

Wing Commander Prophecy Series Overview

Series : G

Series Objectives / Description

SERIES G: SUMMARY

Casey and his squadron lead the remaining alien forces into a trap. After this objective is accomplished, Casey encounters an Alien Ship Killer; a war vessel bearing a powerful Plasma Weapon capable of destroying entire fleets.

In the spectacular fight that follows, the Ship Killer is knocked out of action and boarded. Its crew fights to the death, but the Plasma Weapon technology is brought back to the Midway. Casey receives a promotion -- and an assignment to the most elite unit on the Midway: Wolf Pack Squadron.

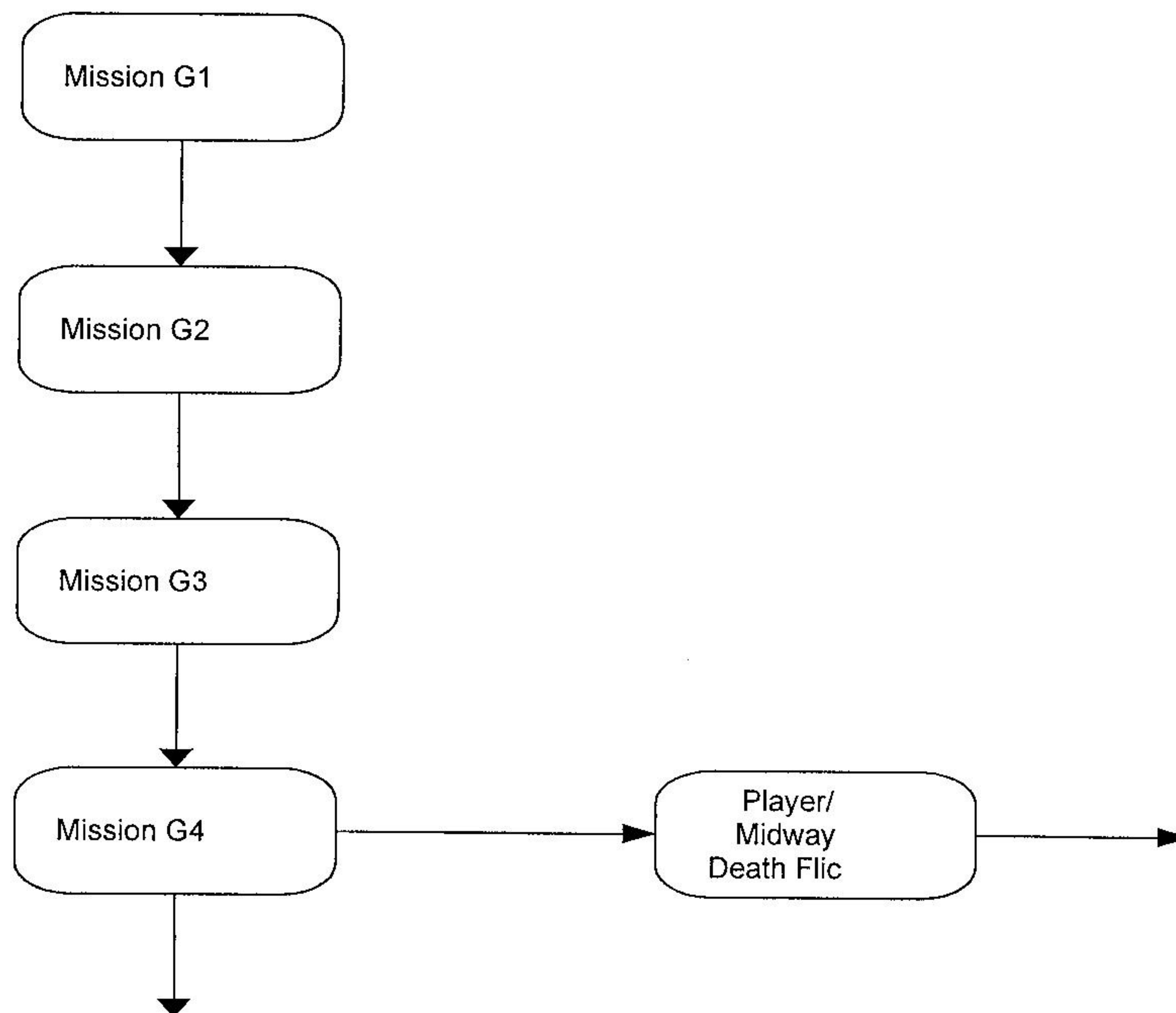
Through the reports from surviving Kilrathi in the area and captured alien intelligence, Confed learns a lot more about the enemy forces and the nature of their attack. The recovery of the distress beacon launched by the doomed Monroe and O'Neil in the Prologue adds further to our heroes' knowledge.

To sum up, the Midway knows about the artificial Wormhole Gate the aliens have opened near the rubble of Kilrah. The next objective is clear -- close the gate and shut out the aliens before they can envelop Confed.

[JUMP TO G'MARR system]

Handwritten signature or initials.

Series Mission Tree



Mission G1 Objective

Mission Type:

Attack Comm Array

Mission Objectives –

Lure the bulk of the G'marr systems forces into an ambush by feigning an attack on a major radar/comm array. Confed forces will attack the array until the Aliens mount a serious counter attack, then run like hell back to the Midway to protect it. As soon as the Aliens reach the Midway, the Confed re-enforcements pour through the jump-point and decimate a very surprised Alien task force.

Complete success –

Rachael Atta-boy

Stats

Scene 119

Goto G2

Complete failure –

Rachael Slam

Stats

Scene 119

Goto G2

Eject –

Eject VO.

Die –

Run scene #197.

What's new:

- Lure aliens into trap

Electrifying events in the Mission:

- Insert

Notes:

- Comm station cannot be destroyed. Player must destroy the RADAR array on the station to succeed.

Mission G2 Objective ...**Mission Type:**

Patrol/Mop up area

Mission Objectives –

Player will patrol area and eliminate all Alien stragglers from the previous conflict. Ensure NO survivors escape to warn the other aliens.

Complete success –

Rachael Atta-boy

Stats

Scene 121

Goto G3

Complete failure –

Fail VDU

Read Stats alone

Goto G3

Eject –

Eject VO.

Die –

Run scene #197.

What's new:

- Insert

Electrifying events in the Mission:

- Insert

Mission G3 Objective ...**Mission Type:**

Patrol/Sweep

Mission Objectives –

Find Ship Killer Dry-dock and eliminate its defenses before Dekker's Marines arrive.

