~~New Sections:~~
~~- SQUADRONS~~
~~- WEAPONS~~
~~- 5 min Gameplay~~
~~- SOUND EFFECTS~~
~~- MEDALS/RIBBONS~~

Wing Commander 5

Game Design Document

Game Overview

General Goals

- Wing Commander 5 is designed to continue the success of the Wing Commander series while providing the fictional foundation for a sustainable expanded product line.

The universe is a big place... Soon, we'll realize all previous Wing Commanders took place in just a small corner of the galaxy. The Wing Commander 5 story will be the basis for an expanded fictional universe full of potential. Including a sustainable core product line (Wing Commander 6, 7…) as well as an extended product line (Privateer: The Darkening, and any other action oriented game we can fit into the fiction).

- Wing Commander 5 will take the Wing Commander series to it's next level.

Wing Commander 4 was the best interactive movie in the gaming industry. WC 5 will be known as both the best interactive movie and the best space combat game in the universe.

General Gameplay

At the simplest level, the game will be about the player character's success, and the Confederation's success in the overall war effort.

Player Success

- The player will be rewarded for his successes.

Since the player starts the game as a lowly rookie pilot, on one level the game can be described as the story of the main characters' successes and promotions through the course of the war. One of the main offerings of the game will be the player character's chance for success. Each battle victory will be a personal triumph as well as a strategic war victory. The more battle victories the player achieves, the cooler ships he'll get to fly, the better missions he'll get assigned, and generally the cooler experience he'll enjoy. This will have a huge addictive appeal to the gaming audience. This is the same 'can't sleep 'till I get to the next level' appeal that will keep our customers dedicated. We want our customers glowing about the best gaming experience ever, not just the best interactive movie experience. Wing 3 and Wing 4 couldn't offer this sort of game experience, because the main character, Blair, was already a colonel.

- The player will be assigned to progressively more reputable Squadrons.

Of course, the most reputable squadrons have the coolest ships. The player will eagerly anticipate being transferred to the next squadron. This will be more tangible than any promotion or medal. Once the player proves himself, he gets to play with the best hardware, spaceships. All the more motivation to excel in this game. Additionally, each squadron will have a personality (the Wing Commander), represented by a plot character. These characters will go through the same dynamic character development as the main character.

Essentially, the player begins in the infantry division and ends the game as an elite member of the Seal division:

Confederation Success

- WC5 will proceed geographically, towards the enemy front line.

The front line of the war is ever changing, through the progression of a war. WC5 is no different. As the player gets promoted to more reputable squadrons, he also moves closer to the enemy front line. The player will be fully aware of the universe map. In between missions he will watch the progression of warfront on the sector map.

Navigation Map

Ships

Player Confed Ships

Confed Ships

Alien Ships

Probe

Automated Turrets

Alien Missile Cruiser

Alien Dreadnought

Weapons

Objects

Wormhole gate

Spy Satellite(formerly known as 'ELINT')

Alien Auto-turrets

Jumpgate, Jump Buoy

Reservation Planet

Deaths

Player's Fighter

Tractored in by Alien ship

Explosion

Midway

Gutted

Shredded

At the gate

Huge waves of Aliens transport through

If you fail the escorting the Marines to the base

Player teleports to the other side

Where waves and waves of alien fighters await him.

Carrier commits suicide?

After the player begins the last mission. Once they know the Armada is coming.

Walkthrough

Wing Commander V - Status Report

For the week ending on: September 27, 1996

Project Overview

This Week:

1) Long talk with Rodney Nakamoto. (looks good - report to follow)
2) Spent full day in San Mateo: spoke with Rich, Nana, Keith M.
3) Tony M. moving over to lead tools group (discussion).
4) Schedule and task lists are looking solid (thanks Ana)

Keith McCurdy - Tweaks me. Hug.

Nana / PX stuff

1:130

Next Week:

→ ANA

1) Correct task list up in war room (task moveable style)
2) Long talks with Rich H.
3) Evaluation of this month's milestones, and of next.

30 Day Outlook:

Issues:

1) When does Rodney N. get here?
2) RH seems to be stirring up the muck again.

Possible Roadblocks:

1) More people leaving than expected (some of them due to controllable circumstances).

Summary:

1) Long talk with Rodney Nakamoto last Monday in L.A. - 3 hour meeting. (looks very good).
2) Spent full day in San Mateo the following Monday - was very productive with many fruitful talks..
3) Schedule and task lists are looking solid (thanks Ana).

Art

Art Director:

This Week:

1) All artist have come back into the foal and have been given their task assignments for next month.

2) I have started building a sample Alias mesh that demonstrates our texturing routine for cinematic ships as an example for the artists to follow in my absence.
3) All attempts to contact Syd Mead have fallen on deaf answering machines. This will have to be hammered out by CMD and Dave. Dave has my list of objects and suggested workflow for Syd.
4) Rod, sadly has chosen to leave our fine home and find his wings elsewhere, the bastard. He has, however, been holding classes on Composer, Accomp, Ivideo, and neato animation tricks for the rest of the art staff.
5) I am pouring through several demo reels of animators from Norma and will continue to do so tomorrow. I plan to have between 5 - 10 people that we could talk with.

Next Week:

1) I will be outta here as of Sunday. I will see you all at the end of the month. CMD will be working with Syd (if indeed that happens) and Sean will be holding a class on poly building / texturing for the game engine. Most of the artists will start work on building our many space objects.
2) I will be checking my mail remotely for the duration of my absence so please feel free to ask me anything if I can at all offer any help.
3) Weston and CMD will mind the herd just fine.

30 Day Outlook:

Overcast and foggy with constant drizzling rain. Highs in the mid 60's with an overnight low of 40.
Shit now I have to go buy some pants.

Issues:

Possible Roadblocks:

Syd falls through and remainder of art staff quits.

Summary:

Well, we are now a fully staffed art team. Everyone has their assignments and hopefully will be busy through the month. Chris will be the point contact for Syd Mead, but I hope that the whole team will be involved with his work for us. I will be on email during my leave so please do not hesitate to contact me if you need to. Rod is leaving us to go do some real work, please slap his hinder on the way out for me.
See you all next month.

Production Designer:

Programming

This Week:

1) Mission system meetings — (DSSI6N) DNO9 /ED
2) Ship systems Pete
3) Jason H. working on AI Scheduler !
4) Read dynamics articles from Tony Bratton

Next Week:

1) Continued mission system discussion
2) AI development
3) Ship systems

30 Day Outlook:

1) Andy Sommers set up for Wing 5 development
2) Mission system coding underway
3) Ship systems functioning
4) Begin work on HUD displays

Issues:

Possible Roadblocks:

With Jeff Grills working on this new project called Evil, we won't be able to count on him for Wing 5 development. Jeff is the programmer most familiar with the rendering system, considering the fact that he wrote it. Removing his name from the Wing 5 task list will increase the work load for the remaining programmers.

Summary:

Hugh has rough outline True Type fonts rendering. Programmers and designers met in order to further discuss the state of the mission editor (MED), mission design, and system implementation. AI design has begun.

Design

Audio

This Week:

1) Getting organized
2) Assigning tasks
3) Monitoring facility furniture construction
4) Making small facility construction adjustments
5) Scheduling meetings with In and Out audio staff

Next Week:

1) Begin mission dialog analysis
2) Begin spft and gameflow sound design/concept

3) Meetings
4) Scheduling paperwork

30 Day Outlook:

1) 25% spft sound design concept.
2) 50% spft dx design
3) 33% music comp
4) Animatics recording pre-pro

Issues:

1) Hidden agenda's from above

Possible Roadblocks:

Script delay would cause audio delay for April 1st spaceflight implementation

Summary:

*Looking forward to getting mission specs and beginning:
dx design
sound design
music comp.
*Finalizing audio tasks, meetings to schedule in and out of house audio work

---

Movie Production

Latter part of next week...

PSX

Pre-Pro up to X/C by Oct/15th

- DIFFERENT SPACEFLIGHT DIALOGUE FOR PSX

Wing Commander W Component Leaders Meeting (CLM)

September 27, 1996

Agenda

- **Last week's issues.**
- **This weeks reports.**
- **General discussion.**

Weekly Dilbert



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Network Play System

Abstract

Network play is fast becoming a common feature in most modern games. Although most of us feel that adding network support for the sake of network support is in itself not a good idea, we do feel that the design *constraints* placed on us be doing a networkable game will benefit us in the long term. For this reason, we will endeavor to develop a system which can handle network play, but we will determine at a later date if we should actually keep this option in the final product (time and fun being the two major determinants of this). In order to make this feature *fun*, we will need to develop other game playing scenarios apart from the traditional one-on-one dogfight duels, such as a capture the flag scenario.

Description

Much of this system would be technically equivalent at its lowest level to the VCR playback system. As far as the higher level networking libraries go, we would like to investigate both in house development as well as an out of house purchase. The libraries would need to be able to support LAN, null modem, and modem play. WAN play would be an interesting study, but most likely will not be feasible due to the large bandwith required by the game.

The actual interface as seen by the user would be located in the simulator. This would be where the player could set up network games, dial the phone, chat, and access all other options of the multi-player system. If we include this option with the final product, there would need to be several different multi-player game play scenarios to choose from

VCR Playback System

Abstract

Real time 3d systems are so attractive as a gaming environment because they allow both the creator as well as the player a huge amount of control over the existing world which is designed for the game. Part of this control is the ability to play back previous events that occured in the world in exacting detail with very little overhead. This ability allows for many interesting features and special effects which will go quite far in enhancing the players appreciation of our proposed gaming experience.

Description

In order for this system to be implemented correctly, the game would have to be designed from the beginning with this feature in mind. This design issue would also facilitate the game to have a network option, as both features share many similar technical requirements. To best describe what would be needed for a VCR system, we will list what will be required in a VCR *tape* file:

1) Initial Random # seed (we need to be able to sync. all random numbers on all machines).
2) Initial states of ALL controllable objects. Controllable object being defined as any object which can change its own behavior after its initial state (ex, modify its own velocity or rotational vector, or fire a weapon, send a message, etc.).

3) Amount of time this frame took to complete.
4) All modifiers of every object's state packet. This would be a simple delta bit packet for each object, if a change in state occurred for that object. We will want to optimize the packet size for each object so as to minimize the amount of memory required per frame (this can add up very quickly).

5) Repeat steps 3 & 4 for every frame on the tape.

Example of an objects control bit packet

```
struct simple_control_pack
{
        pitch           :8
        roll            :8
        yaw             :8
        throttle        :6
        afterburn       :1
        fire_gun        :1
        fire_missile    :1
        drop_decoy      :1
};
```

Where this system will be used is yet to be determined, but below are several possibilities of what we have come up with so far.

Possible Uses:

1) At the end of a mission, the player could review his mission with standard VCR controls, as well as switch the viewing perspective.

2) During the mission debriefing, we could have the highlights of the just flown mission playing back in the background with a voice over.
3) We could use this option as general background filler behind option screens, or as examples of what needs to be done during mission briefings or training sessions.
4) The player could review a mission from his perspective, his wingman's perspective, the perspective from a drop camera, or even from the perspective of the enemy.
5) The credits could roll over some previously recorded space combat.
6) This would be an excellent option for in-store and show floor demos.
7) The mechanics of a VCR system would also aid in the implementation of a networking system.

SPRINGBOARDS in WING COMMANDER 5

A lot of things need to be culled down to manageable size.

Here's the format I'm trying to get to:

- Springboard - **First mission used**, additional mission, additional mission, additional mission.

EXAMPLES

- Change Nav Points during gameplay - **MISN A1**, MISN A2, MISN A2b.
- Detach Cockpit on *Shrike* - **MISN F1**, MISN G2.

If it's a ship type, mission type, or weapon, use the same format. If there is the *chance* it's in there, it counts. Even if the player *BARELY* has the chance to get it, put it in there.

EXAMPLES

- Tigershark - **MISN A1**, MISN A2, MISN A2b.
- Offensive counter-air - *Panther, Vampire* - **MISN A1**, MISN A2, MISN A2b.
- **Top Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN G1**, MISN H2

MISSION TYPES

- TARCAP - *Tigershark, Panther, Vampire*
- FORCAP - *Tigershark, Wasp, Panther, Vampire*
- SEAD - *Tigershark*
- BARCAP - *Tigershark, Wasp, Panther, Vampire*
- Escort - *Tigershark, Panther, Vampire*
- Recon - *Tigershark, Panther, Vampire, Shrike, Devastator*
- Light Strike - *Tigershark*
- Light Anti-Ship - *Tigershark*
- Offensive counter-air - *Panther, Vampire*
- Strike - *Shrike, Devastator*
- Anti-Ship - *Shrike, Devastator*
- Anti-Hangar - *Shrike , Devastator*
- ~~Survive - *Shrike* ejection pod~~ CUT
- Defend AWACS
- SOS call
- Drop mines
- Escort Minelayer (and watch the enemies go boom!)
- Escort AWACS
- Rescue AWACS
- Destroy Turrets
- Destroy Mines
- Destroy Alien Probes
- Destroy Engines on Capship
- Disable ships
- Dock with Refueling/Rearming ship
- Cover the Midway
- Search for Transmitter
- Scramble

- Drop marker for Big Gun
- Destroy towers on Worm Hole
- Defend Midway

OBJECTS IN MISSIONS

Confed

- Confed. Research Pod
- Confed. Relay Station
- Confed. Ejection Pod
- Confed. AWACS
- Confed. Rescue/Refuel Shuttle
- Confed. Marine Shuttle
- Confed. Spy-Eye (prop) (Alien Mods)
- Confed. Distress beacon Targeting Disk

Alien

- Alien Probe
- Alien Docking Ship (Cut?)
- Alien Gate Towers (4-5)
- Wormhole (New)
- Alien Gate Command Center (This is connected to towers)

Misc.

- Kilrathi Starbase (Alien Mods)
- Kilrathi Defense Turrets
- Kilrathi Mining facility
- Pulsar (pulsing light)
- Asteroids
- Jump gate
- Junk for B-38 (heavy?)
- Funeral Casket
- Missiles
- Misc. Nebulas, planets...
- Kilrah (frozen magma and rubble)
- Reservation planet
- Wormhole environment for SPFLT (possible?)

SHIP FUNCTIONS (things a player can DO)

- Land on *Midway*
- Jump at jumppoint
- Autopilot
- Detach Cockpit on *Shrike*
- Detach Booster from *Wasp*
- Afterburn
- Change Nav Points during gameplay
- Chaff
- MIPs
- Comms that require responses suck, can we find ideas that ***Action*** serves as the response? (Example: "Let's take those Cats out, Captain!!" Player then fires the first shot, hitting the

Kilrathi. If player hasn't fired at them (hit them) in ten seconds, the Wingman says "Too chicken to take a little risk, huh Cap?")
- Reallocate shields
- Reallocate power
- Rear Turret?
- Rear tractor?

