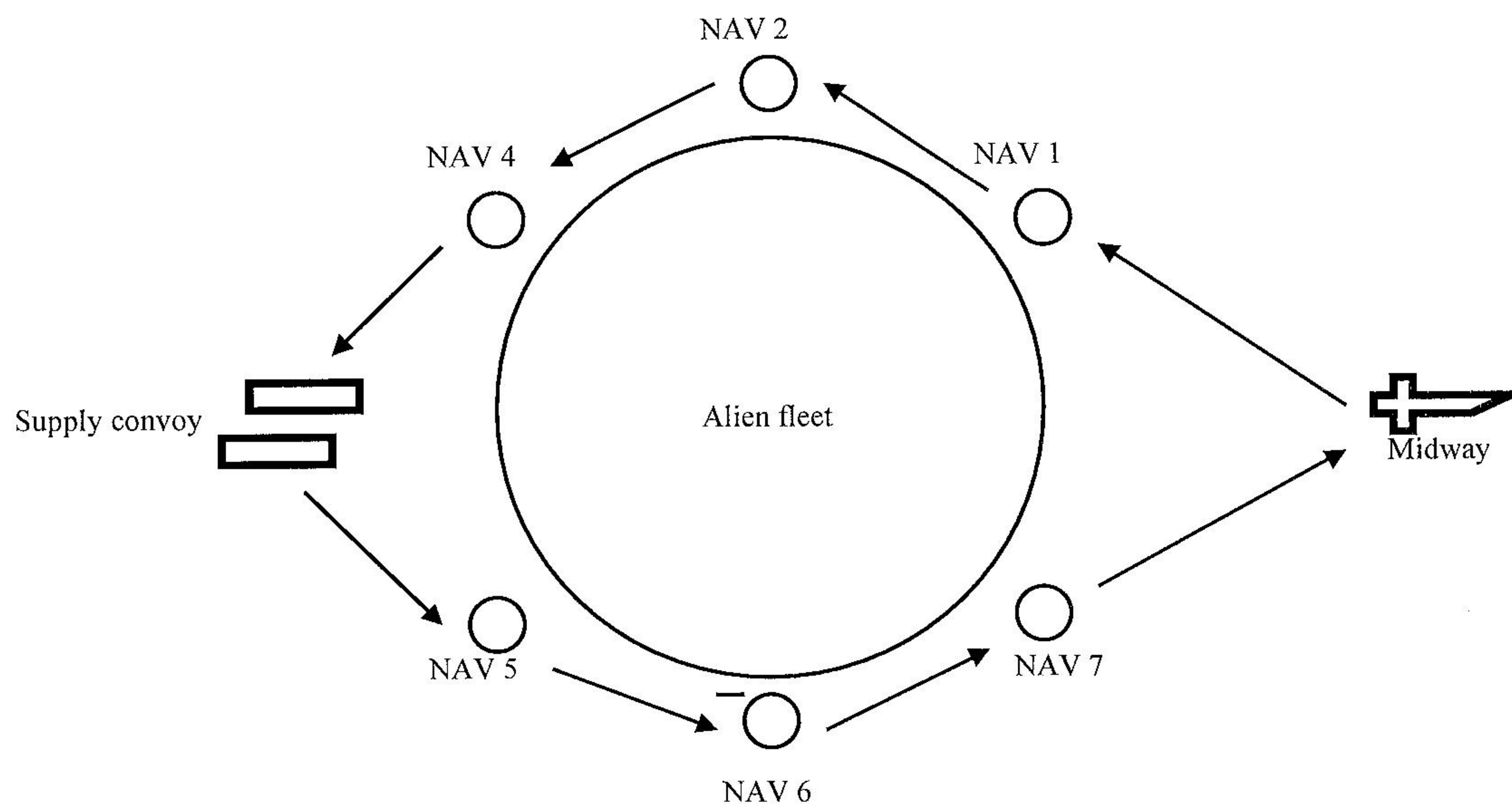
If the player and his wingmen are completely successful in defending the carrier from attack the next mission will be **C2a**. If the bridge and/or communications are taken out, **C2b**. If the engines are destroyed, **C2c**. There will also be repercussions to not keeping the refueling ship alive, like it not being there later on in the game until **series G**.

Wingman / Ship Selection Notes

Squadron: Diamondbacks
Fighter: Tigershark
Wingmen: Maestro

Loadout/Flight Assignments

Mission Map



Mission Outline

1. Player and wingman launch from the Midway and head for NAV 1.
2. At each 'NAV' point(1-3 and 5-7), the player will encounter a random number and type of enemy (0-8 light to heavy fighters)
3. When the player reaches the supply convoy swarms of alien light fighters will be finishing of the last of the 2-3 transports in the supply convoy leaving only the refueling ship for the player to defend.
4. After defeating the enemy the player will be told by the refueling ship that he can dock and rearm/refuel.
5. When the players wing reaches Nav 7 he will receive a distress call from the Midway and have X amount of time to return to his carrier before various child objects begin to be destroyed by the alien force attacking it.
6. Upon returning to the Midway the player is instructed by the comm officer to defend various vital areas of the carrier.
7. There will be an alien probe directing the assault on the Midway. If the player destroys the Alien 'spy eye' probe, the aliens attacks on the Midway become more chaotic and less effective.

Note - If the player fails to follow the Nav path, or attempts to return home before he has rendezvoused with the supply convoy, he will be ambushed by alien fighters and receive the Midway distress call(as per Nav 7) and have to return home before it is damaged too badly.

Nav Points

LAUNCH: Midway, 4x Panther(CAP), 2x Tigershark(player & wingman)

Objectives: Fly to Nav 1

NAV 1: 3-7X alien fighters (heavy-light)*

Objectives: Fly to Nav 2

NAV 2: 3-7X alien fighters (heavy-light)*

Objectives: Fly to Nav 3

NAV 3: 5X alien fighters (heavy-light)*

Objectives: Fly to Convoy Nav point

CONVOY: 3X Confed transports, 1X Confed refueling ship, 5X Moray, 3X Stingray

Objectives: Rendezvous with and Defend refueling ship

NAV 5: 3-7X alien fighters (heavy-light)*

Objectives: Escort refueling ship to Nav 6

NAV 6: 3-7X alien fighters (heavy-light)*

Objectives: Escort refueling ship to Nav 7

NAV 7: 5X Moray

Objectives: Escort refueling ship to Midway

LANDING: Midway, 4x Panther, Player and Maestro if he survived, 12-30 alien light fighters

Objectives: Land on Midway

*At NAV points 1 & 2 and 5 & 6, the player will have a random chance of encountering a random number and type of enemy (0-7 light to heavy fighters)

Communication Events

Mission C1 VDUs

EXT. MISSION C1

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Anderson seated at his console.