Complete success –

Goto G4.

Complete failure –

- Midway swarmed
- Scene 197.

Eject –

Eject VO.

Die –

Run scene #197.

What's new:

- First time to see the ship killer.

Electrifying events in the Mission:

- Insert

Mission G4 Objective ...

Mission Type:

Anti-cap ship/bomber.

Mission Objectives –

Pursue Alien Ship Killer and take out its shield generators and engines before it can power up.

Complete success –

Rachael Atta-boy

Stats

Scene 124

Scene 125

Goto Series H

Complete failure –

Special Failure – Ship Killer destroys Midway.

Scene 197.

Eject –

Proximity to aliens = Alien pick up OR Confed SAR.

Eject VO.

Die –

Run scene #197.

What's new:

- First time to see the Ship Killer's Plasma weapon fire.
- First time to disable a cap ship. And capture the ship killer.
- After the mission: a promotion to the new squadron: the Wolf Pack.

Electrifying events in the Mission:

- Insert

Series Losing Path

Failure of G1 or G3 will result in the player going to a losing series involving the Midway being swarmed by never-ending fighters, then the losing endgame (Aliens smashing skulls on Earth, etc.) Mission GL

Failure of G2, results in a much harder G4

Failure of G4, results in a player death and/or a flic of ship killer toasting the Midway.

What's New in this Series (Springboards)

Player gets to go on offensive in Alien Space for first time, kill Elite Alien Aces, Capture Alien Ship Killer.

What's Being Built On

Kilrathi from F Series can be further developed/used if desired.

6

Amelia

Wing Commander Prophecy Mission Specification

Mission : G1

NOTES:

No ACES in this mission

Description / Choreography

G-(1)-98. MISSION: LEADING ALIENS INTO AMBUSH

BRIEFING START:

Pre-Mission G1

INT. MIDWAY BRIEFING ROOM MISSION (G1)

117

The CAG in mid briefing. Finley standing by.

CAG

With the Eisen carrier group backing us up, it's time for the Midway to go on the offensive.

Enthusiastic reactions from the assembled pilots. They Cheer. After a moment...

CAG

Settle down, people. It ain't over yet. We have a lot of work ahead of us. Lt. Commander Finley has some current data that has bearing on your mission.

Finley comes forward. She and Casey exchange glances, though it's business now.

FINLEY

Our primary scanners have spotted a huge enemy support base in the Gmar system. From there, the aliens have been supplying their assault on Kilrah, one jump away. From this data, our objective is clear. Confed must take this space before we can stage a major attack on the invading fleet. Commander?

CAG

Pilots, please check your ICIS for your mission profiles.

They look down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

The Midway's job will be to lure the alien forces into an ambush by feigning an attack on one of their key comm stations. When the aliens counter attack, we'll draw them back to the Midway--here at the Gmar jump point...just as the Confed strike force pours through and crushes them between us. Lt. Casey's Alpha flight will lead the assault force of Shrike bombers. Bravo and Charlie flights will protect his flanks.

ICIS ENDS

BRIEFING DISMISSAL:

CAG

This is where we put it to 'em, boys. It's payback. (there is a swell) But let's do it by the numbers. Good luck.. 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 (G1)

The CAG in mid briefing. Finley standing by.

CAG

With the Eisen carrier group backing us up, it's time for the Midway to go on the offensive.

Enthusiastic reactions from the assembled pilots: Yes! let's take it to the enemy, etc. Then Finley steps up:

CAG

Settle down, people. We have work to do.

As the room finally quiets; the CAG nods to Finley who then taps a remote. A GRID MAP appears on the main screen; its ICONS moving in sync with Finley's briefing.

FINLEY

Our primary scanners have spotted a huge enemy support base in the G'mar system. From here, the aliens have been supplying their assault on Kilrah one jump away. Our assignment is clear. Confed must take this space before we can stage a major attack on the invading fleet.

The CAG takes over. Taps a remote. More ICONS representing various elements of the battle plan appear on the main screen.

CAG

The Midway's job will be to lure the alien forces into an ambush by feigning an attack on one of their key Alien Comm Stations. When the aliens counterattack, we'll draw them back to the Midway. Here at the Gmar jump point.

FINLEY

Just as a Confed strike force pours thru the jump-point and tears them up.

More excited reactions from the assembled pilots. The CAG offers one of her rare smiles. She's pleased.

CAG

Lieutenant Casey, your Alpha Flight will lead an assault force of Shrike bombers. Bravo and Charlie, protect his flanks. Now check your loadout specs.

After Casey CLICKS OFF HIS PADD:

Confed decides to use its combined strength to strike a serious blow to the alien fleet. The Midway will enter the G'mar system and make its presence known by immediately attacking the closest Alien scout post. Once alien re-enforcements from the main ship/supply base arrive, Confed forces will retreat to the Midway with the Aliens in hot pursuit. When the Aliens arrive at the Midway, they're greeted by the smiling faces of the combined Confed task force which just jumped thru the point behind the Midway.

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.

Wingman / Ship Selection Notes

Squadron: Black Widows	generic	Stiletto
Fighter: Shrike Bombers	Wingman:	Wingman:
	generic	generic
Alpha Wing Flight Leader:		Wingman:
Player	Squadron: Black Widows	generic
Wingman:	Fighter: Panther	Wingman:
generic		generic
Wingman:	Bravo Wing Flight Leader:	

Mission Win / Lose Effects

Mission is won by disabling the Alien Comm array at Nav 1. The station itself may be left intact. (Whatever is left of the Alien Comm Station will show up in Mission G2). It will be extremely difficult for any player to destroy the Alien Comm Station without heavy bomber support.