SHIP FUNCTIONS (automatic)

- # of Kills
- # of shots fired
- Identify ships when within range

OTHER (Ideas we don't want to forget about...)

- Leech missiles (didn't we kill this?)
- Timed missions
- Quick Save/Load
- Flight dynamics change to match different type of space
- Receive info from AWACS
- Idiot boxes on screen during training missions?
- Multiple death effects for each ship (cool effects)
- Blow a mission and your Starbase is under attack
- Extra weapons/tech for winning path
- Flight recorder??
- Random mission elements
- Use Universe map to show progress in war effort
- Rumors about aces in movies.

MEDALS AND RIBBONS (we need to nail this list down)

- Campaign Ribbon (After series)
- Purple Heart (win mission with 80% damage)
- Distinguished Service Ribbon (set # successful missions)
- Confed ace medal (# of kills)
- Confed Flying Cross (comp high priority mission)
- Confed medal of Valor (high stats, rare attached to certain missions)
- Star of the Confederation (medal of honor equiv, at end of game)
- Pilot combat Ribbon (freebie after first combat)

PROMOTIONS (we need to nail this list down)

- Promotion to Second Squadron
- Promotion to Third Squadron

SHIPS, Confed (is this everything???)

- Player Ship - Tiger Shark
- Player Ship - Wasp
- Player Ship - Panther
- Player Ship - Excalibur????
- Player Ship - Shrike
- ~~Player Ship - Shrike ejection pod~~ CUT
- Player Ship - Vampire
- Player Ship - Devastator
- Ship, Small - Early Warning and Controls ship (AEW/AWACS)
- Ship, Small - Search and Rescue shuttle (S&R)

- Ship, Small - In-flight refueling ship (IRS)
- Ship, Small - Landing craft (LC)
- Ship, Small - Mine-layer (ML) **ADDED**

CARRIERS, Confed (we need to nail this list down)

- Destroyer (DD)
- Cruiser (CA)
- Transport (T)
- Carrier (Vesuvius?)
- Midway
- Deveraux

WEAPONS, player (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Lasers** - *Tigershark* x 2 - **MISN X1**, MISN X2
- **Mass Drivers** - *Tigershark* x 2 - **MISN X1**, MISN X2
- **(Adjustable) Mass Drivers** - *Wasp* x 2 - **MISN X1**, MISN X2
- **Tachyon Gun** - *Wasp* x 2, *Shrike* x 4, *Shrike* ejection pod x 2 - **MISN X1**, MISN X2
- **Top Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN X1**, MISN X2
- **Bottom Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN X1**, MISN X2
- **Rear Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN X1**, MISN X2
- **Plasma gun** - *Devastator* x 1 - **MISN X1**, MISN X2
- **Side Turret** - *Devastator* x 2 - **MISN X1**, MISN X2
- **Heavy Ion Cannon** - *Panther* x 4 - **MISN X1**, MISN X2
- **Anti-Missile turret** - *Panther* x 1, *Vampire* x 1 - **MISN X1**, MISN X2
- **(Adjustable) Spreadfire cannon** - *Vampire* x 2 - **MISN X1**, MISN X2
- **Fission cannon** - *Vampire* x 1 - **MISN X1**, MISN X2
- Burst Laser - what is this? What ship should have this? bjc
- Quantum Disruptor - what is this? What ship should have this? bjc
- Grenade Gun - what is this? What ship should have this? bjc
- Shotgun - what is this? What ship should have this? bjc
- Beam Weapon (??)- what is this? What ship should have this? bjc

MISSILES, player (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Anti-bomber rocket-packs ("Swarmer" Missiles [12 or more warheads])** - Wasp x 4 - **MISN X1**, MISN X2
- **Heavy Anti-Shipping Plasma Cannon** - CA x 2 - **MISN X1**, MISN X2
- Image Rec missile - what is this? What ship should have this? bjc
- Heat Seeker Missile - what is this? What ship should have this? bjc
- Anti-Radiation Missile - what is this? What ship should have this? bjc
- Torpedoes (missile) - what is this? What ship should have this? bjc
- Tracker 'smart' missile - what is this? What ship should have this? bjc
- Rocket pods (missile?) - what is this? What ship should have this? bjc
- Specific Target missile - what is this? What ship should have this? bjc

WEAPONS, confed (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Anti-fighter Turret** - LC x 2, DD x 8, CA x 8, Transport x 8, CV x 16 - **MISN X1**, MISN X2
- **Anti-Shipping Ion Cannon** - DD x 2, CA x 2 - **MISN X1**, MISN X2
- **Light laser turret** - CVX1(*Midway*) x 16 - **MISN X1**, MISN X2
- **Medium Ion Cannon turret** - CVX1(Midway) x 8 - **MISN X1**, MISN X2
- **Anti-Fighter Missile Vertical Launch Installations** - CVX1(*Midway*) x 6 - **MISN X1**, MISN X2
- Beam Weapon (??)

SHIPS, Enemy (we need to nail this list down) (All of these will be reduced in number)

- Kilrathi - Vaktoth - **MISN X1**, MISN X2
- Kilrathi - Dralthi - **MISN X1**, MISN X2
- Cannon Cluster - **MISN X1**, MISN X2
- Cannon Cluster - Enemy Ace - **MISN X1**, MISN X2
- Node Ship Cluster (Swarmer?? - bjc) - **MISN X1**, MISN X2
- Node Ship Cluster - Enemy Ace - **MISN X1**, MISN X2
- Shield Killer - **MISN X1**, MISN X2
- Shield Killer - Enemy Ace - **MISN X1**, MISN X2
- Armor Killer - **MISN X1**, MISN X2
- Armor Killer - Enemy Ace - **MISN X1**, MISN X2
- Fighter - **MISN X1**, MISN X2
- Fighter - Enemy Ace - **MISN X1**, MISN X2
- Mugger - **MISN X1**, MISN X2
- Mugger - Enemy Ace - **MISN X1**, MISN X2
- Multi Cluster - **MISN X1**, MISN X2
- Multi Cluster - Enemy Ace - **MISN X1**, MISN X2
- Interceptor - **MISN X1**, MISN X2
- Interceptor - Enemy Ace - **MISN X1**, MISN X2
- Ace Fighter (very special) - **MISN X1**, MISN X2
- Enemy Ships - Mine-layer (AML) - **MISN X1**, MISN X2

CARRIERS, Non-Confed (we need to nail this list down)

Kilrathi

- Derilect Cruiser/Destroyer - MAV approved
- Destroyed fleet - MAV approved

Alien

- Ship Killer - MAV approved
- Cruiser - MAV approved
- Carrier - MAV approved
- Dreadnaught - MAV approved
- Fast Attack Craft (AFAC) - Is this happening? bjc
- Destroyer (ADS) - Is this happening? bjc
- Transport (AT) - Is this happening? bjc

WEAPONS, enemy (we need to nail this list down)

- Cap ship missiles
- Missiles

- Deadly Disco ball
- Big Gun
- Conical Disruptor
- Thumper Missile?
- Beam Weapons?
- "Super Starship Torpedo" - *Multi-role Cluster* x1
- Self-targeting intercept missiles (12 at a time) - *Multi-role Cluster* x12

SQUADRONS in WING COMMANDER 5

WC5 Squadrons

Squadron 1

Possible Names: Ridgebacks

Available Ships: Tigershark (Multi-purpose Fighter)
Wasp (Interceptor)

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

Squadron 2

Possible Names: Devils

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

Comments: The player has shown excellent abilities by succeeding at the comm relay station so they are promoted to the second squadron. Pilots in this squadron are good, so the wingmen are better, but the player has a harder time standing out. Player flies with the second squadron through the final series of act2 where they capture the Alien SHIP KILLER.

Squadron 3

Possible Names: Phoenix

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

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

Military Ranks of the Terran Confederation

Version 1.1

Navy:

(Enlisted)

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

(Officer)

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

(Flag)

O7 - Commodore
O8 - Rear Admiral
O9 - Vice Admiral
O10 - Admiral
O11 - Space Marshal

Space Force:

(Enlisted)

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

(Officer)

O1 - 2nd Lieutenant
O2 - 1st Lieutenant
O3 - Captain
O4 - Major
O5 - Lieutenant Colonel
O6 - Colonel

(Flag)

O7 - Brigadier General
O8 - Lieutenant General
O9 - Major General
O10 - General

WEAPONS in WING COMMANDER 5

WEAPONS, player (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Lasers** - *Tigershark* x 2 - **MISN X1**, MISN X2
- **Mass Drivers** - *Tigershark* x 2 - **MISN X1**, MISN X2
- **(Adjustable) Mass Drivers** - *Wasp* x 2 - **MISN X1**, MISN X2
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- **Plasma gun** - *Devastator* x 1 - **MISN X1**, MISN X2
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- Burst Laser - what is this? What ship should have this? bjc
- Quantum Disruptor - what is this? What ship should have this? bjc
- Grenade Gun - what is this? What ship should have this? bjc
- Shotgun - what is this? What ship should have this? bjc
- Beam Weapon (??)- what is this? What ship should have this? bjc

MISSILES, player (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Anti-bomber rocket-packs ("Swarmer" Missiles [12 or more warheads])** - Wasp x 4 - **MISN X1**, MISN X2
- **Heavy Anti-Shipping Plasma Cannon** - CA x 2 - **MISN X1**, MISN X2
- Image Rec missile - what is this? What ship should have this? bjc
- Heat Seeker Missile - what is this? What ship should have this? bjc
- Anti-Radiation Missile - what is this? What ship should have this? bjc
- Torpedoes (missile) - what is this? What ship should have this? bjc
- Tracker 'smart' missile - what is this? What ship should have this? bjc
- Rocket pods (missile?) - what is this? What ship should have this? bjc
- Specific Target missile - what is this? What ship should have this? bjc

WEAPONS, confed (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Anti-fighter Turret** - LC x 2, DD x 8, CA x 8, Transport x 8, CV x 16 - **MISN X1**, MISN X2
- **Anti-Shipping Ion Cannon** - DD x 2, CA x 2 - **MISN X1**, MISN X2
- **Light laser turret** - CVX1(*Midway*) x 16 - **MISN X1**, MISN X2
- **Medium Ion Cannon turret** - CVX1(Midway) x 8 - **MISN X1**, MISN X2

- **Anti-Fighter Missile Vertical Launch Installations** - CVX1(*Midway*) x 6 - **MISN X1**, MISN X2
- Beam Weapon (??)

WEAPONS, enemy (we need to nail this list down)

- Cap ship missiles
- Missiles
- Deadly Disco ball
- Big Gun
- Conical Disruptor
- Thumper Missile?
- Beam Weapons?

(version 1.1)

WEAPONS LIST for WING COMMANDER V

Terran Hardware

Guns:

Tachyon Gun - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Ion Cannon - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Lasers - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Mass Drivers - from previous Wing games, but slightly modified. (stronger, energy efficient, etc.)

Spreadfire Cannon - similar to a modern shotgun. A weapon that fires a payload of projectiles in a pattern determined by the player via a choke. Tight patterns do concentrated damage and have greater range; wide patterns facilitate hit ratio at shorter ranges and do less damage. A slug for this weapon might also be an interesting way to pierce enemy shields.

Burst Laser - an energy gun that delivers its entire charge at once in a continuous stream of projectiles. It does considerable damage to the target, but takes a significant amount of time to recharge. Basically, it should be hard for the player to score hits on a fighter with this thing, but the unlucky ship that takes a hit gets ripped a new one!

Plasma Cannon(Bomber) - similar to the cap. ship weapon of the same name. This weapon has a slow refire rate, but packs a solid punch. Primarily used against Cap. Ships, and tears fighters up if a lucky shot is scored.

Quantum Disrupter - this new gun doesn't do any physical damage, but is disrupts electrical systems on the target ship. This slow moving discharge passes through an enemy's shields and takes out radar, communications, and automated turret equipment for a set period of time. Hard to employ against fighters, but very effective if a hit is scored.

Fission Cannon - from Wing IV, a weapon that charges as the player holds down the trigger, then fires a large projectile when released. The longer the player charges it, the more damage it does. This weapon must have better looks and some mods, as well.

Grenade Gatling Gun - slower fire rate than a Stormfire, but fires shield piercing rounds that explode against a ship's hull on contact. The rounds should be of good size, and the gun should have really cool sound FX after all rounds are expired. Probably a good weapon to mount on interceptors for bomber/cap ship attacks. Mounting one of these babies on a heavy bomber would be cool, too.

Beam Weapons - a ranged beam of concentrated energy that covers distance to target almost instantaneously. Obviously these babies suck up huge amounts of energy, but deliver maximum damage to any unlucky target in its path. Probably most suited as Cap Ship weapons, but mounting them on heavy fighters and bombers might be entertaining as well. Of course, different classes and sizes should all be represented by distinguishing colors and effects.

Anti-missile Turret - a small, high-rate-of-fire turret mounted on fighters which independently tracks and eliminates missiles from enemy fighters. Not powerful enough to take down cap ship missiles, but relieves the player from decoy duty in high pressure dogfight situations.

Cap Ship Cannon - a rack of three huge blasters mounted on a big ship like the great battleships of WWII. Would look really cool for Cap Ship battles!

Missiles:

Image Rec. Missile - well, duh! But, for some reason, I don't think they'll work to well against our new friends.

Heat Seeker Missile - (see description for Image Rec. Missile)

Anti-radiation Missile - this should be considered the Terran version of the present day HARM missile. It rapidly locks on to anything that emits radar waves thru a specialized targeting system.

Torpedoes - good old reliable, but we should have to modify them in some way to make them effective against the new Alien Cap Ships.

Tracker "Smart" Missile - excellent against fast targets trying to flee an area. This missile is really one large booster rocket with six(?) smaller tracking missiles attached. The player fires the weapon and holds the trigger until most of the distance to the target is covered(or the booster expires), then releases it to launch smaller missiles, which use onboard tracking to pursue and eliminate the enemy ship. Would also help bombers take out incoming fighters at long range.

Rocket Pods - a simple concept that can be used in numerous ways in the Wing universe. Pods of smaller, faster dumbfires can be mounted on bombers to do extra damage on torpedo runs. Interceptors can have pods of guided missiles to unload on incoming bombers(see Mechwarrior 2 for an example). Cap. Ships can be equipped with pod systems that eliminate capship missiles and bombers as well. Basically, rockets are cool, and many rockets at once are even cooler! We can really show off the new engine with these babies…

Specific Target Missiles - missiles that are programmed with a specific target in mind. This could be a very cool concept for Cap Ship elimination - Missiles that target Turrets, Shield Generators, Radar, etc. might add more to the group effort feel of the game.