ANDERSON

(VDU)

Bad news, Alpha Flight. Our latest analysis confirms you will not reach the convoy in time to offer much assistance. Save any ships you can. Good luck.

MAESTRO

(VDU)

All clear.

CAG

(VDU)

Too bad, Alpha Flight. We could've used that ship.

CAG

(VDU)

Alpha flight, we're reading heavy losses of convoy ships, are you alright?

S.R MCTAVISH

(VDU)

Put it in auto, Lieutenant... and
I'll bring you in for a quick refill.

Anderson at his console. CAMERA SHAKES and LIGHTS FLICKER.

ANDERSON

(VDU)

All pilots return to Midway. We are
under attack. I repeat, we are under
attack!

ANDERSON

(VDU)

What's keeping you, Alpha Flight? We
need assistance, at once.

ANDERSON

(VDU)

Where in blazes are you, Alpha
Flight. The Midway needs you -- now!

Anderson at his console; CAG standing beside him. More CAMERA
SHAKES and KLAXONS as the ship is struck repeatedly:

CAG

(VDU)

Lieutenant Casey, the Launch Deck has
been damaged and we cannot release
any additional fighters. Support
Black Widow squadron until further
notice.

(To cam dir 2)

Chief, I need that Launch Deck clear,
ASAP.

RACHEL

(VDU)

I'll have three squadrons on the
flight line in two minutes. Or less.

CAG

((VDU) suddenly rocked by
hit)

Make it less. (to cam 1) Lieutenant,
we are being attacked from a dozen
directions. Defend each section of
the Midway as ordered.

CAG

(VDU) (To cam dir 2)

Refueling ship, you are ordered to
hang back until our current crisis is
over.

(To cam dir 1)

Now, Casey, get busy -- and get
these bandits off our back.

ANDERSON

(VDU)

Alpha Flight, the engine shield
generator is under attack. Please

assist.

Launch: Normal take off comms

Nav 1 & 2: Normal alien enemy comms

Nav 3: Transports sending distress call to players wing

CONVOY: Normal alien enemy comms, transport help and death comms, alien victory comms, refueling ship comms

Nav 5 & 6: Normal alien enemy comms

Nav 7: Midway sending distress call

Landing: Midway help comms for each separate child object.

Special Art / Objects

1. Confed refueling ship
2. Confed transport
3. Alien 'spy eye' probe

Special Sound Effects

1. Docking with the refueling ship noise

Additional Comments

The player should be told during the briefing that there is little chance of him reaching the convoy in time(so people playing the game won't think they screwed up before getting there and play the mission over), but to survey the area anyway. Also maybe mention the refueling ship might be there, and give vague docking instructions.

If the player destroys the alien probe, the next time it appears (series F) he will be vaguely briefed on it's workings and importance to the aliens when they do long range cap-ship assaults.

This is the first time the player will encounter:

- Multi-Role fighter
- Cluster Fighter

Read notes on briefing info. (I had this note myself, so I put it in. Not sure what it means, though. – bjc)

C1

Wing Commander Prophecy Mission Specification

Mission C2a

Description / Choreography

Notes: First Alien Destroyer? Transports? Etc a,b,c

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission C2a

INT. MIDWAY BRIEFING ROOM MISSION (C2A)

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CAG

The Midway's latest objective is to jump into the H'hrrass system. Soon as we repair the Relay Station located there, we can send a distress call to Confed. The bad news is there is an alien cruiser group waiting for us at the jump. Reports indicate that this is a strong force..perhaps the one that destroyed the Kilrathi fleet the at H'Rekka system. Our job is to clear the way for an all out assault on these ships. Pilots, check your ICIS.

Casey (et al) look down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

First step is to eliminate the group's destroyer shield at NAV point one. This won't be easy; their fighter screen is extensive. Lt. Casey's Alpha flight will deal with the fighters while Bravo launches the Devastators.

ICIS ENDS

BRIEFING DISMISSAL:

CAG

Dismissed.

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ☒ You did well, my boy.☒

INT. MIDWAY - BRIEFING ROOM - MISSION (C2a)

BEGIN on the main screen and an astral map. An ICON that represents the Midway is nearing a designated JUMP POINT. As she SPEAKS, PULL BACK to INCLUDE the CAG:

CAG (on/OS)

The Midway's latest objective is to jump into the H'hrass system. Soon as we repair the Relay Station located there, we can send a wake up call to Confed.

She taps her hand-held remote. A large group of ICONS appear between the Midway and the jump point:

CAG (cont)

The bad news is an alien cruiser group is waiting for us at the jump point. This a strong force... possibly part of the same group that destroyed the Kilrathi fleet in the H'rekka system. Our job is to clear the way for an all out assault on these ships.

She taps her remote. On the screen, PUSH IN on the cruiser group. As the CAG speaks, HIGHLIGHT its shielding cover of destroyer(s.)

CAG

First step, eliminate the group's destroyer shield at Nav Point One. This won't be easy; their fighter screen is extensive. Lieutenant Casey's Alpha Flight will deal with the fighters while Bravo launches its Devastators. Check your loadout specs.

Designer notes:

The enemy cruiser group has been located. The player and his wingman(Alpha team) are sent to clear the way for an all out assault. Between the two cap-ship groups are 2 enemy destroyers with fighter cover the player must take out. He will have X amount of time to take out the fighter cover before the players carrier calls the retreat. Once the fighter cover is destroyed, four Confed Shrikes(Bravo team) show up and proceed to torpedo the destroyer(s). The player will have to defend them as more alien fighters appear to thwart the bombers. If successful, C3a. If not, C3b.

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.