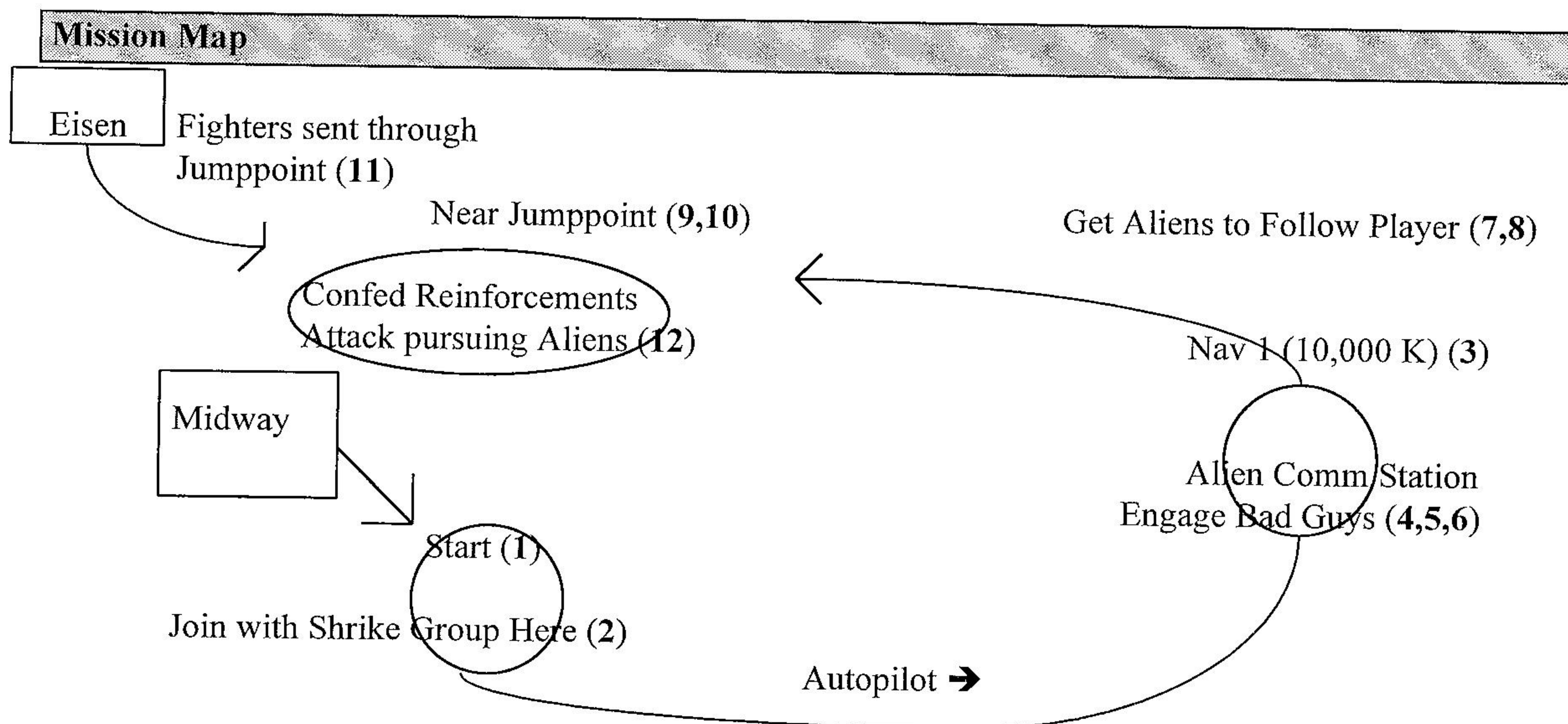
If player fails mission and does NOT disable the radar array, player will NOT go to a losing path. The array simply is not destroyed in the next mission.

Main Objective:

- Destroy Comm Array on Alien Comm Station

Additional mission objectives:

- Lead 50% of aliens to ambush
- Destroy 50% of all aliens
- Destroy 50% of alien cargo containers
- Lead Shrikes to Alien Comm Station.



Mission Outline

1. Launch at Nav 0, (4) Vampire Parolling Midway Area. [Use global **PATROL** routine].
2. Player links with (4) Shrike Wing at Nav 0 near the Midway. [Set **AUTOPILOTNAV1**].
3. Nav 1 – Alien Comm Station; - protected by (2) “Siren” Shield Killer; (2) “Ray” Fighter Clusters, (6) “Moray” Multi-role Fighter; 10 turrets. 10-20 Alien cargo containers.
4. A timer of 180 seconds will begin upon entering Nav 1. [Set **TIMER** to 180].
5. Upon entering Nav 1, the Shrikes go for the Alien Comm Station. [Set Shrikes to **ATTACKCOMMTOWER**].
6. Player must take out turrets and fighter cover as the shrikes go in.
7. Shrikes will attack Alien Comm Station’s radar tower.
8. If the player manages to take out comm stuff after 140 seconds, mission G3 just got quite a bit easier [Set variable **g_G3RADARDESTROYED**].
9. If not, an alien “Skate” Fighter Destroyer will show up in Nav 1 to defend the Alien Comm Station. [Activate “**SKATE**”].
10. As player destroys containers, a new alien fighter will launch as each is destroyed. This comes out of total that will launch after the ‘recall’ comm. [Set **ALIENLAUNCHED** + 1].
11. At 180 sec, Midway comms player, recalling him to Midway [Play **RETREAT** Comm].
12. (4) Alien. “Manta” Space Superiority Fighters launch from the Alien Comm Station. They attack and pursue player – high AI, but not Aces. [Set **FIRSTWAVELAUNCHED**].
13. Player then pulls back to Midway and the Jump Point. [Set **PLAYERRETURNED**].
14. (4) Midway Patrolling Vampires attack pursuing aliens. [Set **PATROLATTACK**].
15. (4) Midway launched Panthers attack pursuing aliens. [Timed as frame rate and playability allows.]
16. Comm from Midway “Keep those bastards off the Midway at all costs” [Play **KEEPEMOFF** Comm].
17. (8) Alien. “Manta” Space Superiority Fighters launch from the Alien Comm Station. They attack and pursue player – high AI, but not Aces. [Set **SECONDWAVELAUNCHED**].
18. Multiple Waves of Alien Fighters attack as frame rate and playability allow. [Set **THIRDWAVELAUNCHED**, **FOURTHWAVELAUNCHED**, etc].
19. Reinforcements arrive – (8) Devastators and (8) Vampires arrive through jump point. [Set **DEVASTATORSARRIVE**, **VAMPIRESARRIVE**].
20. Devastators and Vampires pick off remaining alien craft. [Set **ALLENEMYDESTROYED**].
21. Confed Wins!

22. Midway gives them all clear/landing speech. [Play WINDEBRIEF Comm].

Special notes:

We need to add a background reason to stage an attack here first. For instance, this base is important because it protects the enemy's rear while they attack the Kilrathi. Without the comm. array in place, the new aliens will not have the power to alert the main ship base due to the nearby Black Hole/Nebula/Pulsar/etc. that disrupts normal small ship communications equipment over greater distances.