Swarmers - modeled after the ones in Warhawk. 5 or 6 missiles launch at once from a pod and make really cool trails as they track their target. A line of sight weapon(player must maintain a lock on target until missiles impact) primarily used for close combat/dogfighting against powerful targets.

Alien Hardware

Guns:

Conical Disrupter - a strange weapon that emits circular beams(or bolts) of energy that shake the target violently on impact. The effect on the targeted ship is so great that its hull will lose integrity in seconds if evasive maneuvers are unsuccessful - the ship will simply shatter into a million pieces. Players surviving such attacks should be treated to greatly reduced armor strength, mangled controls, and a really cool shaking effect. It would also be cool if the circular bolts for this weapon were mostly transparent and only slightly colored.

Deadly Disco Ball - or the alien disco ball of death! This is a multi-faced glittering ball that rises from a chamber on a Cap Ship as it powers up. Once the ball is in its full upright position(attached to a post), it is fully charged, and proceeds to fire thousands of laser bolts in all directions. This effect should be absolutely devastating to any attacking small ships in range. The player either takes this puppy out before it charges up or gets slaughtered in a hail of laser bolts. Smaller ones on bombers/heavies might work, as well.

Beam Weapons - of course our new friends have to have some, too! Just stranger looking than their Confed Counterparts.

Missiles:

"Thumper" Missile - a rip off of the worm thumper in Dune. This missile pierces through a ships shields, embeds itself in the armor, then starts thumping in about 3 seconds. The missile leeches power from the host ship, then uses it to create power surges that sound like great "thumps" against the crafts hull. The surges increase as they draw more power, frying electronic equipment and pounding the ships frame along the way. A typical fighter will lose most of its functionality(electronic) after 10 seconds of this, and 15 sec. will cause the frame of a heavy ship to lose integrity (causing it to simply fall to pieces). Confed will have to find a defense for this or practice the fine art of ejection. Maybe an anti-magnetic field could repel these little buggers….

MEDALS/RIBBONS in WING COMMANDER 5

MEDALS AND RIBBONS (we need to nail this list down)

- Campaign Ribbon (After series)
- Purple Heart (win mission with 80% damage)
- Distinguished Service Ribbon (set # successful missions)
- Confed ace medal (# of kills)
- Confed Flying Cross (comp high priority mission)
- Confed medal of Valor (high stats, rare attached to certain missions)
- Star of the Confederation (medal of honor equiv, at end of game)
- Pilot combat Ribbon (freebie after first combat)

Military Promotions/Decorations for Wing Commander V

Promotions Schedule:

Act 1 -

1. Player starts game as O1/Ensign, 2nd Class
2. Player receives promotion for Battlefield Performance to O2/Ensign, 1st Class at the end of Act.

Act 2 -

1. Player receives promotion for Capture of Alien Vessel to O3/2nd Lieutenant at the end of Act.

Act 3 -

1. Player receives promotion for Destruction of Stargate to O4/1st Lieutenant.
   (note - we may want to hold back on this promotion and only present the Confed equivalent of the Medal of Honor. There are only 2 more ranks to go before Flag Officer status is reached, so we may want to simply relay the fact that the previous promotions were "field" positions that are now "permanent".

Thoughts on Medals and Awards:

Types -

The player should receive awards on 3 levels throughout the game…

1. Big Ceremonious Kind - requiring a major event and a movie to match. The Confed Medal of Honor at the end of the game for instance.

2. Quick "Attaboy" Kind - requiring a Victory or attainment of "Ace" status, followed by a mini-flic without the pomp and ceremony of the BCK above.

3. Basically Meaningless - Purple Hearts, Campaign Ribbons, etc. No flic attached to

these, but they show up in the players locker on his dress uniform. Some form of message should let the player know when to look - inflight comm? The purpose of these medals is to continually give the player a sense of accomplishment throughout the game.

Note: No medals should be awarded to players flying on Wimp Mode! (Cheat Mode?)

Examples:

1. Campaign Ribbons - these are medals given out after completion of a series, or better yet, completion of several series which are closely related.

2. Purple Heart Medal - give it a Confed Name, and give them out to players suffering more than 80% damage who win the mission and make it home.

3. Distinguished Service Ribbon - given to the player after a set number of successful missions flown.

4. Confed Ace Medal - given to players when they reach a certain meaningful number of kills. Since the average Wing game requires a high number of kills to win, this number should be similarly high.

5. Confed Flying Cross - given to the player after successful completion of a high priority mission. These should be rare and usually attached to a specific mission.

6. Confed Medal of Valor - given to the player when he obtains extremely high stats (very high Hit and Kill ratio) upon successful completion of a high priority mission. These should be rare and usually attached to a specific mission.

7. Star of the Confederation - the Confed equivalent of the Medal of Honor. Only handed out to our hero when he wins the game by successfully closing the gate.

8. Pilot Combat Ribbon - basically a freebie for decoration. Given out after the pilot participates in the first series of the game under "real" combat conditions. It's a make the rookie feel good thing - only once.

9. More to come…

EASTER EGGS in WING COMMANDER 5

PC VERSION

PLAYSTATION VERSION

Scores in real game, like the simulator.

GAMEFLOW in WING COMMANDER 5

This file is 'Owned' by: Jeff Shelton

Gameflow Overview

Fewer rooms to navigate, more interactivity in each. Clicking around gameflow rooms looking for something to do is not interactivity. We'll minimize the rooms the player can navigate to two (we'll add a third room, the Commander's Club, well into the game as an extension of the Recreation Room). There will always be something to do in one of these two rooms. We will maintain the feeling of a large ship by showing extra rooms/sets in cut scenes.

If the player knows what he wants to do, he should know where he needs to go to do it. Each room has a theme. If the player wants character interaction, he knows to go to the Recreation Room. If the player wants to check on his personal stats (kill score, rank, or the ship he's flying) or move on to the next mission, the player knows to go to the Ready Room. If there is anything else to do in the rest of the ship, the 'Flick Click' door will be open. Clicking here automatically takes the player where he needs to go for conversation and returns him to the Recreation Room when he's finished.

Two clicks away from the action and anything the player needs to do. Options screens (game control, save games, etc.) should be no more than two layers deep. The design should make the most common activity (save game / load game) the easiest to access.

Interact with the world not option screens. Real world representation for player activities wherever possible (kill board, simulator, object viewer, universe map, Quick save & Quick load, view stats).

DOORS

If the player can travel to another room, that choice should be represented on the screen with a door. Each option should be visually represented on the screen. There should be no hunting the screen with the mouse to find out the choices. This includes having to move a mouse over a door to find out if it opens. If it's important that the player pass through a door it should be open to give the player a visual clue.

Open door:

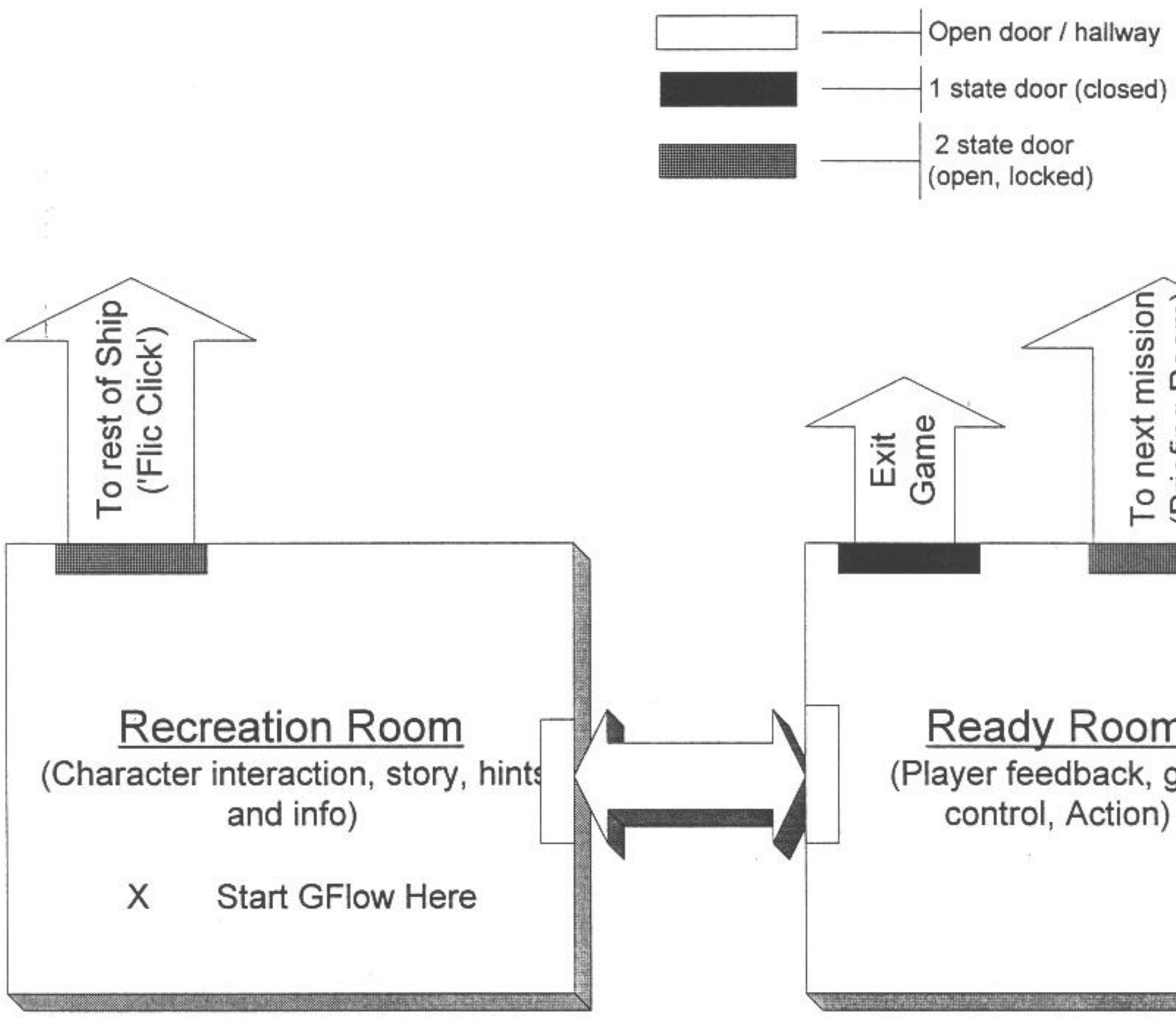
Sends the message 'There is something to do through here'.

Locked door:

'This way is not an option'. Does not open with mouse over it.

Example: When the player enters gameflow. The briefing room door will be locked until the player has all plot critical conversations. Then it opens, letting the player know he can fly his next mission now.

WC5 Gameflow Diagram



[IT MAY BE THAT BEFORE A SCRAMBLE, THE DOOR FROM THE READY ROOM MAY BE LOCKED. YOU WOULD THEN CLICK ON THE DOOR TO GO TO THE REST OF THE SHIP, AND AT THAT POINT, A MOVIE WOULD PLAY, WITH YOU RUSHING TROUGH THE BRIEFING ROOM AND OUT TO YOUR SHIP. THEN THAT DOOR WOULD BE A DUAL STATE DOOR - bjc]

Try to set important conversations BETWEEN the foreground and the background of a set...make tables and chairs that are highlights of sets be not-too-close to the camera, but not as far away as those in the bar scenes in WC4.

Placement can do a lot for detail on a computer screen, as well as clueing in the player on what is a conversation. Too close, and the average conversation sprite will be too big. Screen space is the key.

Try to eliminate having multiple people in the same room that you can talk to at the same time, OR eliminate having them be dependent conversations. (To the script writers, I guess)

Any overlapping sprites (people, doors, ceiling fans, etc.)

Doors that are wide along viewable/useful space.

Place all doors along walls that have very little screen space (which are squashed by perspective).

SIZE OF ROOMS

Don't make the rooms seem too small. The elevator in WC3 served little purpose.

Don't make the rooms seem too large. The control bay in WC4 was so large it looked barren without people there, and there wasn't enough memory to hold animations for everybody on screen... consequently nobody moved unless they were conversations.

OTHER

Any chairs that face away from the camera, assuming they have backs on them.

These inevitably get in the way of a shot and will be moved. See previous point.

No windows with green screens unless ABSOLUTELY necessary.

- This forces us to composite thousands of frames of sprites onto the window.
- Slows down the delivery of graphic data to gameflow.

No animations that cause a person to move through more than 1/8th of a frame's distance.

Any more than that and it will be artificially reduced. The Sony PSX has limitations on gameflow graphic memory. Large movements means large sprites.

No fast movements when doing animations.

If frame rate isn't exactly what the sampling rate is (29.999, presumably) these animations will look stupid and jumpy.

Use more greens and reds than blues.

Preferably greens. 16 bit color is 6 green, 5 red, 5 blue, so more green can be represented without loss of color fidelity. Blue is also poorly perceived by the human eye.

LASTLY

If you have any questions about what would work and what wouldn't, don't hesitate to ask. It's far better to save us 100's of hours up front with good design than deal with the aftermath later. - Jason Hughes

Interactive Sets and their elements

These are the rooms that are navigable by the player. These are not the only rooms on the ship.

Carrier - Recreation Room (Interactive Set)

This is where the player goes to interact with other characters. Spacious room.

Flick Click door (set element)

This is where the player clicks to access the rest of the ship. If there is a conversation outside of the two main rooms, this door will be open. Clicking here will automatically take the player where he needs to go. If there are no conversations outside of the Recreation Room, these doors will be locked.

Ready Room door (set element)

Click here to get back into the action, or to get player feedback.

Kill board (set element)

List of pilots and their kills. Player gets to see where he stands compared to the rest of the flight crew.

[PLEASE ADD A MOCKUP AND ELEMENTS OF INTERACTIVITY - bjc]

Simulator (set element)

Practice flying the ships you see in the object viewer. Wave after wave of enemy ships. Compete for high score with your ship mates.
Should have some way to access the object viewer (see Ready Room). As a ship becomes available in the object viewer, it becomes available in the simulator for flight testing.
(Note: The simulator could have a vital role in future spin-off products. Such as, a scenario add-on package. A multi-player add-on (ala net-MechWarrior)).

[PLEASE ADD A MOCKUP AND ELEMENTS OF INTERACTIVITY - bjc]

Interaction Area #1 (suggestion: table 1) (set element)

Location for animating video sprite. Player clicks on sprite to initiate conversation. Area must be large enough so that the animating sprite doesn't overlap any other animations in the room.

[WRITERS SAY BOOTHS ARE BAD - bjc]

Interaction Area #2 (suggestion: table 2) (set element)

(Same text as above.)

[WRITERS SAY BOOTHS ARE BAD - bjc]

Interaction Area #3 (suggestion: ??) (set element)

(Same text as above.)