Success / Failure notes

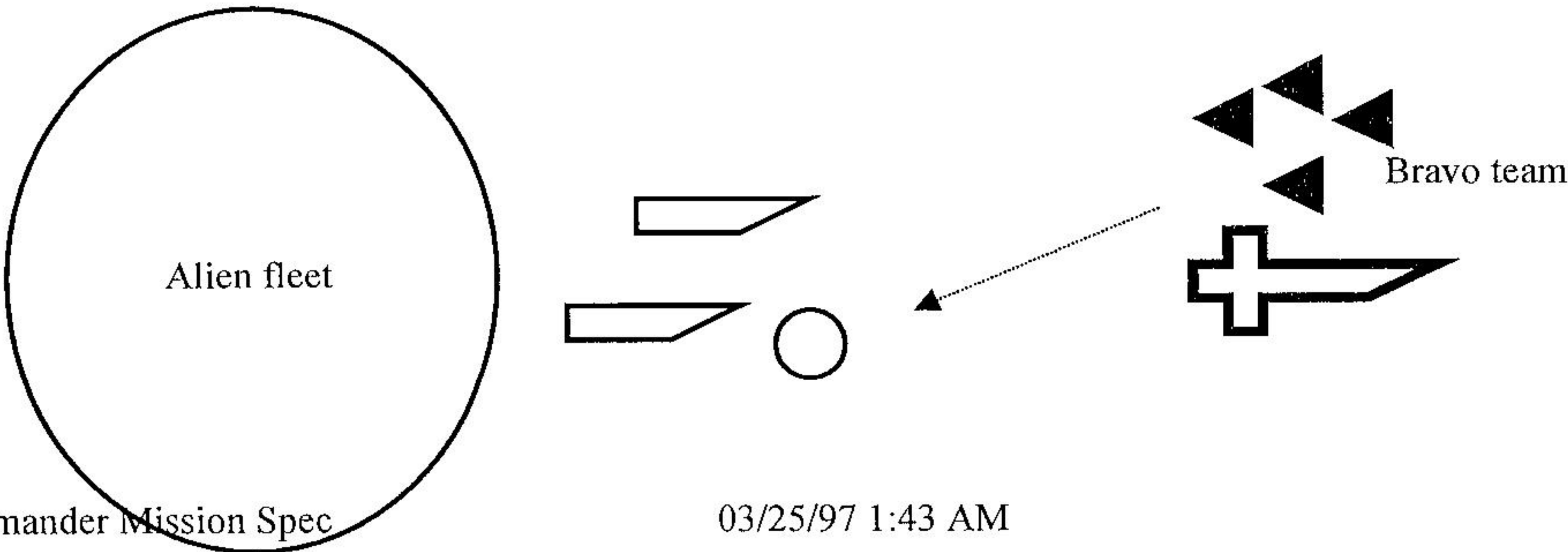
Success is achieved by destroying the alien destroyer fleet within the time limit.**C3a**

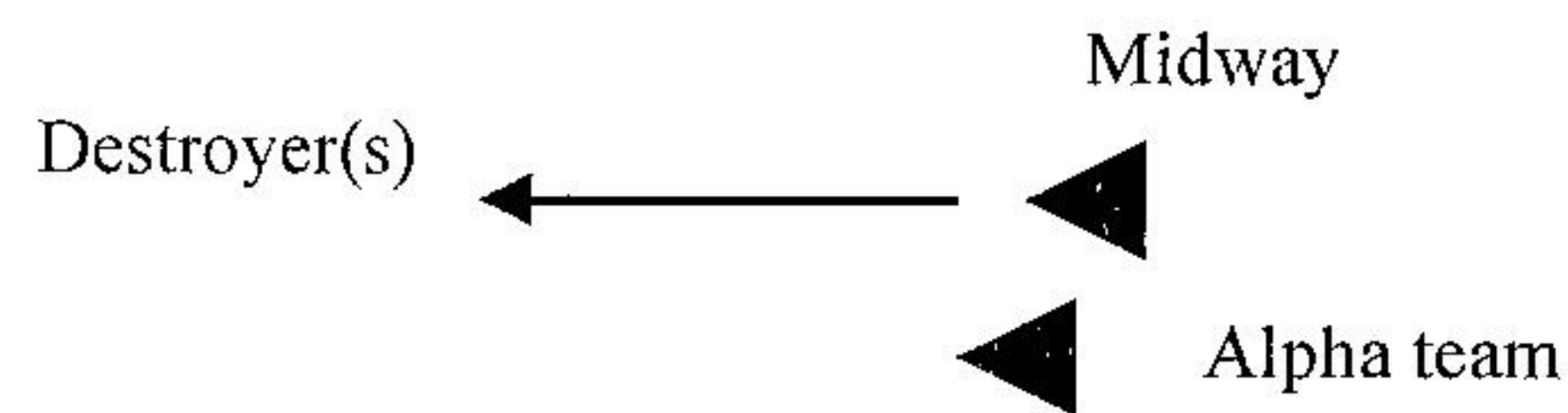
Failure occurs if the player takes too much time to take out the fighter cover and is told to return to base or ejects.**C3b**

Wingman / Ship Selection Notes

- ALPHA**
Leader: Player
Squadron: Diamondbacks
Fighter: Tigershark
Wingmen: Dallas
Loadout: Fighter
- BRAVO**
Leader: Jimbo
Squadron: Black Widows
Fighter: Shrike
Wingmen: Wyvern, Kona, Bonsai
Loadout: Bomber

Mission Map





Mission Outline

1. Player and wingman launch from the Midway and head for Destroyer NAV point
2. At the Destroyer NAV point the player will encounter stiff alien fighter cover around the Destroyer(s)
3. The player will have a limited amount of time, depending on skill level, to destroy all of the enemy fighters before the Midway calls the retreat
4. After defeating the fighter cover the player will be commed by Bravo team and told they're on the way and to cover them while they torpedo the Destroyer(s)

Special notes...

Nav Points

LAUNCH - 2x Tigershark(Player and wingman), 4 Shrike, 4x Panther(CAP), Midway

Objective: Escort Shrikes to Nav 1

NAV 1 - 7-14X Moray, 3X Skate, 3X Transports, 2X Alien Destroyer

Objective: Defend Shrikes while they take out Destroyers.

LANDING - the Player and what's left of his wing, 4X Panther(CAP), Midway

Objective: Land on the Midway.

Communication Events

LAUNCH: Standard take-off comms.

NAV 1: Midway calling the retreat if player fails. Alien destroyer death X2.

LANDING: Standard success/failure landing debrief.

Special Art / Objects

Alien Destroyer X2

Alien Skate Fighter Destroyer

Shrike

Special Sound Effects

Additional Comments

This is the first time the player will encounter:

- Alien Transports
- Alien Destroyer

C2g

**Wing Commander Prophecy
Mission Specification**

Mission C2b

Description / Choreography

Notes: First Alien Destroyer? Transports? Etc a,b,c

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission C2b

INT. MIDWAY BRIEFING ROOM MISSION (C2B)

34

CAG

The Midway's latest objective is to jump into the H'hrass system. Soon as we repair the Relay Station located there, we can send a distress call to Confed. Pilots, check your ICIS.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

CAG

Dismissed.

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ☒ You did well, my boy.☒

INT. MIDWAY - BRIEFING ROOM - MISSION (C2b)

BEGIN on the main screen and an astral map. An ICON that represents the Midway is nearing a designated JUMP POINT. As she SPEAKS, PULL BACK to INCLUDE the CAG:

CAG (on/OS)

The Midway's latest objective is to jump into the H'hrass system. Soon as we repair the Relay Station located there, we can send a distress call to Confed.