Confed will be attempting to destroy alien containers around the Alien Comm Station in an effort to piss them off.

The Alien Comm Station should NOT be **completely** destroyed in this mission, but may be disabled.

Midway should be placed close to the space anomaly

We should explain how other Confed groups are running flank for Dane and retreating as well. This will provide some big scenario feel by adding inflights to that effect.

Nav Points

LAUNCH: Dane and crew along with 4 patrolling Panthers

Panthers use global patrol routine.

NAV1: Comm/Radar Site - protected by (2) Shield Killer, (3) Fighter Clusters, (6) Multi-role Fighter (x)turrets. Also there will be alien cargo boxes in space near the Alien Comm Station. These are a secondary objective. Attacking these will cause the remainder of the fighters to break away from protecting the station and follow the player to the ambush site.

Alien Comm Station has to have **radar dish** that can be destroyed. This is the main objective of the mission. The mission must be tuned so that it is impossible to survive the fighter and turret cover of the station without the backup. Also, we must ensure that the Midway comm (telling the player to retreat) is timed at just 30 seconds after the player can reach the station.

Alien Comm Station may want to launch more fighters as player destroys them BEFORE the reinforcements arrive, if he's that good.

(AMBUSH) -- JUMP POINT: This will have a jump buoy, the 4 Vampires (maybe more if frame rate allows) from the Eisen and the 4 Panthers from the Midway (if they can get there in time to mop up.) Plus all the aliens that are following for the ambush.

LANDING: Dane and remnants of crew.

Communication Events

Mission G1 VDUs

EXT. MISSION G1

118

ANDERSON - VDU

Enemy counter-attack is imminent.

Withdraw.

ANDERSON - VDU
Lieutenant Casey, fall back to the
ambush area. Now!

ANDERSON - VDU
Lieutenant Casey, the Confed assault
group is coming through the jump
point. Protect the Midway just a few
more moments.

See VDUCOMMS.XLS for most current list...

Launch:

G100 Anderson Good luck, Casey. Get that comm array down and bring the aliens back for the
ambush.
G100 Shrike 1 All right! Let's take it to 'em
G100 Shrike 2 Autopilot Link Established

Nav1: (attacking Alien Comm Station)

G101a Shrike 1 Launching torpedo.
G101a Shrike 2 Keep 'em off me, and I'll do the rest.
G101a Panther 1 Multiple incoming hostiles!
G101a Panther 1 Look at the size of that thing.
G101a Panther 1 Just like flies on a pile of...
G101a Panther 1 They don't know what to expect.
G101a Panther 1 Holy shit, here they come - bug out!
G101a Alien 1 Confident type stuff 1
G101a Alien 2 Confident type stuff 2
G101a Alien 3 Confident type stuff 3
G101a Alien 4 Confident type stuff 4

Nav1: (Midway recall)

G101b Anderson Head for the Jump Point and wait for reinforcements to jump in.
G101b Shrike 1 They won't know what hit 'em.
G101b Shrike 2 Let's lead them to their doom.
G101b Shrike 3 I hope the reinforcements make it on time.
G101b Shrike 4 Where are they - we're getting clobbered!

Ambush: Comm from Midway signaling attack, protect, etc.

G102a Anderson 1 Keep them off the Midway or that'll be all she wrote!
G102a Anderson 1 Watch your backs!
G102a Anderson 1 Midway is taking damage!
G102a Anderson 1 Launching additional fighters!
G102a Anderson 1 Keep them off the Midway or that'll be all she wrote!
G102a Panther 1 They don't know what to expect.
G102a Reinforcement 1 Welcome to my parlour!
G102a Reinforcement 1 This is what I live for!
G102a Reinforcement 1 Take that bug man!
G102a Reinforcement 1 Who you gonna call?
G102a Alien 1 Oh shit we're in trouble type stuff 1
G102a Alien 2 Oh shit we're in trouble type stuff 2
G102a Alien 3 Oh shit we're in trouble type stuff 3

G102a Alien 4 Oh shit we're in trouble type stuff 4
G102a Kilrathi(T'garr) announce presence (conditional)

Landing:

G102b Anderson 1 All clear, bring 'em in, Casey.

Special Art / Objects

1. Alien Comm Station. This should NOT disappear when destroyed. It should remain intact (with or without the radar tower for mission G2. Check **variable g_G3RADARDESTROYED**.
2. Nebula/Black Hole/Pulsar/Etc. effect

Special Sound Effects

1. Really weird comm static as space anomaly is encountered - perhaps thru entire mission.

Additional Comments

Wing Commander Prophecy Mission Specification

Mission : G2

NOTES:

No ACES in this mission

Description / Choreography

Design notes: This is a mop up the entire area kind of mission. Player must destroy any alien he encounters at ALL Nav points to succeed.

BRIEFING START:

Pre-Mission G2

INT. MIDWAY BRIEFING ROOM MISSION (G2)

120

CAG again run the briefing.

CAG

This is a crucial time in this conflict. The good news is, thanks to Lt. Commander Finley, here we are now able to jam the alien comms so they can't call for help. However, it is imperative that all remnants of the alien attack force be eliminated. Please check your mission profiles.

They look down.

ICIS VOICE OVER:

ICIS BEGINS

ICIS ENDS

BRIEFING DISMISSAL:

CAG

Remember, if any of the alien ships are allowed to escape, they can alert their main force that Confed reinforcements have entered this system—and we cannot survive that. Men, I want them hunted down every

single one. Do you read me?

ALL
Yes, Sir!

CAG
Very Well. 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 (G2)

Finley and the CAG again run the briefing.

CAG
It is imperative that all remnants of the alien attack force be eliminated. If any are allowed to escape, they can alert their main force that Confed reinforcements have entered this system.

FINLEY
The good news is we're now able to jam their comms; they can't call home.

CAG
But they can fly home. I want them hunted down... every single one. Dead aliens don't tattle.

Finley taps a remote: a NEBULA ICON appears on screen.

FINLEY
Special Advisory. The Tolar Nebula in this system emits interference which can effect both human and alien transmissions. I've boosted the power of your comms to handle the problem.

CAG
Hopefully our alien friends are not so capable or lucky. Check your specs.

After Casey CLICKS OFF his PADD:

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 G2

INT. MIDWAY FLIGHT DECONTAM CHUTE 121

As Casey removes his helmet, the CAG and Anderson approach him.