[WRITERS SAY BOOTHS ARE BAD - bjc]

Carrier - Ready Room (Interactive Set)

This is where the player goes to get ready for his next mission (save game and other game controls), view his personal stats, and view the stats of various ships he has encountered.

Door to Turbo Lift - Briefing Room or Flight Deck (for scrambles) (set element)

Click here for action. Clicking here will begin the transition to spaceflight. The player will travel with his fellow pilots to the Briefing Room on the Lift (Location for pre-flight conversations, pilot banter, Maniac craziness - skip if lift scene if no relevant conversations). The player will get his mission briefing (in the briefing room), automatically view his new ship, and then be launched into spaceflight. Door will be locked until player has completed all mission critical conversations, then the door will open.

Recreation Room door (set element)

Click here for character interaction. Door is always open.

Escape Hatch door (exit game) (set element)

Door remains closed until the mouse is placed over it. Then the door animates to open and the player is prompted 'Quit Game?'.

Object Viewer (set element)

Rotating 3D object viewer. Graphical database for the player to view all ships and weapons he has encountered. Complete with a statistical description - text and/or speech. This can be accessed from different areas: simulator, personal computer, and this dedicated location. Must have arrows to control rotation and navigate menus.

[SEE WC 5 SIMULATOR.DOC FOR MOCKUP AND ELEMENTS OF INTERACTIVITY - bjc]

Universe Map (set element)

The map of WC5. Could be part of object viewer? Maybe near the Kill board and Simulator in the Recreation Room.

[SEE WC 5 SPACEFLIGHT.DOC FOR MOCKUP - bjc]

Quick Save (set element)

- Save a game with one click. Analogous to the bunk beds in WC I.

Quick Load (set element)

Load up your Quick Save game with one click. Image should be consistent with the Quick Save image.

Terminal Monitor (set element)

- Save games - Choose from list of Autosave and manually saved games.
- Game control (options and preferences: video-mode, sound, etc.)

[SEE WC 5 OPTIONS.DOC FOR MOCKUP - bjc]

Personal artifacts (set element)

Here's where the player views his military rank, medals, and other rewards. Analogous to lockers in WC I, II, IV.

[PLEASE ADD A MOCKUP AND ELEMENTS OF INTERACTIVITY - bjc]

Live action Area #1 (suggestion: center of room) (set element)

Location for live action. Area must be large enough to accommodate multiple actors. Any scenes in this room will run automatically when the player enters the room.

Live action Area #2 (suggestion: ready area) (set element)

(Same text as above.)

Live action Area #3 (suggestion: near exit to rec. room) (set element)

(Same text as above.)

Relay Station - main hall (Interactive Set)

Similar in function to the asteroid base in WC3. A large hangar with a place for the player to save his games. And an simple way for the player to know how to fly the next mission (i.e. sprite of his ship).

Terminal Monitor (set element)

- Save games - Choose from list of Autosave and manually saved games.
- Game control (options and preferences: video-mode, sound, etc.)

[SEE WC 5 OPTIONS.DOC FOR MOCKUP - bjc]

Live action Area (set element)

Location for animating video sprite. Player clicks on sprite to initiate conversation. Area must be large enough so that the animating sprite doesn't overlap any other animations in the room.

Closed Door / Hallway to Relay Station - Control room (set element)

Leads to room where pilot gets abducted in cut scene. Nothing to do in other room (that's why door is closed). If you choose to click on the door, you get a Control room scene with Dekker telling you to get back out in space.

Shot of player's ship - says to player 'click here to fly' (set element)

Player's ship may be too difficult to do with damage level / squadron markings. On the other hand. We will be scripting which ship the player has on the Relay station missions.

Locations and elements

These are **rooms that are not navigable by the player**, but are shown in cut scenes. The player may still have interactive conversation choices in these rooms, just not the freedom to move around the room.

Carrier - Turbo Lift to Briefing Room / Flight deck (from Ready Room) (Movie Only)

This will provide a location for some asides prior to mission briefings or scrambles. Turbo lift can also be used for transition from Recreation Room to Rest of Ship.

Carrier - Briefing Room (Movie Only)

This is where the player and the rest of the flight crew get their mission debriefing. A large meeting hall. Might have a separate area for the Squadron leaders to sit.

Live action area

Where the commander stands to give orders. There will be a green screen behind the commander we can use to show different images, such as the mission map (the same image will be projected to all the desk monitors, too - see below).

Seats for flight crew with built in monitors

Analogous to elementary school desks. The monitors will show the navigation map, and the object viewer. This will help illustrate the map and ship loadout for the mission.

Carrier - Debriefing Area (Movie Only)

Could be a hallway off of the flight deck. We don't want to build a set for the flight deck, but we can suggest it's close by.

Carrier - Engineer room (Movie Only)

Two level set. Scene with player overhearing conversation through the floor grating overhead.

Carrier - Holding Room (Movie Only)

Scene with captured aliens getting 'offed by Warlord alien.

Carrier - Other location? (Movie Only)

Bunk room? Engine room?

Kilrathi Derelict interior - Marine Remote Cam (Movie Only)

Kilrathi Reservation Planet - Background for Comm. Transmission (Movie Only)

Relay Station - Control Room (Movie Only)

Scene where pilot gets abducted. Dekker and the engineers work here to get the Station back on-line.

Alien Outpost (Movie Only)

Scene with captive pilot and Warlord Alien

Wormhole Gate - Command Center (Movie Only)

Scene with Blair and Best Friend viewing monitor showing hordes of aliens about to jump through the gate. Blair and Best Friend deactivate shields.

Wormhole Gate - Hallway to Flight Deck (Movie Only)

Where Blair gets jumped by Alien Warlord

Flight Deck ? (CG??) (Movie Only)

Maybe this should only be seen as displayed by the game engine when you're landing.

Gameflow Walkthrough

1. Player begins in the Rec(reation) Room. 'CLICK' on the turbolift door 'To Ready Room'.
2. Player sees **Movie** - "getting into the turbolift".
3. Player is in the Ready Room now. 'CLICK' on the entrance to 'Briefing Room'.
4. ***Mission briefing***. **Movie-** Player in Briefing Room with Commander in charge saying " blah blah hello…" Built into each pilot's desk is a small view screen. Then it would zoom into the view screen.
5. The 3D version of Nav map (or ¾ Isometric view) shows the mission being run similar to a board game with ships moving to intercept each other, etc.. (This would use the data in mission editor to script objects movement, etc..) There is a voice over either by Colonel or the ever so popular Female Voiced Computer. (The computer voice would be preferable because we could change briefings easily if a mission needs to be changed. Also, the player could replay the mission briefing from his cockpit (from the Nav Map) using the same computer voice over.)
6. The view screen will also access the 'Object Viewer' database which will display the player's ship and loadout for the mission. The player will not get to change these settings. After the player is satisfied he knows the mission, he clicks 'FLY MISSION'.
7. Back to ***Movie*** - Player would be show player hopping into flight suit and into fighter or being lowered into fighter similar to SPACE: Above and Beyond.
8. ***Launch***. Instead of having a flick play to show fighters launching we will show the 3D Engine from a outside camera angle. View will be from outside the launch tube looking into it. We will script ship movement to fly through and out of tube & past camera. This will be extremely cool with dynamic lighting… maybe there is a spotlights or tubeway? (runway) lights that light ship as it comes out.
9. ***Mission***. PLAYER FLIES MISSION :)
10. End of Mission- Player Confirms landing (automatically by default), engages the automatic landing sequence, then reads stats of his performance from a cockpit VDU (stats like weapon effectiveness, kills, friendlies killed, ship damage).
11. The game takes control of the player's ship, and we cut to an outside camera on the landing bay. We script the ship flying into the bay and it lands. Once again we are in the 3D Engine and all the damage from battle, etc.. should be shown on the fighter. Stats would be kept in medal place (Ready Room locker) in player's flight log (this could used to describe an Autosaved game)...
12. **Movie** - Player is then shown walking from landing bay with mechanic or other crew member saying "You might try flying your ship next time… or good job…"
13. [OPTIONAL] ***Debriefing***. Movie- Player is in debriefing and he is told how he did in the mission…says " way to take out that ace pilot, now we have a chance at getting to that enemy carrier." for plot specific debriefings.
14. [OPTIONAL] ***Plot Specific Movies***. Movie-player automatically runs any scenes that are critical to advancing the plot that take place outside of the main two room.
15. Player ends mission and appears in MAIN AREA ('Ready Room' -where player can save, view medals, and continue onto next mission OR 'Recreation Room' - where player can engage in conversations before continuing on to next mission.)

Gameflow User Screens

Terminal Screen (See WC 5 Options.doc)

Load/Save (See WC 5 Options.doc)

Game Options (See WC 5 Options.doc)

Simulator (See WC 5 Simulator.doc)

Object Viewer (See WC 5 Simulator.doc)

MOVEMENT

No foosball tables with rotating bars with men on them which could move from scene to scene.

If something that can turn is in the picture, super glue it steady and never move it.

Any movable chairs, tables, desks, etc.

Chairs should be bar stools which are absolutely locked into place, or sculpted into the set itself.

No fans, no rotating things, no nothing that moves.

Lock everything down.

No glasses, cups, plates, etc., moving when doing looping animations.

If they have to move, mark their spot on the table/bar and make sure they return there at the end of every sequence.

LIGHTING

No lamps on tables, no candles, or any other light sources that can throw shadows.

Shadows are not our friends.

No shiny floors.

Bright lights, colored lights that can be obstructed by character movements, doors opening/closing.

Any stupid flashing lights are cause for execution of the set designer.

Dark sets are bad.

This means constant lighting changes will be required for certain movies, and this is to be avoided. Try to not force changes from scene to scene in lighting. It's easy to see changes in lighting over dark surfaces when one is lit brighter than another.

Any place a chair is, a light should be placed to illuminate that person's face if someone can EVER sit there and not need his face be obscured in shadow.

SIZE / PLACEMENT OF SPRITES

Alien Outpost
Scene with captive pilot and Warlord Alien

Wormhole Gate - Command Center
Scene with Blair and Best Friend viewing monitor showing hordes of aliens about to jump through the gate. Blair and Best Friend deactivate shields.

Wormhole Gate - Hallway to Flight Deck
Where Blair gets jumped by Alien Warlord

Flight Deck ? (CG??)
Maybe this should only be seen as displayed by the game engine when you're landing.

Walkthrough READ + EDIT IN ENGLISH

1. Player would 'CLICK' on the entrance to 'Briefing Room'.
2. *Mission briefing.* Movie- Player in Briefing Room with Commander in charge saying " blah blah hello…" Built into each pilot's desk is a small view screen. Then it would zoom into the view screen. The 3D version of Nav map (or ¾ Isometric view) would show the mission being run similar to a board game with ships moving to intercept each other, etc.. (This would use the data in mission editor to script objects movement, etc..) There would also be a voice over either by Colonel or the ever so popular Female Voiced Computer. (The computer voice would be preferable because we could change briefings easily if a mission needs to be changed. Also, the player could replay the mission briefing from his cockpit (from the Nav Map) using the same computer voice over.) The view screen will also access the 'Object Viewer' database which will display the player's ship and loadout for the mission. The player will not get to change these settings.
3. Movie-Player would be show player hopping into flight suit and into fighter or being lowered into fighter similar to SPACE: Above and Beyond.
4. *Launch.* Instead of having a flick play to show fighters launching we could show the 3D Engine from a outside camera angle. Maybe outside the launch tube looking into it. We could then script ship movement to fly through and out of tube & past camera. This would be extremely cool with dynamic lighting… maybe there is a spotlights or tubeway? (runway) lights that light ship as it comes out.
5. *Mission.* PLAYER FLIES MISSION :)
6. End of Mission- Player Confirms landing (automatically by default), engages the automatic landing sequence, then reads stats of his performance from a cockpit VDU (stats like weapon effectiveness, kills, friendlies killed, ship damage). The game takes control of the player's ship, and we cut to an outside camera on the landing bay. We script the ship flying into the bay and it lands. Once again we are in the 3D Engine and all the damage from battle, etc.. should be shown on the fighter. Stats would be kept in medal place (Ready Room locker) in player's flight log (this could used to describe an autosaved game)...
7. Player is then shown walking from landing bay with mechanic or other crew member saying "You might try flying your ship next time… or good job…"
8. [OPTIONAL] *Debriefing.* Movie- Player is in debriefing and he is told how he did in the mission…says " way to take out that ace pilot, now we have a chance at getting to that enemy carrier." for plot specific debriefings.
9. [OPTIONAL] *Plot Specific Movies.* Movie-player automatically runs any scenes that are critical to advancing the plot that take place outside of the main two room.
10. Player ends mission and appears in MAIN AREA ('Ready Room' -where player can save, view medals, and continue onto next mission OR 'Recreation Room' - where player can engage in conversations before continuing on to next mission.)

Gameflow User Screens

Terminal Screen

Load//Save

Game Options

Simulator

Object Viewer

ANY OF THIS WE CAN SHOW VISUALLY, WE WIN

JASON,
Can you make a Positive list, too?

What's Bad for Gameflow? Copy to Writers ✓

- Any overlapping sprites (people, doors, ceiling fans, etc)
- Doors that are wide along viewable/useful space. Place all doors along walls that have very little screen space (which are squashed by perspective).
- Any movable chairs, tables, desks, etc. Chairs should be bar stools which are absolutely locked into place, or sculpted into the set itself.
- Any chairs that face away from the camera, assuming they have backs on them. These inevitably get in the way of a shot and will be moved. See previous point.
- Bright lights, colored lights that can be obstructed by character movements, doors opening/closing.
- Any stupid flashing lights are cause for execution of the set designer.
- Dark sets are bad. This means constant lighting changes will be required for certain movies, and this is to be avoided. Try to not force changes from scene to scene in lighting. It's easy to see changes in lighting over dark surfaces when one is lit brighter than another.
- Any place a chair is, a light should be placed to illuminate that person's face if someone can EVER sit there and not need his face be obscured in shadow.
- No fans, no rotating things, no nothing that moves. Lock everything down.
- No glasses, cups, plates, etc, moving when doing looping animations. If they have to move, mark their spot on the table/bar and make sure they return there at the end of every sequence.
- Try to eliminate having multiple people in the same room that you can talk to at the same time, OR eliminate having them be dependent conversations. (To the script writers, I guess)
- No shiny floors.
- No windows with green screens unless ABSOLUTELY necessary. This forces us to composite thousands of frames of sprites onto the window. Slows down the delivery of graphic data to gameflow.
- No lamps on tables, no candles, or any other light sources that can throw shadows. Shadows are not our friends.
- No animations that cause a person to move through more than 1/8th of a frame's distance. Any more than that and it will be artificially reduced.

The Sony PSX has limitations on gameflow graphic memory. Large movements means large sprites.