She taps her hand-held remote. A large group of ICONS appear between the Midway and the jump point:

CAG (cont)

The bad news is an alien cruiser group is waiting for us at the jump point. This a strong force... possibly part of the same group that destroyed the Kilrathi fleet in the H'rekka system. Our job is to clear the way for an all out assault on these ships.

She taps her remote. On the screen, PUSH IN on the cruiser group. As the CAG speaks, HIGHLIGHT its shielding cover of two destroyers located at separate nav points.

CAG

First step, eliminate these two destroyers at Nav Points One and Two. This won't be easy; their fighter screen is extensive. Lieutenant Casey's Alpha Flight will deal with the fighters while Bravo launches its Devastators. And don't take your time; we have none to spare. Check your loadout specs.

Designer notes:

The enemy cruiser group has been located. The player and his wingman(Alpha team) are sent to clear the way for an all out assault. Between the two cap-ship groups are 2 enemy destroyers with fighter cover the player must take out. He will have X amount of time to take out the fighter cover at each of the two destroyer nav points before the Midway calls the retreat. Once the fighter cover is destroyed, two Shrikes(Bravo team) show up and proceed to torpedo the destroyer at each NAV point. The player will have to defend them as more alien fighters appear to thwart the bombers. If successful, **C3a**. If not, **C3b**.

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.

Success / Failure notes

Success is achieved by destroying the alien destroyer fleet within the time limit.C3a

Failure occurs if the player takes too much time to take out the fighter cover and is told to return to base.C3b

Wingman / Ship Selection Notes

ALPHA

Leader: Player

Squadron: Diamondbacks

Fighter: Tigershark

Wingmen: Dallas

Loadout: Fighter

BRAVO

Leader: Jimbo

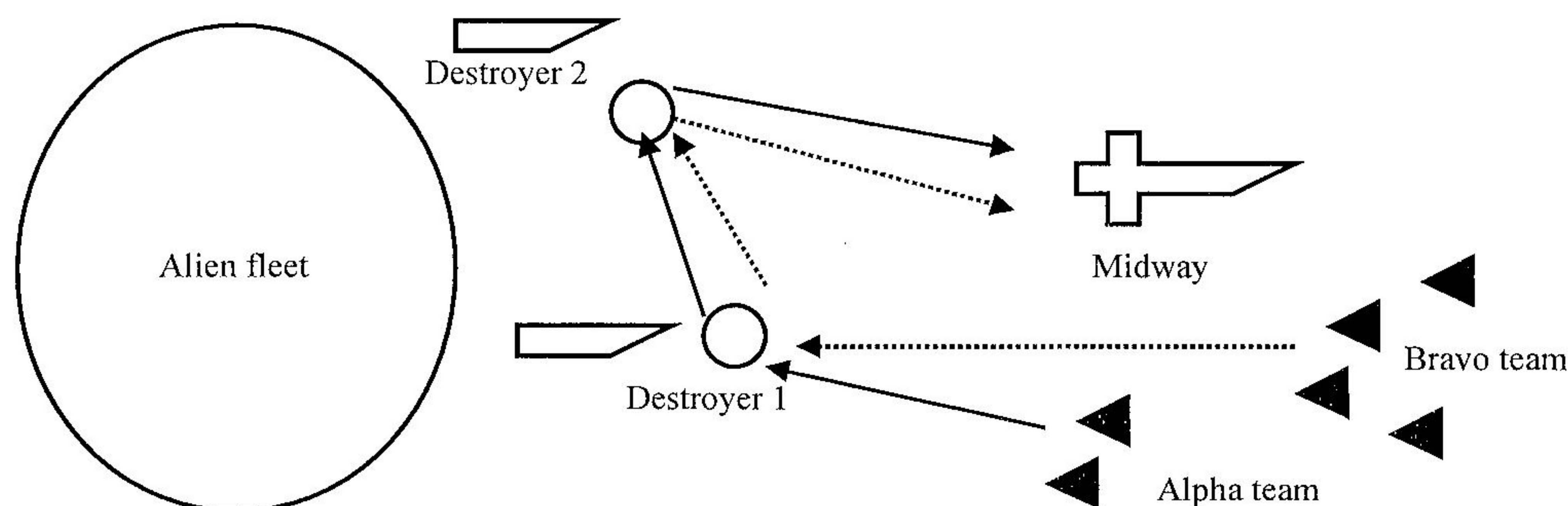
Squadron: Black Widows

Fighter: Shrike

Wingmen: Wyvern, Kona, Bonsai

Loadout: Bomber

Mission Map



Mission Outline

1. Player and wingman launch from the Midway and head for Destroyer 1 NAV point
2. At Destroyer 1 the player will encounter stiff alien fighter cover around an alien Destroyer
3. The player will have a limited amount of time, depending on skill level, to destroy all of the enemy fighters before the Midway calls the retreat
4. After defeating the fighter cover the player will be comm'd by Bravo team and told they're on the way and to cover them while they torpedo the Destroyer
5. At the Destroyer 2 NAV point the player will encounter more alien fighter cover around another Destroyer
6. The player will have even less time, depending on how much time he took at Destroyer 1 NAV, to destroy all of the enemy fighters before the Midway calls the retreat

Nav Points

LAUNCH - 2x Tigershark(Player and wingman), 4x Shrike, 4x Panther(CAP), Midway

NAV 1 - 7-11x Moray, 1-2x Skate, 2x Leatherback, Orca Destroyer

NAV 2 - 7-11x Moray, 1-2 Skate, 2x Leatherback, Orca Destroyer

LANDING - Player and what's left of his wing, 4x Panther(CAP), Midway

Communication Events

Mission C2b VDUs

EXT. MISSION C2B

38

Comm chatter with Wingman before Auto Flight available; perhaps slanted to reflect the more serious situation they're facing.

STILETTO

(VDU)

We're on our way. Cover us while we torpedo that Destroyer.

STILETTO

(VDU)

We're on our way. Cover us while we torpedo Destroyer Numero Dos.

STILETTO

(VDU)

Cover us while we torpedo that Destroyer.

LAUNCH - Normal takeoff comms

NAV 1 & 2 - Midway calling the retreat if player fails, alien destroyer death

LANDING - Normal success/fail debrief comms

Special Sound Effects

Special Art Objects

1. Orca Destroyer
2. Leatherback Transports

Additional Comments

This mission should be slightly more difficult than C2a

This is the first time the player will encounter:

- Alien Transports
- Alien Destroyer

C26

C26

**Wing Commander Prophecy
Mission Specification**

Mission C2c

Description / Choreography

Notes: First Alien Destroyer? Transports? Etc a,b,c

Need Fighter Bombers?