CAG
Fine work, Casey. I've decided to recommend you for the Confed Flying Cross.

CASEY
Thank you, sir.

CAG
(with a grin)
Don't let it go to your head, Mister.

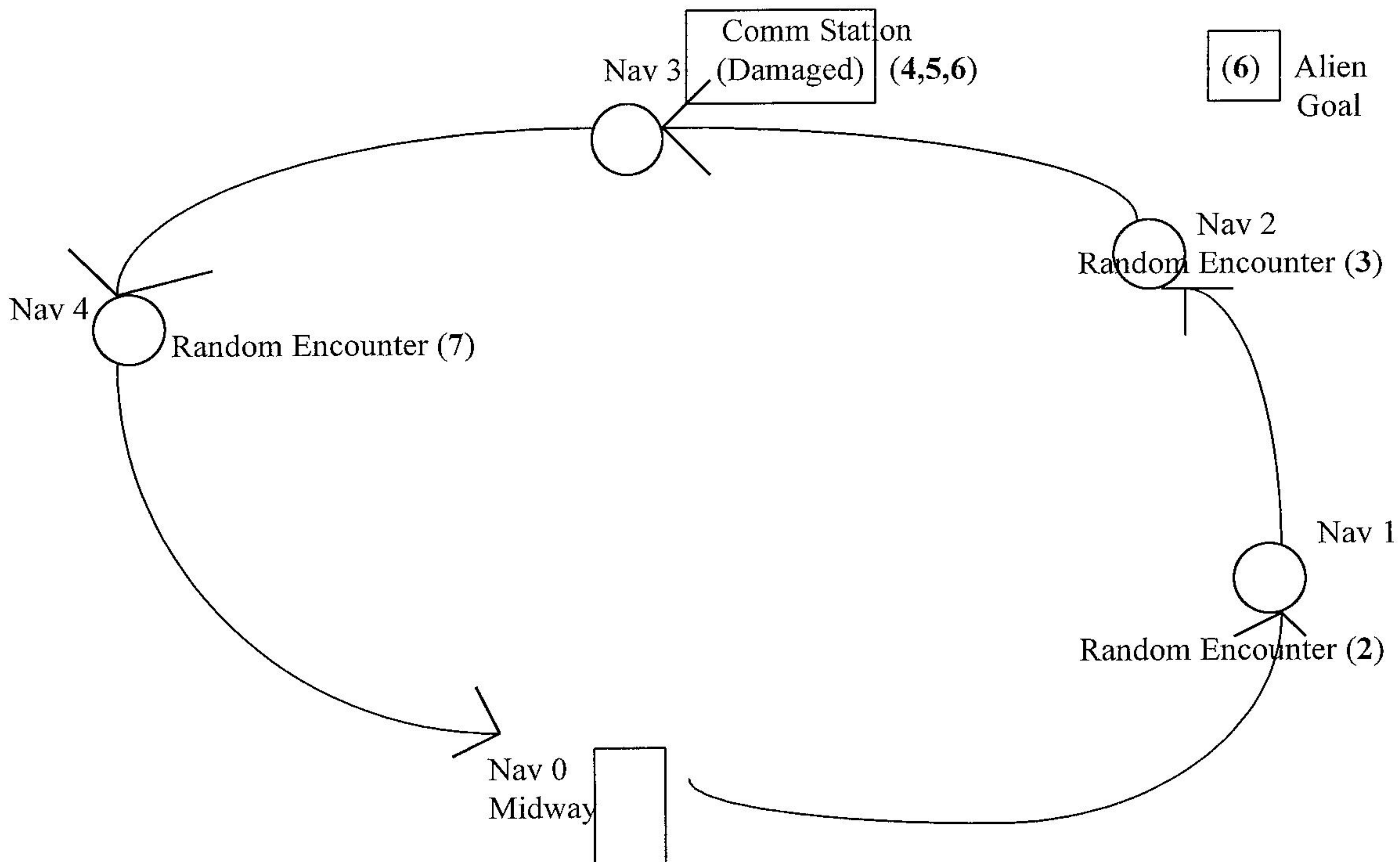
CASEY
I won't, Sir.

She moves past him. He waits at the chute, but catches out of the corner of his eye... the CAG who is now talking to Maniac in his flight suit. The news is clearly not good. Maniac is very upset. The chute door opens and he gets in. The door closes. He EXITS.

Wingman / Ship Selection Notes

Squadron:	Black Widows	Alpha Wing Flight Leader:
Fighter:	Panther	Player
		Wingman:
		Generic

Mission Map



Mission Outline

There are NOT any Aces in this mission. They're in G4. bjc

1. Launch at Nav 0. Midway near jump point. Jump buoy.
2. Nav 1 – all clear, possible random patrol - alien light. (2-6) “Moray” Multi-role Fighters. [Set **ATTACKPLAYER**]. [Set **NOFLEE**]. [Set **NAV1CLEAR** when they're dead].
3. Nav 2 – all clear, possible random patrol - alien light. (2-6) “Moray” Multi-role Fighters. [Set **ATTACKPLAYER**]. [Set **NOFLEE**]. [Set **NAV2CLEAR** when they're dead].
4. Nav 3 – area around Scout Post, (3) “Manta” Space Superiority Fighters. [Set **ATTACKPLAYER**].
5. These boys look and sound Really Pissed by the burned up base and comm accordingly
6. If 2 out of 3 Aces are killed, last one will make a break for it and head toward the supply/ship base to warn them. [Set **FLEE** when **ALIENKILLED = 2**].
7. If alien gets too far out of range, objectives failed, and next mission gets harder. [Set **g_ G2ALIENESCAPED**]. [Set **NAV3CLEAR** if they're all dead].
8. Nav 4 - all clear, possible random encounter - alien light. (2-6) “Moray” Multi-role Fighters. [Set **ATTACKPLAYER**]. [Set **NOFLEE**]. [Set **NAV4CLEAR** when they're dead].
9. Landing. [If all navs clear, then player **WINS**. If **g_ G2ALIENESCAPED**, then player **LOSE**].

Special notes -

If any Alien Ace successfully escapes [**g_ G2ALIENESCAPED**], the Fighter destroyer will show up in G3 (even if the comm stuff was shut down in G1), and two Aces will show up to aid the “Narwhal” Ship Killer's escape.

Good place for a medal.