- No fast movements when doing animations. If frame rate isn't exactly what the sampling rate is (29.999, presumably) these animations will look stupid and jumpy.
- Use more greens and reds than blues. Preferably greens. 16 bit color is 6 green, 5 red, 5 blue, so more green can be represented without loss of color fidelity. Blue is also poorly perceived by the human eye.
- No foosball tables with rotating bars with men on them which could move from scene to scene. If something that can turn is in the picture, super glue it steady and never move it.
- Try to set important conversations BETWEEN the foreground and the background of a set...make tables and chairs that are highlights of sets be not-too-close to the camera, but not as far away as those in the bar scenes in WC4. Placement can do a lot for detail on a computer screen, as well as cluing in the player on what is a conversation. Too close, and the average conversation sprite will be too big. Screen space is the key.
- Don't make the rooms seem too small. The elevator in WC3 served little purpose.
- Don't make the rooms seem too large. The control bay in WC4 was so large it looked barren without people there, and there wasn't enough memory to hold animations for everybody on screen... consequently nobody moved unless they were conversations.

Lastly: If you have any questions about what would work and what wouldn't, don't hesitate to ask. It's far better to save us 100's of hours up front with good design than deal with the aftermath later.

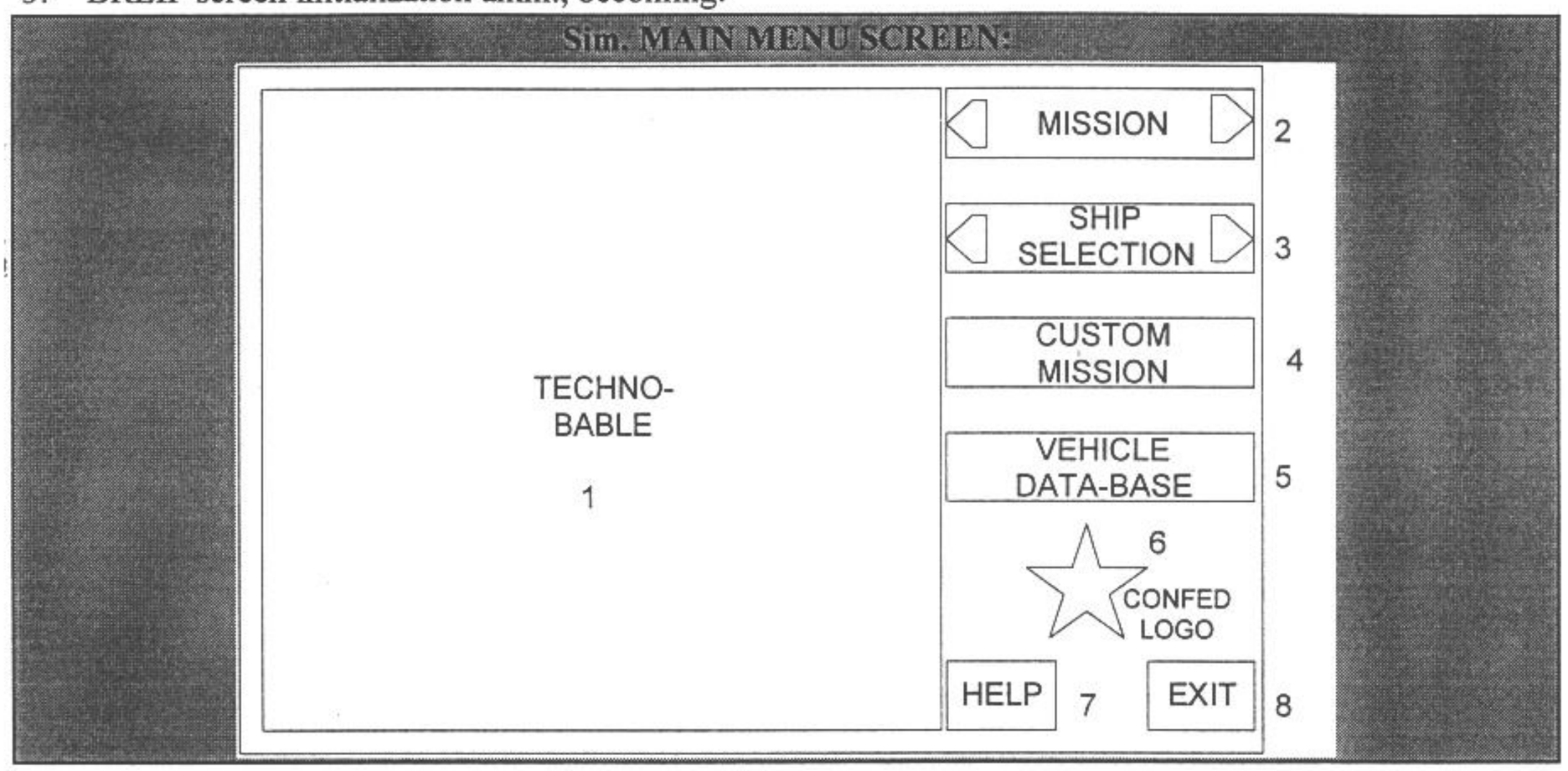
JH "NO FLICKS IN BOOTHES"
-the writers

SIMULATOR in WING COMMANDER 5

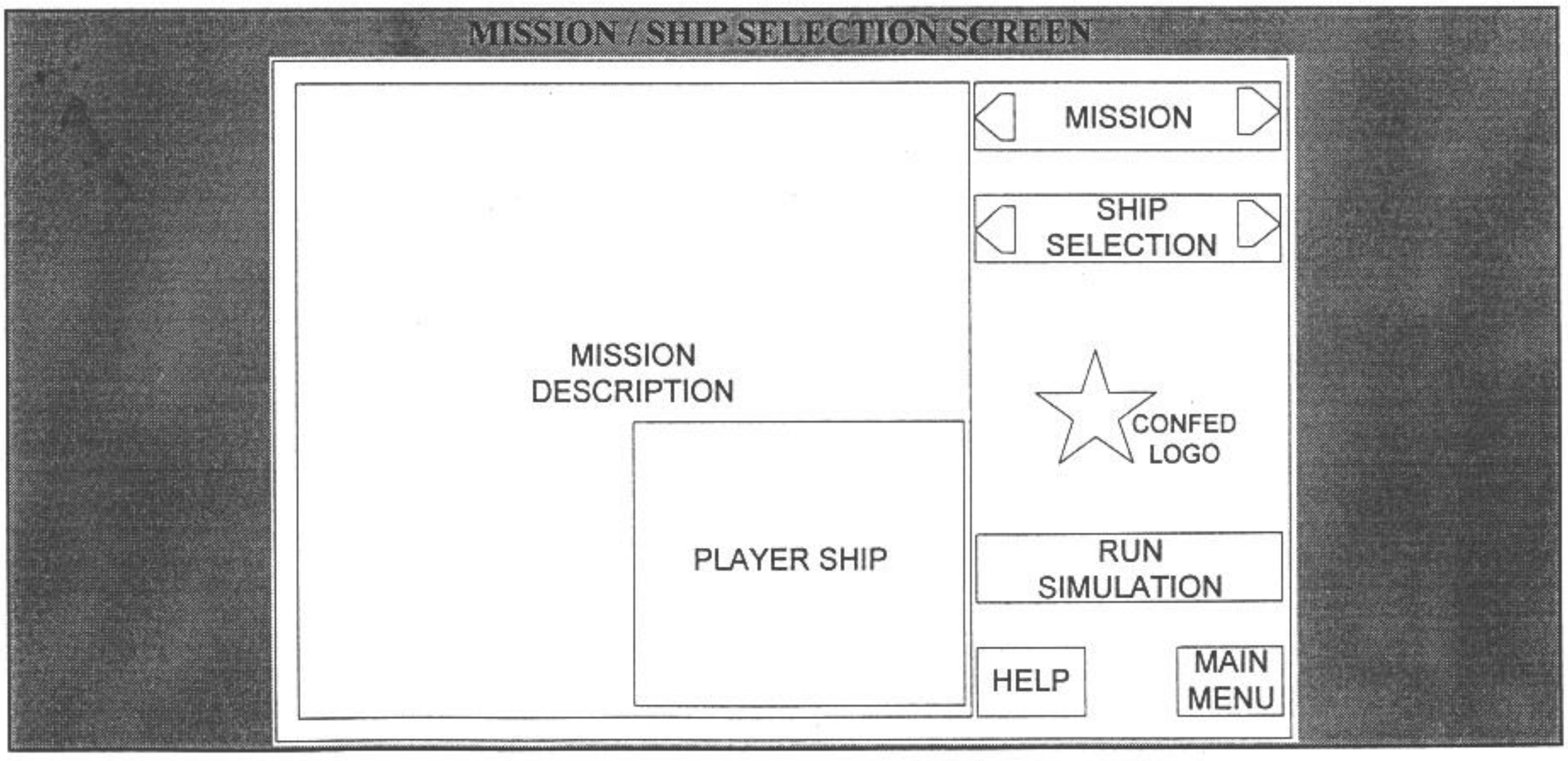
This file is 'Owned' by: Marcus Merrell

Basic Simulator Functionality:

1. From Gameflow, click on the simulator.
2. BREIF Anim. of Sim. Chamber closing?
3. BREIF screen initialization anim., becoming:



1. TECHNO-BABLE: Similar to the Wing 3-3DO screen, containing Operational instructions, fictional warnings, versioning info, copyright info.
2. MISSION: Pressing this button will bring up the MISSON/SHIP SELECTION screen.
3. SHIP SELECTION: Pressing this button will bring up the MISSON/SHIP SELECTION screen.
4. CUSTOM MISSION: Pressing thins button will bring up the CUSTOM MISSION screen.
5. VEHICLE DATABASE: Pressing this button will bring up the VEHICLE DATABASE screen.
6. CONFED LOGO: DUH! Pretty little Confed logo thing.. animated?
7. HELP: Pressing this button brings up the HELP screen.
8. EXIT: Pressing this button exits the simulator, back to reality (Well, Gameflow at least).



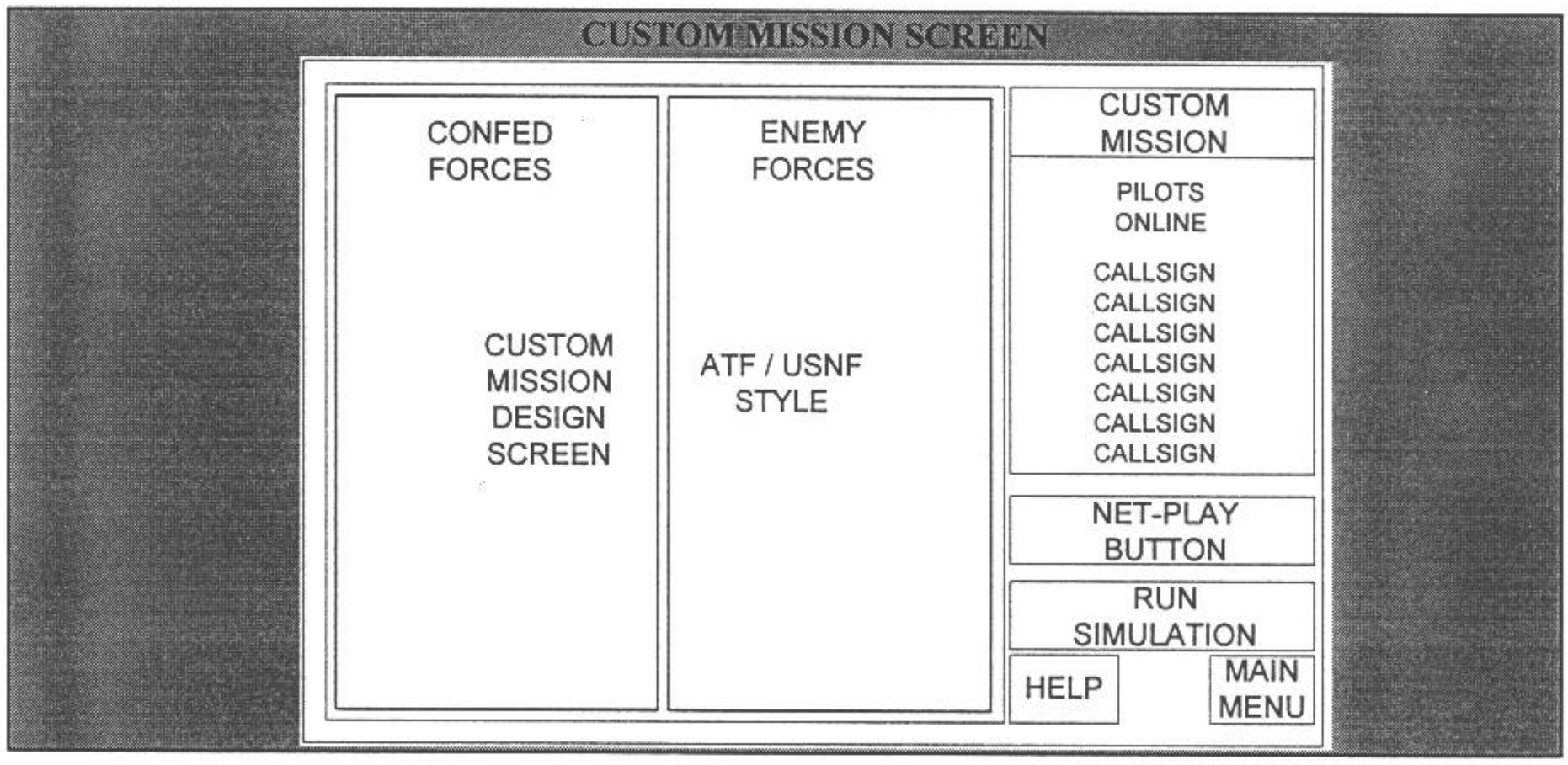
MISSION: Pressing the left/right halves of the mission button will cycle through the mission types. A description of each mission type will appear in the MISSION DESCRIPTION area, along with previous/highest mission score info. (3DO).

These mission would be preset MRL's (Mission: Ready to Launch), and might include a bit of randomness to them (3 or four variations on the same theme), but otherwise would be unchangeable.
(But the player could change fighter types if he/she wishes)

Gauntlet - Continuos dogfight w/increasing difficulty.
Asteroid - Dogfight several waves of Drones/fighters in Asteroid field.
Capship Strike - Engage and destroy an enemy capital ship.
Carrier Defense - Defend the from hostile attack.
Convoy Strike - Attack and destroy an enemy convoy.
Convoy Defense - Defend a Confed convoy from hostile attack.