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission C2c

INT. MIDWAY BRIEFING ROOM MISSION (C2C)

35

CAG

We can be thankful the Midway has moved within spitting distance of the jump point to the H'hrrass System. Once we repair the Relay Station there, we can call Confed for help. Pilots, check your ICIS.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

CAG

Dismissed.

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ❖ You did well, my boy.❖

INT. MIDWAY - BRIEFING ROOM - MISSION (C2c)

BEGIN on the main screen and an astral map. An ICON that represents the Midway is nearing a designated JUMP POINT. As she SPEAKS, PULL BACK to INCLUDE a grim-faced CAG:

CAG (on/OS)

We can be thankful the Midway has moved within spitting

distance of the jump point to the H'hrass System. Once we repair the Relay Station there, we can call Confed for help.

She taps her hand-held remote. A large group of ICONS appear between the Midway and the jump point:

CAG

Unfortunately an alien cruiser group is waiting for us at the jump point. This a strong force... possibly part of the same group that destroyed the Kilrathi fleet in the H'rekka system. Our job is to keep these ships off the Midway's back until she can make her jump.

She tapes her remote. On the screen, PUSH IN on the cruiser group. As the CAG speaks, HIGHLIGHT two destroyers headed toward the Midway.

CAG

We must eliminate these two destroyers before they hit us. Unfortunately the Midway was badly damaged in the last battle and can barely maneuver.

On the main screen; three INTERCEPT POINTS appear between the approaching destroyers and the Midway.

CAG

The enemy Destroyers could intercept the Midway at any of three Nav Points. Lieutenant Casey, your Alpha Flight has very limited time to cover them all, so move quickly.

The screen goes black, and the CAG turns back to her pilots.

CAG

As soon as Alpha Flight has wiped out the destroyers' fighter screens, Bravo Flight will make a torpedo run on both ships. Check your loadout specs.

Designer notes:

The Midway is heavily damaged and can no longer run from the alien fleet. The player and his wingman(Alpha team) are sent to find and intercept two alien destroyers that are in front of the rest of the alien fleet before they corner the Midway. He will have X amount of time to cover all three nav points before the Midway calls the retreat. Once the fighter cover is destroyed, two Confed bombers(Bravo team) show up and proceed to torpedo the destroyer at each NAV point. The player will have to defend them as more alien fighters appear to thwart the bombers. If successful, C3a. If not, C3b.

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.

Success / Failure notes

Success is achieved by destroying the alien destroyer fleet within the time limit.C3a

Failure occurs if the player takes too much time to take out the fighter cover and is told to return to base.C3b

Wingman / Ship Selection Notes

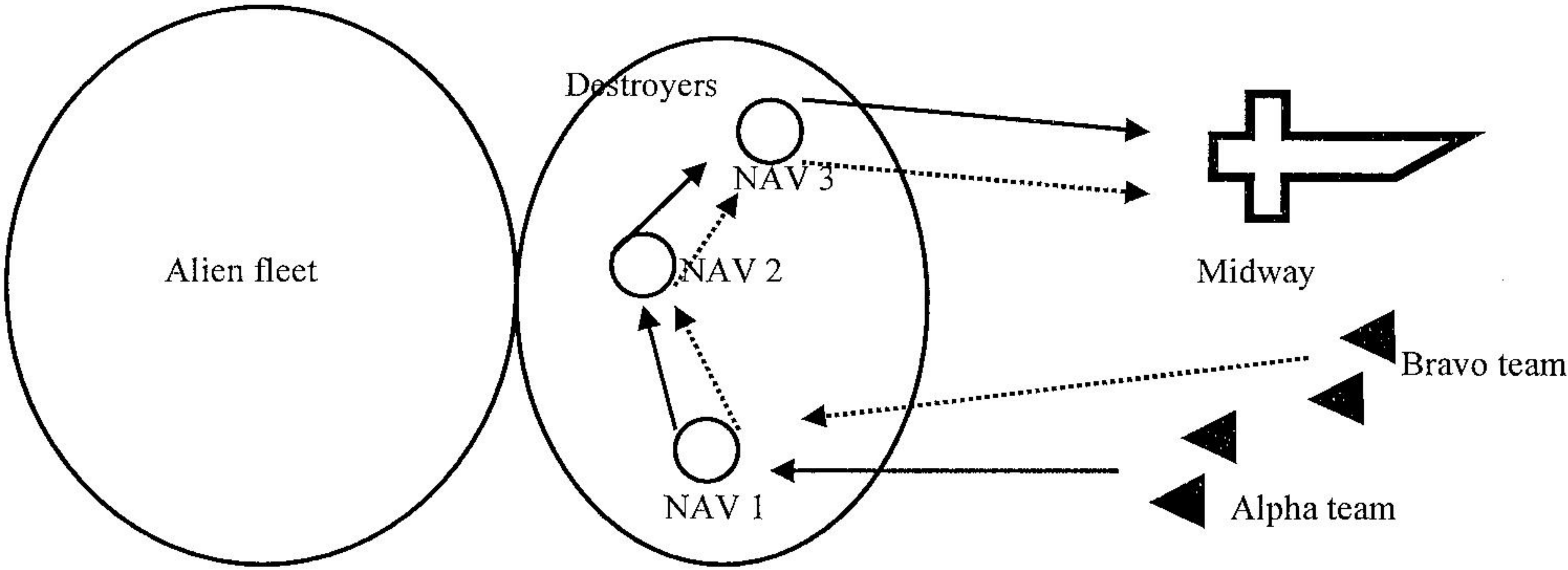
Alpha team

Leader: Player
Squadron: Diamondbacks
Fighter: Tigershark
Wingmen: Dallas

Bravo team

Leader: Jimbo
Squadron: Black widows
Fighter: Shrike
Wingman: Wyvern, Kona, Bonsai

Mission Map



Mission Outline

1. Player and wingman launch from the Midway and head for Destroyer 1 NAV point
2. At NAV 1,2, & 3 the player will either find stiff alien fighter cover around an alien destroyer or just alien fighters
3. The player will have a limited amount of time, depending on skill level, to search all three NAV points and destroy both enemy destroyers before the Midway calls the retreat
4. After defeating the fighter cover the player will be comm'd by Bravo team and told they're on the way and to cover them while they torpedo the Destroyers

Nav Points

LAUNCH - 2x Tigershark includes player, 4x Panther(CAP), 2-4 Shrike, Midway

NAV 1 - 7-11x Moray, (66% chance)Orca Destroyer

NAV 2 - 7-11x Moray, (66% chance)Orca Destroyer

NAV 3 - 7-11x Moray, (66% chance)Orca Destroyer. *Note - The player will always find at least one of the Destroyers between the three 'NAV' points. If he doesn't encounter both, the other will be in C3b.*

Communication Events

Mission C2c VDUs

EXT. MISSION C2C

36

STILETTO
(VDU)

We're on our way. Cover us while we
kill the Destroyer(s).