Nav Points

LAUNCH: Midway, player ships, (4) Patrolling Vampires

NAV1: possible random alien light

NAV2: possible random alien light

NAV3: (3) Elite Squadron Alien Aces, burned up Comm station

NAV4: possible random alien light

LANDING: Midway and patrolling vampires

Communication Events

See VDUComms.xls for most current stuff!!

Launch:

Nav 00 Anderson If we fail to eliminate any enemy stragglers, our element of surprise will be lost. Don't let a single one get away

Nav1:

Nav 01 Standard comms

Nav2:

Nav 02 Standard comms

Nav3: (comm station)

Nav 03 Alien threat

Nav 03 Alien taunt

Nav 03 Alien charge!

Nav 03 Alien etc.

Nav4:

Nav 04 Standard comms

Landing:

Nav 05(win) Anderson Looks like they weren't able to get word to their fleet. We'll be in good position to take on their main fleet. Good work!

Nav 05(lose) Anderson If they were able to get word to their main fleet, we're in big trouble!

Special Art / Objects

1. Burned up Alien Comm Station.
2. Elite Alien Superiority Fighters

Special Sound Effects

None

Additional Comments

None

Wing Commander Prophecy Mission Specification

Mission : G3

Description / Choreography

THIS IS THE FIRST PART OF THE MISSION. THE SECOND PART WILL BE IN FLIGHT.

Please insert third Alien Ace in the last part of the mission. Thanks! bjc

BRIEFING START:

Pre-Mission G3

INT. MIDWAY BRIEFING ROOM MISSION (G3)

122

The pilots wait in their seats; impatient. The room is abuzz with scuttlebutt. Everyone rises as Blair, the CAG, Dekker, and Finley ENTER.

BLAIR

As you were. A live feed's coming in from a spy eye positioned near the main alien base. You all need to see this.

Finley taps a console. An image appears on the main viewscreen. We SEE an ALIEN SHIP KILLER in a DRY DOCK adrift in deep space; a huge, spectacular target lit by work lights and with robotic drones buzzing around it like bees. As everyone reacts to this...

FINLEY

Our analysis indicates this is one of two seemingly identical ships which attacked the Kilrathi Fleet in the H'rekka system. And it appears to be in drydock. We think the Cats damaged the alien ship before they were wiped out.

Finley taps a console. On screen, we see the grainy, black box footage pulled from the Fralthi Cruiser in Series B -- that shocking sequence of the two Ship Killers' plasma weapons vaporizing the Kilrathi fleet.

As everyone reacts, Blair steps forward.

BLAIR

This is what concentrated proton plasma can do to a fleet. We capture this Ship Killer or the Midway is next on the menu. Commander?

CAG

Pilots, please check your mission profiles.

Casey (et al) looks down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

Lt. Casey's alpha flight will escort a Marine LC to the dry dock and provide cover until the Enemy Ship Killer is secured by Dekker's forces.

ICIS ENDS

BRIEFING DISMISSAL:

CAG

Intelligence reports indicate that enemy opposition will probably be heavy. Not only from the alien fighters, but heavy armament from the alien supply base, as well. So watch your backs out there, people. 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 (G3)

The pilots wait in their seats; impatient. The room is abuzz with scuttlebutt. Everyone rises as Blair, the CAG, Dekker, and Finley ENTER.

BLAIR

As you were. A live feed's coming in from a spy eye positioned near the main alien base. You all need to see this.

Finley taps a console. An image appears on the main viewscreen. We SEE an ALIEN SHIP KILLER in a DRY DOCK adrift in deep space; a huge, spectacular target lit by work lights and with robotic drones buzzing around it like bees. The even bigger ALIEN SUPPLY BASE is visible in close background. As everyone reacts to this...

FINLEY

Our analysis indicates this is one of two seemingly identical ships which attacked the Kilrathi Fleet in the H'rekka system. Yes, Lieutenant?

Casey has raised his hand to get her attention.

CASEY

Looks like it's in some kind of dry dock.

FINLEY

(agreeing)

You're right. We think the Kats damaged the alien ship before they were wiped out.

Finley taps a console. On screen, we see the grainy, black box footage pulled from the Fralthi Cruiser in Series B -- that shocking sequence of the two Ship Killers' plasma weapons vaporizing the Kilrathi fleet.

As everyone reacts, Blair steps forward.

BLAIR

This is what concentrated, irradiated, proton plasma can do to a fleet. We capture this Ship Killer or the Midway is next on the menu. Commander?

The CAG takes over.

CAG

Lieutenant Casey's Alpha Flight will escort a Marine LC to the Dry Dock and provide cover until the Ship Killer is secured. Bravo Flight will provide close cover.

DEKKER

Opposition will be heavy. Not only alien fighters but heavy armament from the alien supply base. So watch your backs.

CAG

One thing more. Finley has figured out how to translate the enemy's field comms. That should give you an edge.

(beat)

Give 'em hell.

ON ICIS ADVISORY: Translated Alien VDU is now available. We can now actually converse with bad guys in battles.

Dane will first perform a "wild weasel" mission on the shipkiller/dry dock. This will be a timed mission - Dane must eliminate all alien defenses in the area prior to Dekker's assault-party's arrival.

If the defenses remain intact, Dekker will go up in smoke and the mission will be a total failure. Killing of ships by Ship Killer will ensue.

Maniac will provide fighter cover, and eliminate all alien fighters along the way.

Mission G4 has been added here for continuity's sake. This will happen in gameplay, and the player will only land AFTER he has destroyed the Ship Killer.

EXT. SPACE - THE SHIP KILLER (SF)

In a spectacular sequence, the Ship Killer breaks loose from its Dry Dock and heads off into space.

INT. CASEY'S PANTHER - AT SHIP KILLER (G3-3) (SF)

The CAG VDU's Casey. Five seconds:

CAG - VDU

She's preparing to attack. Take her out, Casey.

As Casey closes in on the fleeing Ship Killer, Anderson contacts us via VDU; which TRANSITIONS into the following CUT SCENE:

INT. BRIEFING ROOM - Anderson'S COMM TECH STATION

The CAG with a tense Anderson looking on.

CAG

Casey -- direct your fire toward the vessel's main engines. You've got to take them out before she powers up her Plasma Weapon.

Casey must take out the Ship Killer's engines before it can power up its main weapon.

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.