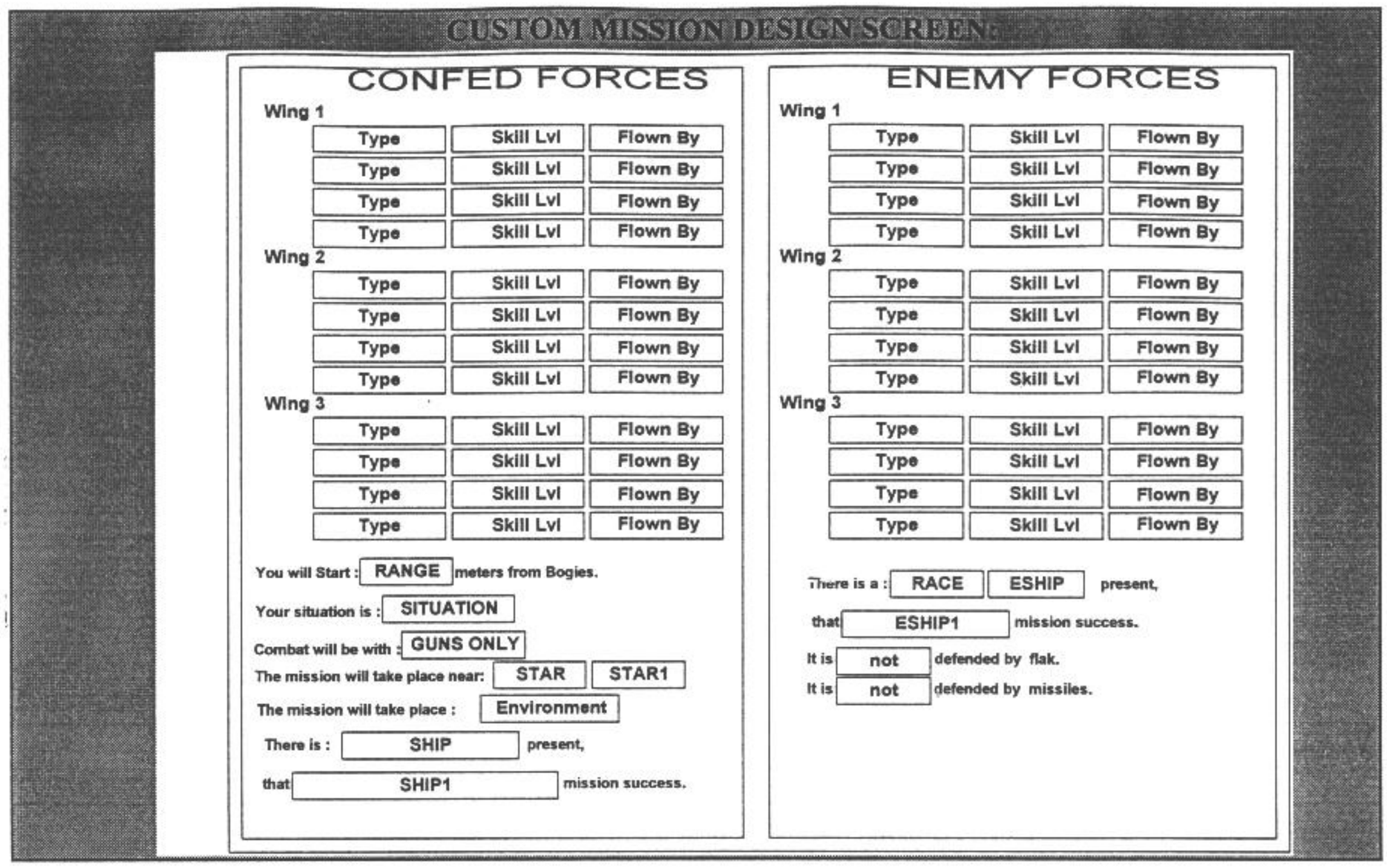
SHIP SELECTION: Pressing this button will change the fighter type for the mission, (each mission will have a default fighter type) with the picture of the appropriate fighter/bomber appearing in the PLAYER SHIP window. No loadout option will be available.

CONFED LOGO: DUH! Pretty little Confed logo thing.. animated?
RUN SIMULATION: DUH! Run the selected mission with the selected fighter type.
HELP: Pressing this button brings up the HELP screen.
MAIN MENU: Pressing this button will return the player to the MAIN MENU screen.



CUSTOM MISSION: Not a button. Just a tag showing where you are.
PILOTS ONLINE: A listing of other pilots, elswhere on the MIDWAY, currently using the simulator and potentially available to fly with the player in the CUSTOM MISSION he sets up.
NET-PLAY BUTTON: Will look for other HUMAN players connected via MODEM/NETWORK, (Possibly bring up CONNECTION SCREEN) who would then appear under the PILOTS ONLINE section.
RUN SIMULATION: DUH! Run the selected mission with the selected fighter types, enemies, cap-ships, Wingmen, etcetera..
HELP: Pressing this button brings up the HELP screen.
MAIN MENU: Pressing this button will return the player to the MAIN MENU screen.

Inset in CUSTOM MISSION screen would be the :



This screen is extremely similar to the ATF and or USNF quick mission set-up screens. It is a fairly straight forward system. Each box with text in it is a clickable button with sets of pre-defined options as detailed below:

Note: the first option for each button is assumed to be the default setting.

CONFED FORCES:

TYPE: Random (from a list of all available Confed fighters, Wing 1 fighter 1 only all others = None), alphabetical list of all available Confed fighters.

Skill Lvl: Random (Wing 1 fighter 1 only all others = None), Novice, Experienced, Veteran, ACE.

Flown By: PLAYER (Wing1 ship 1 only all others = None), Computer, alphabetical list of PILOTS ONLINE (including any other human player connected.)

Range: 5000, 1000, 15000, 20000

Situation: Neutral, Advantaged, Dis-advantaged

Guns Only: Guns Only, Guns and Missiles

Star: a Yellow, a Red, a Blue, a White

Star1: Main Sequence star, Giant star, Dwarf star, a Pulsar?, a Black Hole?

Note: in the event of a Pulsar? or a Black Hole?, the **Star** box will show nothing.

Environment: in open space, in a sparse asteroid field, in a dense asteroid field, in a nebula.

SHIP: No shipping, a Confed Cruiser, a Confed Destroyer, a Confed Carrier, a small Confed fleet, a Confed Convoy, a Confed Supply base.

SHIP1: has no effect on, MUST survive for

ENEMY FORCES:

TYPE: Random (from a list of all available Enemy fighters, Wing 1 fighter 1 only all others = None), alphabetical list of all available Enemy fighters (grouped by race.. ie. Kilrathi, Pirate, Boarder Worlds, Alien).

Skill Lvl: Random (Wing 1 fighter 1 only all others = None), Next sequential choice (from list [up or down] Novice, Experienced, Veteran, ACE.)

Flown By: Computer (Wing 1 fighter 1 only all others = None), alphabetical list of PILOTS ONLINE (? including any other human player connected.)

RACE: No, a Kilrathi, a Pirate, a Boarder Worlds, an Alien.

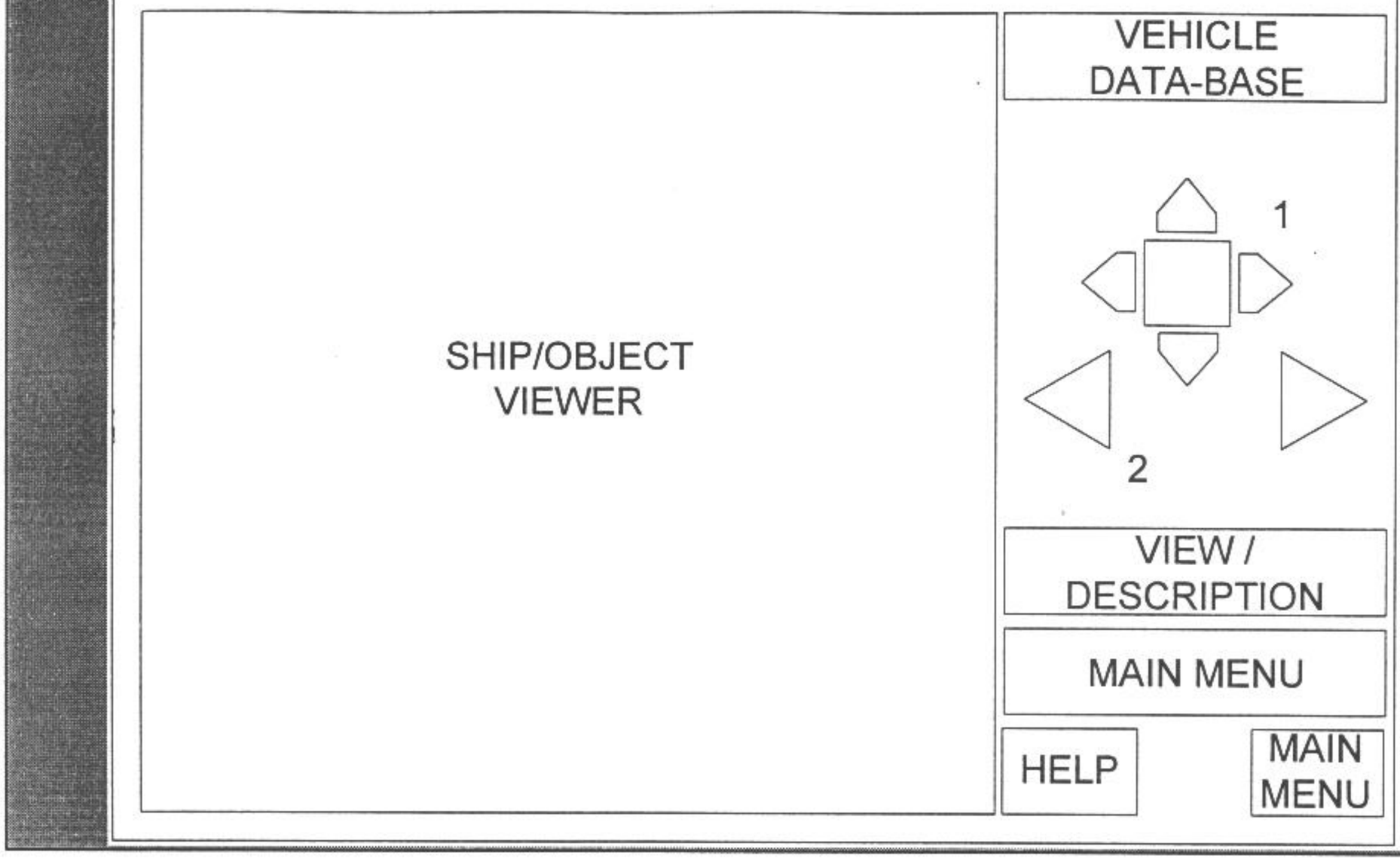
ESHIP: Shipping, Carrier, Cruiser, Destroyer, Corvette, small fleet, supply convoy, supply base.

ESHIP1: does not effect, must be destroyed for.

NOT: not, lightly, moderately, heavily

OBJECT VIEWER in WING COMMANDER 5

Vehicle Database Screen:



Ship / Object viewer databse: same as available from all other terminal screens. Not going into great detail here as the object viewer doc. is under construction by Marcus.

Basically your average object viewer with: (hopefully)

Rotating 3d views of each craft

Text description/techno-bable- Specs on each craft, history, special notes, etc. (?)

[CAN WE GET THE TEXT FROM CLUEBOOKS DEPT - bjc]

voice overs of the above (?)

technical style drawings of each craft (?)

[DO THESE EXIST? IF NOT, CUT - bjc]

HELP Screen:

Mockup not available.

Standard help screen:

Defines each button and menu system.

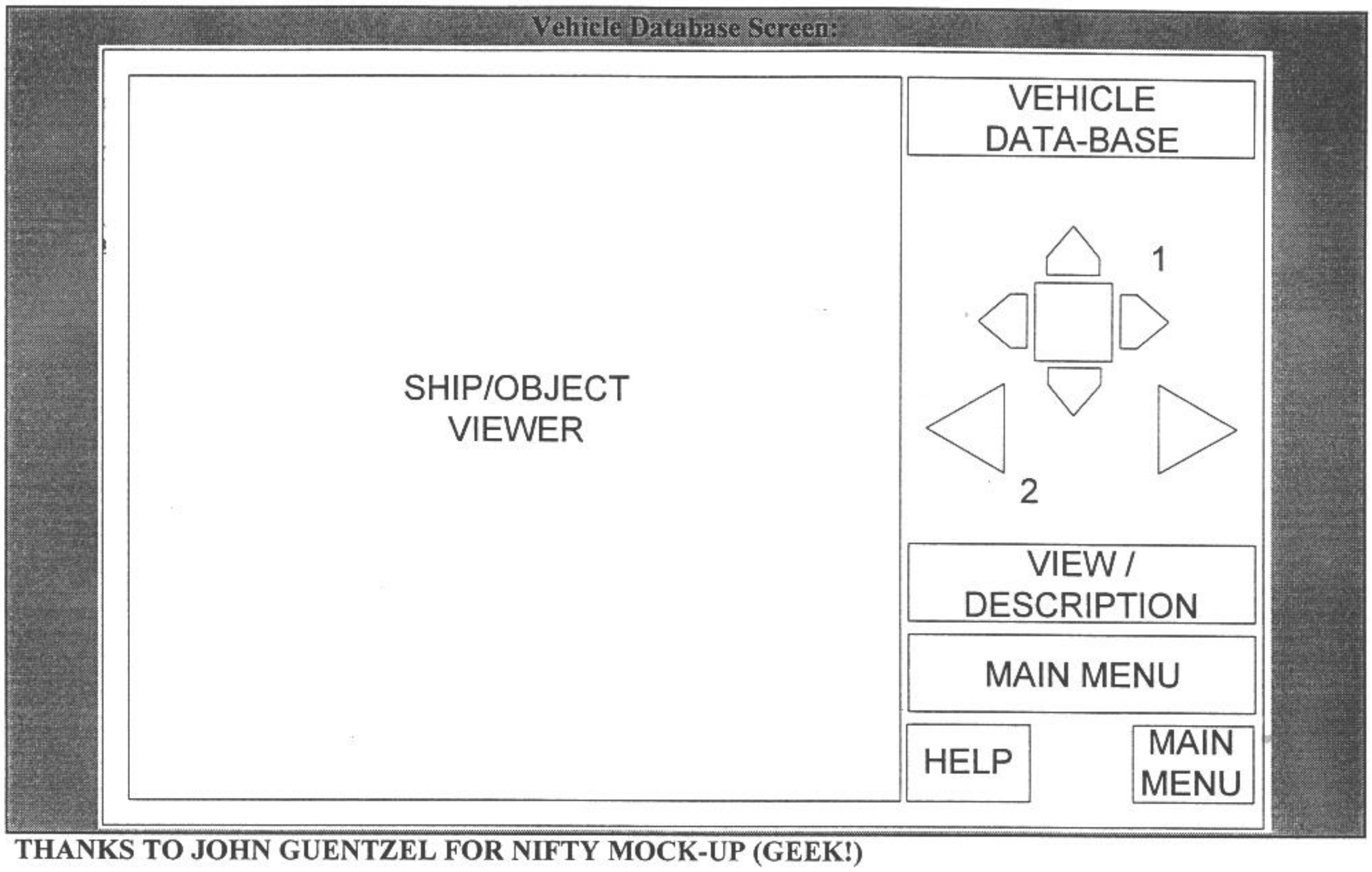
Possibly access game options from here.