LAUNCH - Normal takeoff comms.

NAV's 1 to 3- Wingman telling player there is no destroyer in the area and to go to the next one after destroying enemy fighters. Midway calling the retreat if player fails. Bravo teams inbound message. Alien destroyer death

LANDING - Normal successful debrief. If the player failed to take out a destroyer or returns home without visiting every NAV point he should get a normal failure debrief. If he visits every NAV point but doesn't find both destroyers he should be told something like 'better hunting next time'.

Special Art Objects

1. Orca Destroyer
2. Leatherback Transports

Additional Comments

This mission should be slightly more difficult than **C2b**.

If the destroyers are not destroyed in this mission they will reappear in **C3b**

This is the first time the player will encounter:

- Alien Transports
- Alien Destroyer

Q3A
C2c

Q3A

Wing Commander Prophecy Mission Specification

Mission C3a

Description / Choreography

Notes:

Dallas is wingman or not depending on Flag.
If he's your wingman, he will die upon return to Midway, or in combat.
Preferrably combat.

First:

Alien Bombers
Cruisers and support

Medal at the end if the player's won.

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission C3a

INT. MIDWAY BRIEFING ROOM MISSION (C3A)

39

The Captain himself is on hand; the CAG standing by.

CAPTAIN

I'll get directly to the point,
people. A major brawl is brewing between the
Midway and the enemy cruiser group.
Commander?

CAG

Time is short, Pilots. Check your
mission profiles.

Casey looks down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

Lieutenant Casey's Bravo flight will
escort Manaic's Bravo flight as they
attempt to destroy the incoming alien
cruiser. Upon completion of your
objective, Alpha flight will fall
back to assist in midway's defense if
necessary. At the same time, Hawk's
Charlie flight will deal with these
inbound fighter bombers and provide
close cover for the Midway.

ICIS ENDS

BRIEFING DISMISSAL:

CAPTAIN

This is a key mission to our success
in this sector, everyone. Make
Midway proud. Dismissed.

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk
out, or it may be a conditional MANIAC ☒ You did well, my
boy.☒

INT. MIDWAY - BRIEFING ROOM - MISSION (C3a)

The Captain himself is on hand; the CAG standing by.

Captain

I'll get directly to the point, people. A major brawl is
brewing between the Midway and the enemy cruiser group.

The CAG taps her remote. On the main screen; ICONS appear
that represent both cap ship groups. As the Captain speaks;
a large enemy ship is HIGHLIGHTED. Headed toward the
Midway.

Captain

Lieutenant Casey, your Alpha Flight will escort Maniac's
Bravo Flight as they attempt to destroy the incoming alien
cruiser. Upon the completion of your objective, Alpha
Flight will fall back to assist in Midway's defense if
necessary.

The CAG taps her remote. A group of enemy fighters headed
for the Midway are HIGHLIGHTED.

Captain

At the same time, Hawk's
Charlie Flight will deal
with these inbound fighter
bombers and provide close
cover for the Midway.
Check your loadout specs.

Designer notes:

Major cap ship battle between the player's carrier group and the enemy cruiser group. Upper hand
Confed. The player, Maestro, and two red-shirts are sent in there Wasp's to escort four
Devastators as they attempt to destroy the incoming alien cruiser. The fleet defending Vampire's

will deal with the inbound fighters and bombers and provide close cover for the Midway. After destroying the cruiser Alpha team will be told to assist in the Midways defense if necessary.

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.

Success / Failure notes

Success - is achieved by destroying the alien cruiser within the time limit. **Series D.**

Failure - is if Alpha and Bravo teams take too long and let the alien cruiser get too close to the Midway, the retreat will be called and the player will have X amount of time to land before it jumps out, leaving the player behind. If the player fails to land go to **losing endgame**, if he lands in time go to **Series D - Mission DL1(losing path)**.