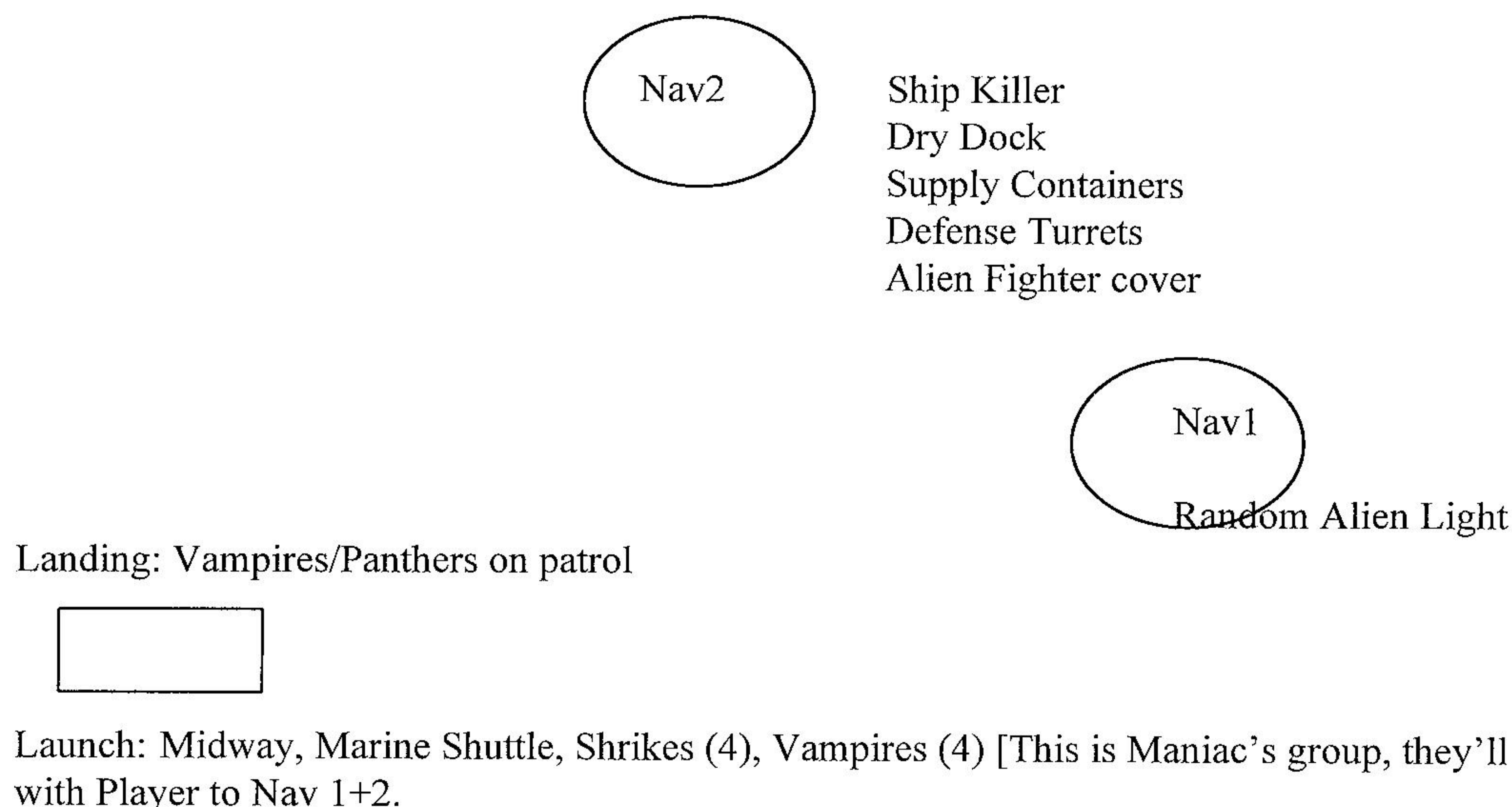
Wingman / Ship Selection Notes

Squadron: Black Widows
Fighter: Shrike

A Wing - Flight Leader:	Wingman - Maestro	Wingman - Red
Casey	Wingman - Red	

B Wing - Flight Leader:	Wingman - Spyder
Maniac(Black Widows in	Wingman - Red
Vampires)	Wingman - Red

Mission Map



Mission Overview

SPECIAL NOTE – if aliens were alerted by comm station earlier in G1 [Variable **g_G3RADARDESTROYED** = 0] this mission will be harder.

PART ONE

1. Launch at **Nav 0**. Midway, Maniac, Player, (4) Vampires (Maniac's group) (4) Shrikes (Player's group).
2. Maniac's group will go with player to Nav 1. [Set Maniac's group to follow player].
3. Marine shuttle will follow later. 3 Minutes into Nav 2.
4. **Nav 1** -all clear, possible random patrol - alien light. (2-6) "Moray" Multi-role Fighters. [Set **ATTACKPLAYER**].
5. **Nav 2** – "Narwhal" Alien Shipkiller; Dry Dock; Storage Tanks; Alien Turrets; ship repair drones; 3 "Moray" Multi-role Fighters.
6. "Narwhal" will be around 15% repaired. Engines will be at 20%; landing bays will be at 10%; bridge will be at 15%.
7. If **g_G3RADARDESTROYED** = 0, then the "Narwhal" will be around 30% repaired, due to diligence of the aliens upon hearing the news. Engines will be at 25%; landing bays will be at 35%; bridge will be at 40%.
8. If **g_G3RADARDESTROYED** = 0, then there will be an additional (5) "Moray" Multi-role Fighters alerted to the player's presence, and they will be extra aggressive. [Set **AGGRESSION** to **MAX**].
9. If **g_G3RADARDESTROYED** = 0, then there will be an additional "Skate" Fighter Destroyer alerted to the player's presence, and it will be extra aggressive. [Set **AGGRESSION** to **MAX**].
10. Maniac's Vampires break formation and chase down alien fighters. [Set **MANIACATTACK**].
11. Timer begins. 3 Minutes. (Marine shuttle will arrive at 0 seconds.)
12. Each of the repair drones will be attempting to repair the engines, bridge, and landing bays. [Set **drones** to **REPAIR**].
13. Dane must suppress defenses around the dry dock prior to the Marines' arrival: turrets missile launchers, defense sats, etc. [Set **ATTACKPLAYER**].