END.

TRANSMISSION.

Object Viewer

The object viewer will be accessible from the main terminal and the simulator. It will include the ability to look at all (Confed **and** Kilrathi) past and present fighters, bombers, cruisers, and capital ships. The player can view each ship in a fully rendered and texture-mapped rotation, most likely using the game engine and the Alias model rather than a pre-rendered animation. The buttons on the console allow the player to change the angle and rate of rotation so the ships can be viewed at any angle with multiple levels of zoom.



THANKS TO JOHN GUENTZEL FOR NIFTY MOCK-UP (GEEK!)

Ship / Object viewer database: same as available from all other terminal screens.

Basically your average object viewer with: (hopefully)

- Rotating 3d views of each craft
- Text description/techno-bable- Specs on each craft, history, special notes, etc. (?)
- voice overs of the above (?)
- technical style drawings of each craft (?)

INPUT (Keys, buttons, etc.) in WING COMMANDER 5

This file is 'Owned' by: Marcus Merrell

Virtual Keyboard

The idea of a "Virtual Keyboard" is to provide a listing for the game programmers to use in creating the handshake from game input to game output.

In other words, no matter what input device you use, they have to pass a command off to the game. turn_yaw_left, or turn_yaw_right might be commands that are in the list.

This will be helpful when we are trying to put numbers to these events, and in game tweaking. If a game function is DIGITAL, instead of ANALOG, or is possibly both, it is necessary to nail it down now, in the Virtual Keyboard command list.

Virtual Keyboard Command List

The command list is sorted into eight categories: Spaceflight, Combat, Camera Views, Nav Map, VDUs, On Carrier, and Hotkeys.

Within each category the command is listed with the convention **device_action_command**,

- **device** is a device, system, or sub-category (such as throttle, target, or turn)
- **action** describes what is happening to that device, system, or category (increase, yaw, or set)
- **command** is the specific command given to that system (up, left, or zero).

As with any system, these rules are often broken with respect to **action** or **command**, but the first concern is readability and organization. Some commands require further categorization, some require less, and some need none at all.

None of the commands are repeated. There are certain functions which can be listed in more than one category; when this occurred the command was placed in the most often used or most logical category.

SPACEFLIGHT

throttle_increase (digital)
throttle_increase (analog)
throttle_decrease (digital)
throttle_decrease (analog)
throttle_set_zero
throttle_set_max
throttle_match_target
throttle_afterburn
turn_yaw_right (analog)
turn_yaw_right (digital)
turn_yaw_left (analog)
turn_yaw_left (digital)
turn_pitch_up (analog)
turn_pitch_up (digital)
turn_pitch_down (analog)
turn_pitch_down (digital)
turn_roll_right (digital)
turn_roll_right (analog)
turn_roll_left (digital)
turn_roll_left (analog)
autopilot
pause
eject
map_display
joystick_calibrate

COMBAT

target_object_next
target_object_prev
target_object_nearest_enemy
target_object_nearest_friendly
target_object_reticule
target_lock
target_store (0-9)
target_recall (0-9)
weapon_gun_next
weapon_gun_full
weapon_gun_fire
weapon_missile_next
weapon_missile_next_salvo
weapon_missile_full_salvo
weapon_missile_fire
weapon_autocannon_toggle
weapon_drop_decoy
weapon_drop_mine

Front view; invisible cockpit	F1
Left, right & rear turret view	CUT
Rear turret view in left VDU	L1+L2+R1+R2
Chase Camera	CUT
Object Camera	L1+L2+R1+R2 (second time)
Missile Camera	CUT
Victim Camera	CUT
Track Camera	CUT
Disable flight controls in Camera Views	CUT
Zoom in/out (Object camera only)	N, S

FUNCTION	WC5-PSX
KEYBOARD: ON CARRIER	
Move cursor over person/object to display hotspot actions	D-Pad, Mouse, Joystick
Click left MB or press trigger to use objects & buttons	
Cancel/skip scene	Start, X
Cycle through hotspots	L1, R1
Talk	Cursor over character, S/Trigger/LMB
Use	Cursor over terminal/door, S/Trigger/LMB
Select Reply	Device up/down, then S/Trigger/LMB
Option screen	Start

Analog Joystick Configuration Interface

[THIS NEEDS TO BE ALTERED TO FIT WITH THE PLAYSTATION ANALOG JOYSTICK -bjc]

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Joystick/Throttle**
4. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

[THIS NEEDS TO BE MADE EXPLICITLY CLEAR. RIP OFF THE BEST SYSTEM OUT THERE, OR COME UP WITH A COMPOSITE - bjc]

None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:
1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

WHEN YOU MAP SOMETHING TO A CONFLICTING KEYSTROKE, YOU WILL GET BEEPED. "KEYSTROKE ALREADY IN USE BY [function], REMAP [function]?

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

Mouse Configuration Interface

[THIS NEEDS TO BE ALTERED TO FIT WITH THE PLAYSTATION MOUSE -bjc]

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Joystick/Throttle**
4. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

[THIS NEEDS TO BE MADE EXPLICITLY CLEAR. RIP OFF THE BEST SYSTEM OUT THERE, OR COME UP WITH A COMPOSITE - bjc]

None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:

1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

WHEN YOU MAP SOMETHING TO A CONFLICTING KEYSTROKE, YOU WILL GET BEEPED. "KEYSTROKE ALREADY IN USE BY [function], REMAP [function]?

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

CAMERA VIEWS

view_front_cockpit
view_front_hud
view_left
view_right
view_rear
view_vdu_rear_turret
view_chase
view_objectlist
view_objectlist_next
view_objectlist_prev
view_missilecam_toggle
view_victimcam_toggle
view_flight_control_toggle
view_targetcam_toggle
view_vdu_lock_toggle
view_zoom_in
view_zoom_out

NAV MAP

map_center
map_rotate_right
map_rotate_left
map_rotate_up
map_rotate_down
map_move_right
map_move_left
map_move_up
map_move_down
map_zoom_in
map_zoom_out
map_show_grid_toggle
map_show_concircles_toggle
map_show_points_toggle
map_show_objectives_toggle
map_show_friendlies_toggle
map_show_enemies_toggle
map_show_starfield_toggle
map_show_killspots_toggle
point_next
point_prev
point_zoom
point_map_center
vdu_display_next

VDU

vdu_display_next
vdu_display_prev
vdu_shields
vdu_communications
vdu_damage
vdu_damage_system_next
vdu_damage_system_setactive
vdu_weapon
vdu_power
vdu_power_change_setting (digital)
vdu_power_change_setting (analog)
vdu_nav_point

ON CARRIER
cursor_move_right (digital)
cursor_move_right (analog)
cursor_move_left (digital)
cursor_move_left (analog)
cursor_move_up (digital)
cursor_move_up (analog)
cursor_move_down (digital)
cursor_move_down (analog)
hotspot_next
hotspot_prev
movie_play
movie_skip
movie_choice_select
movie_choice_up
movie_choice_down
hotkey_exit_game
hotkey_option_screen
main_terminal

HOTKEYS

hotkey_comm_break
hotkey_comm_taunt
hotkey_comm_attack
hotkey_comm_ignore
hotkey_power_weapons
hotkey_power_engines
hotkey_power_shields

Game Controls (by Platform/Input Device)

Install (See WC 5 Options.Doc)

Spaceflight Options Screen (See WC 5 Options.Doc)

Interface (past and future) [Need examples - bjc]

Wing 5 PC

Keyboard Configuration Interface

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Video Display Unit**
4. **Joystick/Throttle**
5. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

[THIS NEEDS TO BE MADE EXPLICITLY CLEAR. RIP OFF THE BEST SYSTEM OUT THERE, OR COME UP WITH A COMPOSITE - bjc]

None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:

1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

DEFAULT KEYBOARD LAYOUT

FUNCTION	KEY
SPACEFLIGHT	
throttle_increase	+
throttle_decrease	-
throttle_set_zero	Backspace
throttle_set_max	\
throttle_afterburn	TAB (hold)
autopilot	A
pause	CTRL + P
eject	CTRL + E
joystick_calibrate	CTRL + C
COMBAT	
target_object_next	T
target_object_reticule	R
target_lock	L
weapon_gun_next	G
weapon_gun_full	F
weapon_missile_full_salvo	M
weapon_gun_fire	SPACEBAR
weapon_missile_fire	ENTER
CAMERA VIEWS	
view_front_cockpit/view_front_hud	F1
view_left, view_right, view_rear	F2,F3,F4
view_vdu_rear_turret	CTRL + F4
view_chase	F5
view_objectlist	F6
view_missilecam_toggle	F8
view_victimcam_toggle	F9
view_flight_control_toggle	CTRL + L
view_zoom_in, view_zoom_out	] & [
NAV MAP	
map_display	N
point_next	N
map_rotate_up, down, right, left	arrows
map_zoom_in, map_zoom_out	] & [
map_center	C
	T
map_show_starfield_toggle	S
map_show_grid_toggle	G
map_show_concircles_toggle	C

FUNCTION	KEY
VDU	
vdu_display_next	0 (zero)
vdu_shields	S
vdu_communications	C
vdu_damage	D
vdu_weapon	W
vdu_power	P
ON CARRIER	
cursor_move_right (left, up, down)	Cursor keys, mouse
movie_play/main_terminal	Enter/LMB
movie_skip	ESCAPE
hotspot_next/hotspot_prev	TAB/SHIFT+TAB/RMB
movie_choice_up (down)	Move mouse, cursor keys up/down, then click
main_terminal	Click main terminal
KEYBOARD: GAME INTERFACE	
exit_game	CTRL + X
VGA mode (normal)	CTRL + 1
VGA mode (triple buffer)	CTRL +2
SVGA mode (normal)	CTRL + 3
SVGA mode (triple buffer)	CTRL + 4
joystick_calibrate	CTRL + J
Music (toggle)	CTRL + M
Sound (toggle; on carrier)	CTRL + O
Scene transitions (toggle)	CTRL + K
Change music volume	SHIFT + up/down arrows
Change sound volume	CTRL + up/down arrows
Change gamma correction	CTRL + left/right arrows

[MISSING: ZOOM TARGET CAMERA (fixed - mrm), LOCK VDUs, UNLOCK VDUs, LOCK ALL VDUs - bjc]

Input Device Configuration Interface

[THIS NEEDS TO BE ALTERED TO FIT WITH THE PLAYSTATION D-PAD -bjc]

This will be a screen with Win '95-style tabs on it, each tab bringing up a different of control areas for the player to configure. These include:

1. **Flight**
2. **Combat**
3. **Joystick/Throttle**
4. **Index**

[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

On each of these screens, a function will be listed on the left and the key which uses that function will be on the right. Clicking on an entry in the key column causes the listed keystroke to disappear, at which time the player types in the new keystroke. If the keystroke is already in use somewhere else, the player will be beeped and told which function is already using it. Hitting <Esc> while entering a keystroke will bring back the old keystroke, while hitting <Enter> will make the new one official.

[THIS NEEDS TO BE MADE EXPLICITLY CLEAR. RIP OFF THE BEST SYSTEM OUT THERE, OR COME UP WITH A COMPOSITE - bjc]

None of the new keystrokes will be used until the player has exited the screen.

Across the bottom of each screen will be four buttons:
1. **Clear**
2. **Reload Defaults**
3. **Save Configuration**
4. **Exit**

Each of these options, when selected, will require confirmation to be carried out.

WHEN YOU MAP SOMETHING TO A CONFLICTING KEYSTROKE, YOU WILL GET BEEPED and it will say "KEYSTROKE ALREADY IN USE BY [function], REMAP [function]?

[*BEEP IS NOT GOOD ENOUGH. WE WILL NEED TEXT OF SOME SORT - bjc]
[NEED MOCKUP WITH ALL FUNCTIONS PLUS ROOM FOR ALL TEXT AT BOTTOM - bjc]

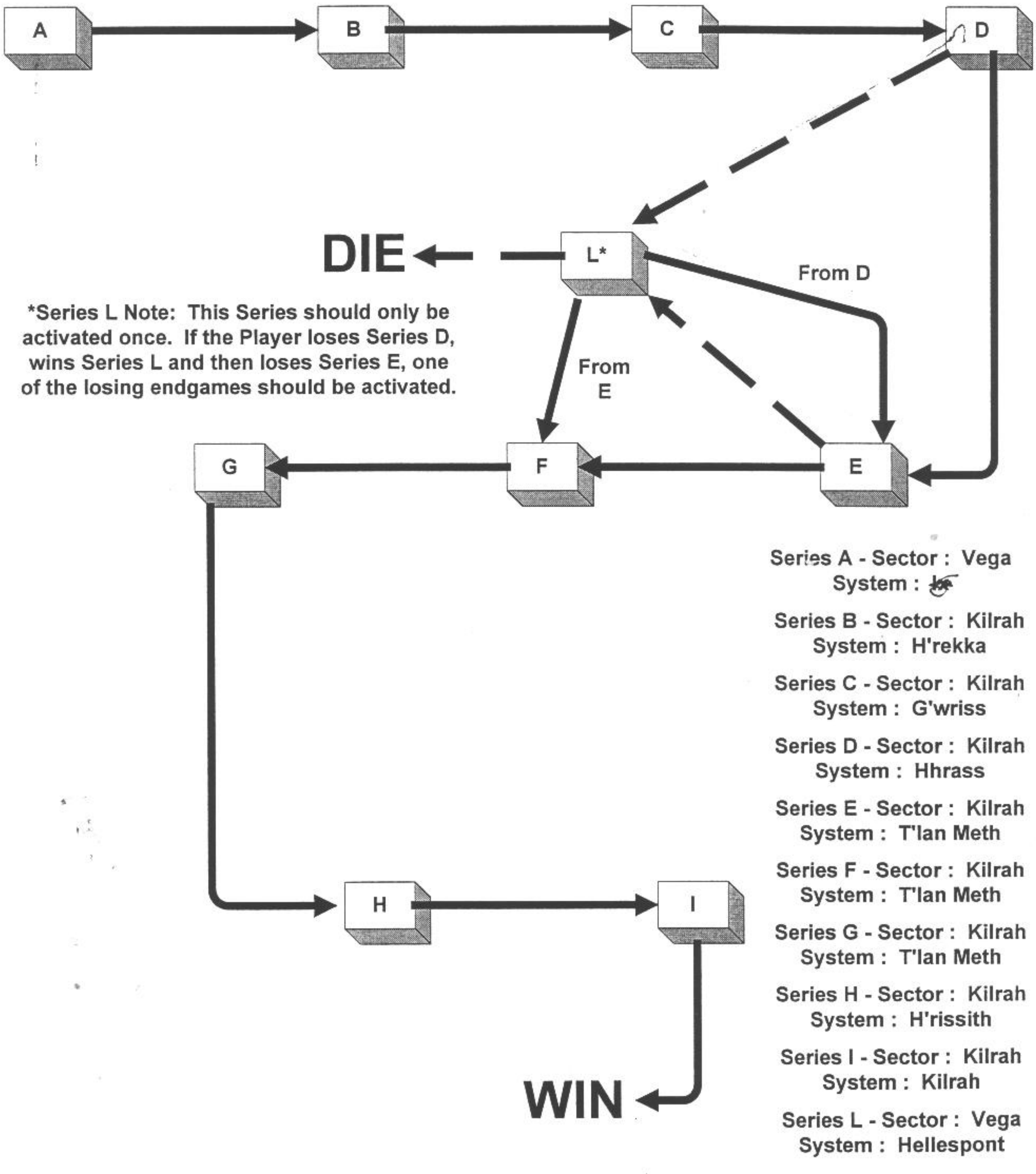
D-PAD

FUNCTION	WC5-PSX
KEYBOARD: SPACEFLIGHT	
Increase Throttle	R2
Decrease Throttle	L2
Set Throttle to Zero	**SHIFT** +L2
Set Throttle to Max	**SHIFT** +R2
Afterburner	S
Autopilot	Select + Release
Pause	Start
Eject	R1+R2+L1+L2+Select+Start
Calibrate Joystick	Not Necessary! nyah (CUT)
KEYBOARD: COMBAT	
Select Target or Next	**SHIFT**+N
Target Object under Reticule	N
Switch Gun(s)	**SHIFT**+W
Configure Missile Array	**SHIFT**+E
Fire gun(s)	W
Fire Missile	E