Wingman / Ship Selection Notes

Alpha team

Leader: Player

Squadron: Diamondbacks

Fighter: Wasp

Wingmen: Stiletto, Maestro, Dallas

Loadout: Fighter

Bravo team

Leader: Dirty

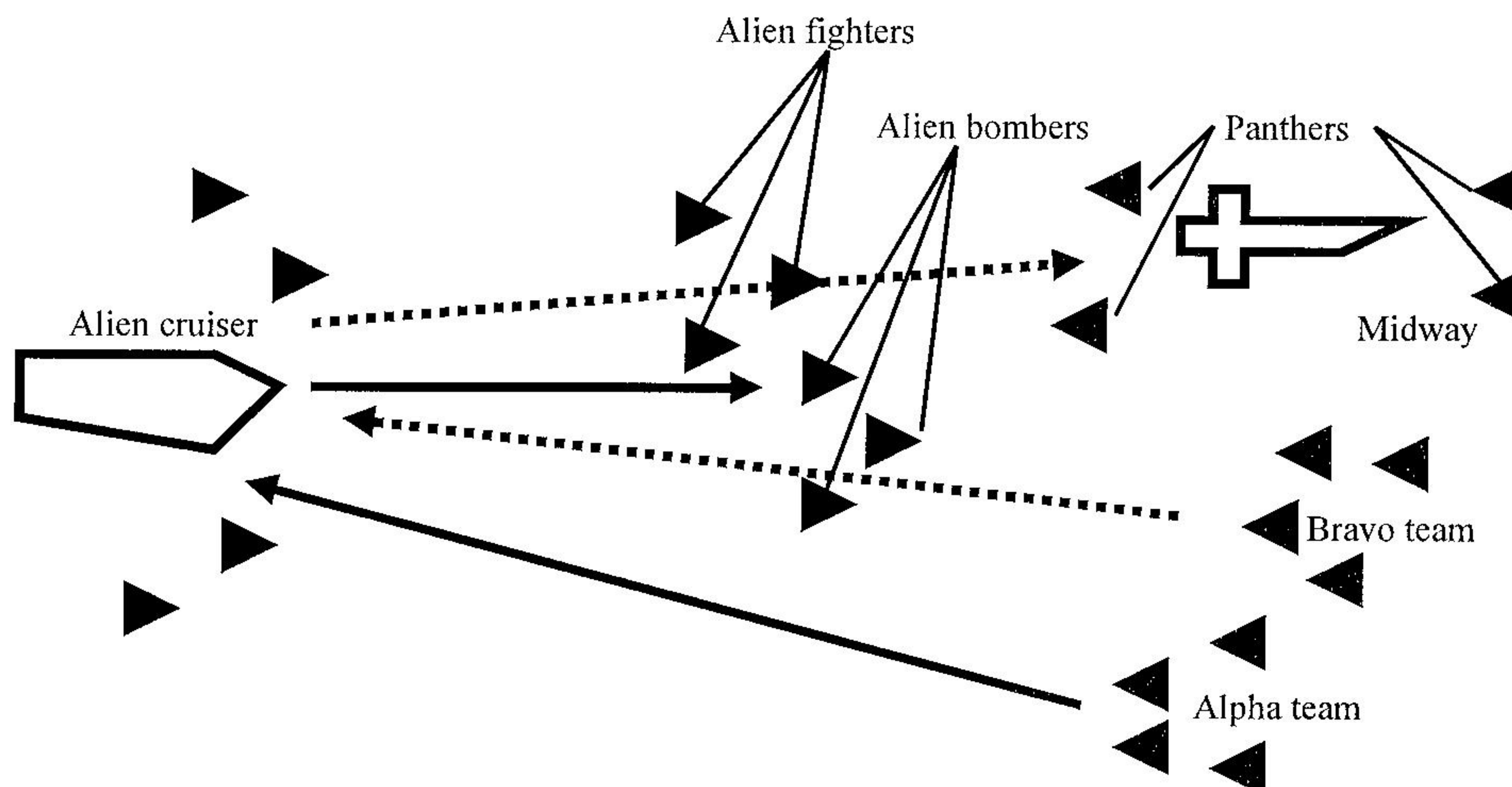
Squadron: Black widows

Fighter: Shrike

Wingman: Redline, Veil, Steel

Loadout: Bomber

Mission Map



Mission Outline

1. Player and wingmen launch from the Midway and escort Bravo team to the alien cruiser
2. The player will have a limited amount of time, depending on skill level, to destroy the defensive fighters around alien cruiser before the Midway calls the retreat.
3. If the player does not destroy fighters within a certain time limit, the Midway will call the retreat and jump out in X amount of time
4. Bravo team should close and launch their torpedoes once the fighter cover has been destroyed.
5. After aiding in the cruisers destruction, Alpha team will be told to help defend the Midway if necessary.

Nav Points

LAUNCH - 4x Panther(CAP), 4x Wasp includes player and wing(Alpha team), 4x Shrikes(Bravo team), Midway, Marlin Cruiser, 7-11x Manta, 5x Squid, 2x Tri-Ray, 2x Stingray, 2x Ray

Objective: Defend shrikes as they destroy Cruiser.

Complete success: Go to series D

Complete Failure: Go to series D - mission DL1 (losing path).

Communication Events

LAUNCH - Normal Midway takeoff comms. Midway calling the retreat if player fails. Bravo team comms. Players Alpha team comms calling in Bravo team. Alien cruiser comms. Midway help comms after Cruiser is destroyed, if any alien fighters are left attacking the midway.

LANDING - Normal success/fail type debrief comms. If the player helps in the defense of the Midway by taking out some of the inbound bombers, he will get a special thanks from the Midway comm officer.

Additional Comments

Dallas is wingman or not, depending on flag. [If you talked to him in gameflow]. bjc

If Dallas is your wingman, he will live.

This is the first time the player will encounter:

- Alien Bombers
- Alien Cruisers
- Alien Cruiser Support

Player should receive some sort of medal (in ICIS) after this mission. bjc

3

3

Wing Commander Prophecy Mission Specification

Mission C3b

Description / Choreography

Notes:

Dallas is wingman or not depending on Flag.
If he's your wingman, he will die upon return to Midway, or in combat.
Preferrably combat.

First:

Alien Bombers
Alien Heavy Fighter?
Cruisers and support

Medal at the end if the player's won.

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission C3b

INT. MIDWAY BRIEFING ROOM MISSION (C3B)

40

The Captain himself is on hand; the CAG standing by.

CAPTAIN

I'll get directly to the point,
people. A major brawl is brewing
between the Midway and the enemy
cruiser group. Commander?

CAG

Time is short, people. Check your
mission profiles.

Casey looks down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

Lieutenant Casey's Bravo flight will
escort Manaic's Bravo flight as they
attempt to destroy the incoming alien
cruiser. Upon completion of your
objective, Alpha flight will fall
back to assist in midway's defense if
necessary. At the same time, Hawk's
Charlie flight will deal with these
inbound fighter bombers and provide
close cover for the Midway.

ICIS ENDS

BRIEFING DISMISSAL:

CAPTAIN

Let me emphasize that if the enemy cruiser and her destroyers are not eliminated, the Midway will be placed in deadly harm's way. I hope that I've made myself clear. Good Luck to you all. You're dismissed.

BRIEFING ENDER:

INT. MIDWAY BRIEFING ROOM

41

The pilots rise to exit the briefing room. Dallas approaches Casey on the way out.

DALLAS

Hey, I'm your wingman. Looks like my luck is getting better all the time.

CASEY

Dallas, I--.

He looks into Dallas quizzical face. This is the first time Casey's seen him smile like this. Casey wants to say something, but can't find the words.

CASEY

--I Can't think of anybody else I'd rather have watching my six.

DALLAS

(a grin)

Any time, Man. Any time.

They EXIT:

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:

Post-Mission C3b

INT. MIDWAY FLIGHT DECK

42 43

Casey approaches a group of pilots which include Stiletto and Maestro. All look sorrowful. As Casey approaches them...

CASEY
Maestro?

He turns toward him; face pale.

MAESTRO
Dallas... didn't make it...

Casey is hit hard.

CASEY
You know, the awful thing is -- I'm not surprised. Something told me...

STILETTO
Dallas's number was up? That happens.
(beat)
The service is 1900. On the Recovery Deck.
(she rises)
By the way, if you ever get that feeling about me...

CASEY
I'll keep my mouth shut.

Stiletto manages a nod and moves off.

Designer notes:

Major cap ship battle between the player's carrier group and the enemy cruiser group. Upper hand Aliens. The player, Maestro, and two red-shirts are sent in there Wasp's to escort two wings of four Shrikes as they attempt to destroy the incoming Cap-ships. The fleet defending Panthers will deal with the inbound bombers and provide close cover for the Midway.

Success / Failure notes

Success is achieved by destroying the alien fleet within the time limit. **Series D.**

Failure occurs if the player lets the destroyers take out the Midway. Go to **losing endgame**. Or if the player takes too long and lets the alien cruiser get too close to the Midway the retreat will be called and the player will have X amount of time to land before it jumps out, leaving the player behind. If the player fails to land go to **losing endgame**, if he lands in time go to **Series D - Mission DL1(losing path)**.