14. Marines Land and assault Ship Killer. All remaining alien defenses attack incoming shuttles with top priority. [Set MARINESGOTONARWHAL].
15. When Marines land, start timer for 10 seconds. [Set PLAYMARINEFLICK]. [Save MARINESTATUS].
16. Play Dekker flic. [During flick, Dekker says "The Ship is MOVING!"]
17. Ship killer starts to break out of dry-dock. [Set NARWHALISLEAVING].
18. goto G4

PART TWO

Designer notes: The idea here is that the Ship Killer is trying to escape. If it thinks that it can't escape (in 3 minutes), it will turn on the Midway and try to destroy it, terminating the mission. When it turns on the Midway, it will begin firing up its main weapon (the Ship Killer plasma weapon) and take out the Midway. Game over.

Additionally, player should pick up message beacon. (This from a note on an earlier copy of this mission. Put in?)

There was no Ace in G2. Please remove. bjc

Nav 1

1. Nav 1 - Outside base, Ship Killer running away
2. Start Timer, player has (3) minutes to take out engines or ship killer turns on Midway. [Set MIDWAYINTROUBLE].
3. If **g_ G2ALIENESCAPED = 1** (an Ace got away in G2) (2) "Manta" Superiority Fighters enter actionsphere (Nav 1) to protect the Ship Killer.
4. Player must avoid being hit by turrets surrounding shield emitters. [Optional, but will make mission easier].
5. Player must destroy shield emitters protecting the engines. [This must happen, or the shields will never be vulnerable].
6. Player must destroy engines on the ship killer. [Set PLAYERDESTROYEDENGINES].
7. Ship is disabled, run Dekker takes 'em alive flic [Play DEKKERTAKESKILLER flick].
8. Escort Marine Shuttle(s) back to Midway. [Set MISSION SUCCESSFUL flag].
9. Landing at Nav 0

Special notes:

If Ship Killer successfully powers up, the Midway could get hit and end the game. Casey dies, Maniac Dies, Everyone Dies!

Alien Containers may be a secondary objective, if the mission needs more spice. Casey could choose to either nuke them or ID them. If he IDs them, then we can give Confed another advantage due to the score.

Mission Objectives

Player must allow the Marine shuttle to land.

Nav Points

LAUNCH: Midway, Shrikes(4), Vampires(4), Marine Shuttle

NAV1: possible random alien light

NAV2: Dry Dock/Supply Containers, defense sats, alien fighters, Marine Shuttle lands on Ship Killer!!

LANDING: Midway and (4) patrolling Vampires

Communication Events

Mission G3 VDUs

EXT. MISSION G3

123

CAG - VDU

She's preparing to attack. Take her out, Casey.

As Casey closes in on the fleeing Ship Killer, Anderson contacts us via VDU;

CAG -VDU

Casey -- direct your fire toward the vessel's main engines. You've got to take them out before she powers up her Plasma Weapon.

FINLEY-VDU

Casey, our readings indicate that the Ship Killer's Plasma Weapon is warming up. Direct your fire on it's main power plant. Go, go, go!

DEKKER - VDU

Alpha Flight, we have secured the Ship Killer's firing control.

DEKKER- VDU

(to comm) Now we're securing the lower decks. Opposition heavy. But we can handle it.

DEKKER - VDU

This vessel is secure. Our casualties are heavy, but not as heavy as the aliens. They fought to the last. Send us another LC with some back-up. Marine One is coming home .

The CAG comms Casey to return to the Midway.

PART ONE (Original G3)

Launch: Midway encourages Dane and re-enforces mission importance

G300 Anderson You must take out the defenses around the ship-killer or the marine shuttle will be cut to ribbons when it arrives.

Nav1:

Standard comms

Nav2:

G302 Maniac Let's see them try and stop us!

G302 Maniac Let me at those defense sats!!

G302 Maestro/Maniac/Maestro Whoa that thing's bigger than I thought! / I hear that all the time. / Sure you do... Sure you do...

G302 Maniac Let's take out those turrets, Casey!

G302 Shrike One turret down!

G302 Shrike Repair Drones?!

G302 Shrike Where are those Marines?!!

G302 Shrike Give it to 'em, Dekker!

G302 Maestro Let's take out those turrets, Casey!

G302 Maniac Take that you freak!

G302 Maniac Too bad you couldn't take out that comm station, Case!

G302 Maniac Wonder what's in those containers?

G302 Maniac Kay - boom!

G302 Maniac Watch out for those turrets!

G302 Maniac It's starting to MOVE!

G302 Dekker We're moving in!

G302 Dekker Looks like the defenses are still in tact. Hope we make it!

G302 Dekker Good thing you got those defenses down. Good work.

G302 Dekker We've got to head in right now!

G302 Dekker We're in!

G302 Dekker Heavy resistance in here!

G302 Dekker Almost to the control deck!

G302 Dekker They've fired up the main engines!

PART TWO (from G4)

Launch:

G400 Anderson You must take out the defenses around the ship-killer or the marine shuttle will be cut to ribbons when it arrives.

Nav1:

Arrival:

G401a Maniac Take out the cargo containers if you get a clean shot!

G401a Maniac Those repair drones have to be taken out before the ship killer gets fully repaired!

G401a Maniac Take out the engines, Casey!

G401a Red Shirt I'll target the Ace, Casey!

Battle with Ship Killer:

G401b Dekker Ship killer main weapon powering up!

G401b Dekker Get those engines out kid!

Engines are down:

G401c Dekker Way to go! We're heading in!

G401c Dekker We're almost to the bridge!

G401c Dekker Lost a couple of men, but we're there! We've got it!

G401c Dekker Get us out of here, kid!

Landing (Nav 2):

G402(win) Anderson Way to go on that Ship Killer! I hear the Captain has something special for you.

Special Notes:

If you lose this mission, the Midway is dead. There is no negative welcome.

Special Art / Objects

1. Weird Alien Storage Containers
2. destroyer(conditional)
3. Effect for shipkiller's power up and firing of "big gun"
4. Ship Killer
5. Dry Dock
6. "Manta" Elite Alien Superiority Fighters (conditional)

Special Sound Effects

1. Cool sound as Ship Killer breaks dry dock and takes off
2. Cool ship killer main weapon powering up

Additional Comments:

Death: Midway swarmed; Earth dies scene #197
Succeed = Series H.
Fail = Midway swarmed; Earth dies scene #197

Midway swarmed

Death = GARTH Dies 197

Succeed = 64

Fail = Midway swarmed NA ~~2007~~
Garth dies 197

CUT