Wingman / Ship Selection Notes

Alpha team

Leader: Player

Squadron: Diamondbacks

Fighter: Tigershark

Wingmen: Stiletto, Maestro, Dallas

Loadout: Fighter

Bravo team

Leader: Dirty

Squadron: Black widows

Fighter: Shrike

Wingmen: Redline, Veil, Steel

Loadout: Wild Weasel

Charlie team

Leader: Maniac

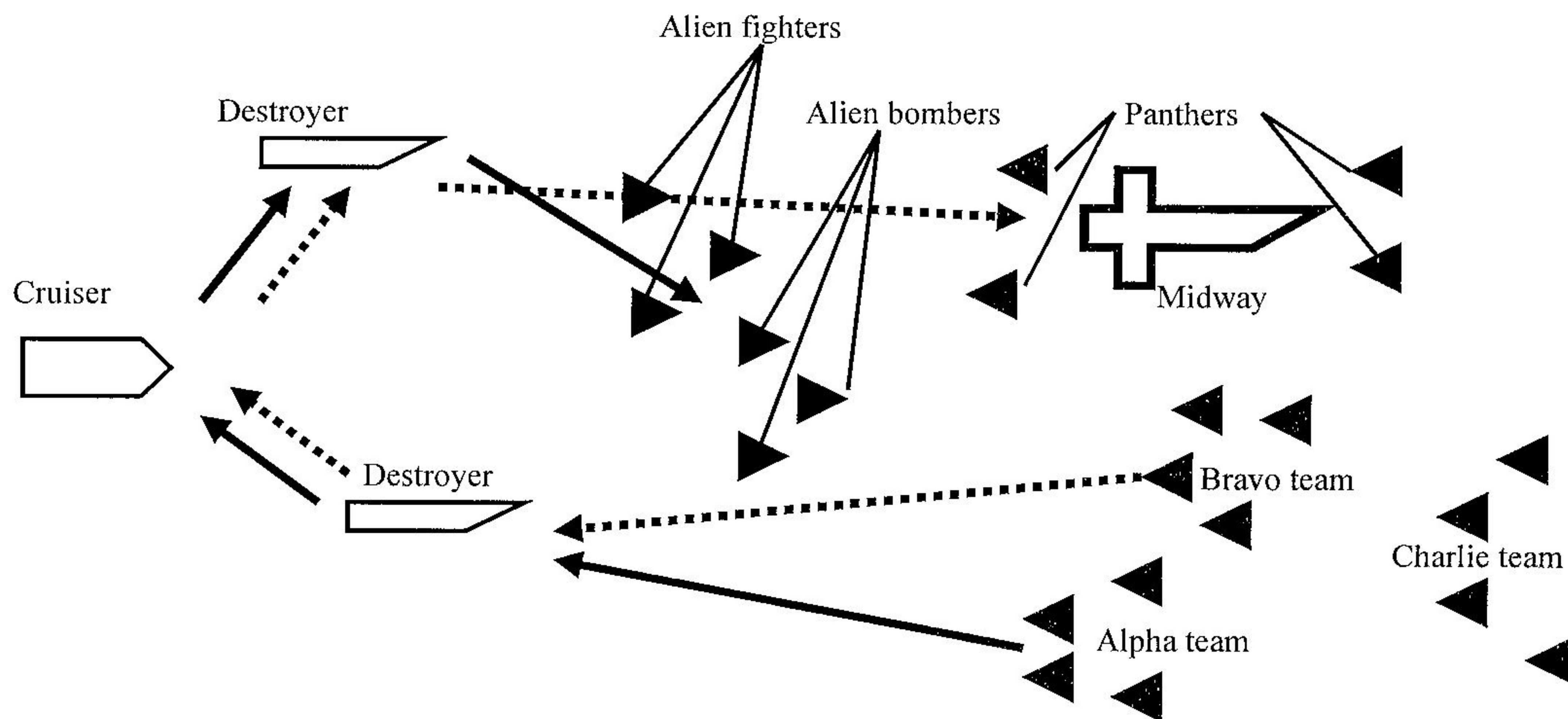
Squadron: Black widows

Fighter: Shrike

Wingmen: Huge, Warlord, Acorn

Loadout: Bomber

Mission Map



Mission Outline

1. Player and wingmen launch from the Midway and escort Bravo team to the first of the three alien cap-ships
2. The player should have control over which star-ships to attack first, the Carrier at the rear of the formation, or the Destroyers in front. If he goes for the Carrier
3. The player will have a limited amount of time, depending on skill level, to destroy the alien carrier before the Midway calls the retreat.
4. If the player lets the destroyers go unchecked for long they will have a chance of destroying the Midway.
5. If the player does not destroy the cruiser within a certain time limit, the Midway will call the retreat and jump out in X amount of time

Nav Points

LAUNCH - 4x Panther(CAP), 4x Wasp includes Player and his wing(Alpha team), 4x Shrike (Bravo team), 4x Devastator(Charlie team) , Midway, 2x Orca Destroyer, Marlin Cruiser, 7-11x Manta, 4-8x alien bomber, 2x Leatherback Transports

Primary objective: Destroy 100% percent of the alien fighter cover around the alien star-ships

Secondary objective: Aid in destruction of starships

Bonus objectives:

1. Help defend the Midway from inbound fighters/bombers
2. Destroy transports

Communication Events

Mission C3b VDUs

EXT. MISSION C3B

42

Anderson at his console. As people rush about and KLAXONS HOWL, Anderson must yell over the din:

ANDERSON - VDU

All pilots return to Midway. Our next jump is imminent. Return to base or be left behind!

Anderson at his console. CAMERA SHAKES and LIGHTS FLICKER.

ANDERSON - VDU

All pilots return to Midway. Our next jump is imminent. Return to base or be left behind!

LAUNCH - Normal Midway takeoff comms. Midway calling the retreat if player fails. Alpha team comms. Bravo team comms. Alien destroyer comms. Alien cruiser comms.

LANDING - Normal success comms. If player fails and gets the retreat comm then lands he should be briefly scolded and told to land quickly.

Additional Comments

This mission should be substantially harder than **C3a**.

Dallas is wingman or not, depending on flag. [If you talked to him in gameflow]. bjc

If Dallas is your wingman, he will live.

This is the first time the player will encounter:

- Alien Bombers
- Alien Cruisers
- Alien Cruiser Support

Player should receive some sort of medal (in ICIS) after this mission?? bjc