FUNCTION	WC5-PSX
KEYBOARD: NAV MAP	
Display map	Start
Toggle Navpoint	N
Change viewpoint	D-Pad
Zoom in/out	L2/R2
Center view	N
Cycle through targets	R1, L1
Starfield (toggle)	E
Grid (toggle)	W
Background (toggle)	S
KEYBOARD: VDU	
Cycle through displays	**SHIFT**+R, L
Shields VDU	Default
Communications VDU	One right, Four left
Damage VDU/toggle text & icon	Two right, Three left
Weapon VDU (w/ cockpit active)	Three right, Two left
Power VDU/change system	Four right, One left
KEYBOARD: CAMERA VIEWS	

WING COMMANDER V
SERIES FLOW-CHART

Reprint



*Series L Note: This Series should only be activated once. If the Player loses Series D, wins Series L and then loses Series E, one of the losing endgames should be activated.

Series A - Sector : Vega
System : [illegible]

Series B - Sector : Kilrah
System : H'rekka

Series C - Sector : Kilrah
System : G'wriss

Series D - Sector : Kilrah
System : Hhrass

Series E - Sector : Kilrah
System : T'lan Meth

Series F - Sector : Kilrah
System : T'lan Meth

Series G - Sector : Kilrah
System : T'lan Meth

Series H - Sector : Kilrah
System : H'rissith

Series I - Sector : Kilrah
System : Kilrah

Series L - Sector : Vega
System : Hellespont

Wing Commander Universe Map

Wing 5 Series Progressio Map

Vega Sector

Kilrah Sector

Epsilon Sector

M'shrak Sector

Oberan
Port Hedland
Hilo Base
Hubble's Star
Freya
Brimstone
Vega
Alcor
Hellespont
Losing Series
L
Kurasawa
Hyperion
Gimle
Dakota
Rostov
Hell's Kitchen
Nephele
A
Venice
Loki VI
Tyr
Delius
Ariel
Ix
Masa
Caliban
Torgo
Deneb
Pasqual
Canewdon
Silenos
Orestes
Ayers
Cephid 17
Virgid
Valgard

E,F,G
T'lan Meth
K'hrissak
H'rissith
H
Goran-Pak
Khark-Pa
Gmar
Kilrah
I
Tr'Kpa
K'sthak
M'shren
Tr'p-Khar
M'hriss
D
Hhrass
G'wriss
C
H'rekka
B

Wing Commander 5
Mission Specification

Mission : Mission SF1

Description / Choreography

This is the first of the Flight Basics series of simulator missions. It will teach the player the basic maneuverability of a basic ship, the Wasp. It will cover throttle control, turns, afterburners, and how to travel between Navigation waypoints within an action sphere.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is to travel to **Nav Point 1** by pressing the [plus key] <throttle control forward>, and to set the throttle to 0 when he arrives at **Nav 1**.
4. The player will be told to turn the ship using the joystick/keyboard/mouse/rudder pedals to **Nav 2**, which will be represented by a crosshair on his radar.
5. The player will proceed to **Nav 2**, a little bit farther than **Nav 1** was from the starting position, and cut throttle to 0.
6. The instructor will then tell the player to go through **Nav Points 3**, **4**, and **5** in sequence, and once again cut the throttle to 0.
7. From **Nav Point 5**, the player will be told to go back to **Nav 1**, and since it is a little farther away from **Nav 5** than any of the rest, that he can use the afterburn by pressing [tab] <whatever button on throttle control> to give him a little "boost" of speed.
8. Upon completion, the player will be congratulated and invited to move on to the next mission (**SF2**) immediately, or to exit the simulator.

Nav Points

All Nav Points:
2 Confederation Wasps (player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will be speaking to people with a standard joystick and keyboard.

- Comments in [ ] brackets are for joystick/keyboard users.
- Comments in < > brackets are suggestions for what to say to people with a joystick-rudder pedal-throttle control combination.
- We will be able to make combinations of any and all of these as needed.
- Mouse directions will be added later.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Welcome to your pilot training, Lt. Dane. My name is Squawker. My job is to make sure you do exactly what you are told without hesitation. Demonstrate that to me and you will pass these tests. Who knows? Maybe later on in your training I'll let you take some shots at me."
2. "In this mission you will learn how to fly. You will learn how to operate your throttle, [turn] <make coordinated turns>, afterburn, and Navigate between set waypoints which are close together."
3. "Now, on my mark, [press] <push> the [plus key] <throttle control forward> until your throttle reaches 280, which is 50% of your total thrusting power. Travel to Navigation Point 1. When you reach it, it will disappear and you will hear a light beep. At that point, [press] <push> the [minus key] <throttle control back> until your throttle reaches 0 and wait for further instructions. I'll be right behind you. Go"
4. "Now, take note of the small white cross that appears on your radar. That is your next waypoint. While you are motionless, become familiar with the turning capabilities of your Wasp by [moving the joystick right, left, up, and down] <moving the joystick and pressing the rudder pedals right and left>. Responsive, eh? Now turn your Wasp until the Navigation cross appears under the crosshairs of your cockpit. At that point it should be in the direct center of your radar."
5. "Good. Proceed to the next Navigation Point, **Nav 2**, using what you just learned about the throttle controls. Go to about 75% throttle (420), and cut it back to 0 when you arrive."
6. "You're beginning to make me think I'm, going too easy on you. Now you will proceed through the remaining points in the nav sequence. Point your Wasp towards **Nav 3** and increase your throttle to 100%. You're almost there. When you reach **Nav 3**, without slowing down, go to **Nav 4** and then **Nav 5**. When you reach **Nav 5**, cut throttle to 0, [this time do it instantly by pressing Backspace,] and I'll be back with you."

7. "Good job, Dane. Now, since **Nav 5** is so far from **Nav 1**, and I want you to go to **Nav 1**, I will teach you how to afterburn. First, point to Nav 1 and increase your throttle to 75% (420). Now, press [joystick button 2/tab key] <whatever button on the throttle control> to activate your afterburners. Fast, eh? There is only so much afterburn fuel each ship carries, and each ship is different, so don't waste it, and keep a constant watch on how much or how little you have left. Now let off on it. Notice how you are still at 75% throttle (420)? The afterburner is independent from the conventional nuclear engines, and will preserve whatever throttle setting you had prior to activating it. Now punch the afterburner until you reach **Nav 1**. When you reach Nav 1 cut your throttle to 0."
8. "Congratulations on a job well done, Dane. From now on the missions in the simulator will assume that you have learned elementary maneuverability and elementary navigation. You may continue on to the next lesson now or take a break. It's your choice"

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The Nav points the player will visit in this mission will be laid out using the x, y, and z axes, making sure that if they have both a joystick and rudder pedals, they will become familiar with the functional differences between them.

We need to find a particularly interesting voice and pattern for the instructor. Meaner'n hell has been done already (MechWarrior 2), and dull but commanding has been done too (Longbow).

Wing Commander 5
Mission Specification

Mission : Mission SF2

Description / Choreography

This mission will incorporate lessons from the previous mission and build upon them with the autopilot function, changing nav points in-flight and on the nav map, and the basics of the auto-slide.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in the launch tube of a SimCarrier (the *Placebo*), at 0 throttle, facing **Nav 1** from about 300k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is to travel to **Nav Point 1**, using what he learned in the previous lesson. If it takes more than ~45 seconds to reach the point, the instructor will remind him of what to do.
4. The player will then be told to face **Nav 2**, and accelerate to cruising speed (about 60% throttle). He is then told about the autopilot feature of every Confederation ship, how to use it, under what conditions he can use this feature, and finally to do it.
5. The player will then be introduced to the Nav map, what it does, how to read it, and how to use it effectively using hotkeys or mouse control. He is told to change the nav point destination back to **Nav 1** (it is set by default to go back to the launch site) and to go there and stop.
6. He is then told to fly forward and engage the autoslide, then to turn a bit in each direction to see how his momentum remains in a constant direction while he is turning his nose in all directions.
7. Upon completion, the player will be congratulated and invited to move on to the next mission (**SF3**) immediately, or to exit the simulator.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in the previous simulator mission, and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 2."
2. "In this mission you will learn how to use the autopilot feature of your fighter, change navigation points, and how to use the autoslide.
3. "Now, on my mark, go to **Nav 1** using what you learned in the previous lesson. It isn't far away, so you shouldn't have to use the afterburner."
4. "Now point your nose to **Nav 2**. Notice the small light in the top right-hand corner of your cockpit which says "Auto". This indicates that the next Nav point is far enough away for you to engage the autopilot feature of your craft. This feature just flies the ship in the right direction until you get within [***x***] meters of the next Nav point without you having to control and make fine adjustments until it gets there. It's very convenient. It becomes available when, like I said, you are far enough away from the next Nav point, or when there are no enemies in the immediate area. Now in order to use this feature, you simply hit the ['A' key] <whatever throttle control button>. Do it now."
5. "Good. Keep going until you get within [***x***} meters of **Nav 2**, at which time the autopilot light will come on again. At that point, the computer will automatically change your nav point destination to the ***Placebo***. When this happens, reduce your throttle to 0 and I will teach you about the Navigation Map on your console.
6. "Now, when you get near the ***Placebo***, come to a complete stop. I will teach you about the autoslide feature on your fighter. Turn your ship away from the ***Placebo*** and bring your throttle to cruising speed, or 60%. Now hit the [backslash key] <whatever throttle control button> and turn back around to face the ***Placebo***. Notice that you are still moving away from it? Hit ['T'] <whatever throttle control button> to target the ***Placebo***. Notice how your range from the ***Placebo*** increases instead of decreasing? When the autoslide is engaged, your ship continues to travel in the same direction it was when the autoslide was engaged, no matter which direction you are now facing. It will continue to do this until it is turned off. Turn it off with the same button you used to turn it on. Now head towards the ***Placebo***."
7. "Congratulations on a job well done, Dane. From now on the missions in the simulator will assume that you have learned how to use the autopilot, the navigation computer, and the autoslide. The next lesson will teach you about the various non-combat computer systems on your ship, such as the power allocation system, the communication system, and any cockpit systems or instruments that have not been covered up to this point. You may continue now or take a break."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted. We must be cautious.

Wing Commander 5
Mission Specification

Mission : Mission SF3

Description / Choreography

The third mission will teach the player all about the power allocation system, wingman communication, and any instruments in the cockpit not covered to this point.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will have an AI wingman in this mission who is absolutely obedient. His name will be YessMan. His only job is to do exactly what he is told, and he won't be fighting.

Mission Outline

1. The player starts in the launch tube of a SimCarrier (the ***Placebo***), at 0 throttle, facing **Nav 1** from about 300k. The instructor introduces the player to the concepts of the mission, and after launch, the instructor tells the player to travel to **Nav 1** and to keep throttle at 100% when he gets there.
2. The player is then introduced to the **power allocation system**, what it is, how it works inside the craft, and how to use it **effortlessly** (important to stress).
3. He is then told to go to **Nav 2** to meet his wingman for communications training.
4. Upon meeting his wingman, he is told about the communications system. He then must give the order to join formation and a few more maneuvering orders just to become familiar with the system.
5. The player orders wingman to return to base, and he goes back to the ***Placebo*** himself. He is then invited to go on to the next lesson, the Flight Basics Evaluation.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

This list follows the above Mission Outline, with the same [] and <> conventions as in the previous simulator mission, and assumes that the player is doing as he is told:

1. "Welcome again, Dane. This is Basic Flight course 3. In this mission you will learn how to use the power allocation system and the communication system. Now, on my mark, go to **Nav 1**. Mark."
2. "Now you will learn about the power allocation. It has been upgraded quite a bit in the past few years due to the complaint that it was too difficult to use quickly; now all Confederation spacecraft use the same system. It is intuitive and simple, and allows you to make fine adjustments within seconds. This system allows you to allocate a certain amount of surplus power to three particular systems. Press the ['P' key] <whatever throttle control button> to bring up the power VDU. At the bottom left of your Heads-Up Display you should see an equilateral triangle with the letters E, W, and S at each tip. These correspond to the Engines, Weapons, and Shield Generators. The small pip in the center means that surplus power is going to all three systems equally. If you move your joystick forward, the pip moves up, adding power to both your engines and shields, but subtracting from your weapons system. This means that your ship will react better to changes in throttle setting and that your shields will recharge faster, but your guns will not charge as fast. Similarly, if you pull the joystick back, the pip moves down, adding power to your Weapons but taking away from the other two systems. If you move all the power to the Weapons system, your guns will charge amazingly fast, but your engines will be halted and your shields will not recharge. Squeezing the trigger of your joystick will return you to flight. Pressing 'P' again will bring the power VDU back up, with the pip in the same place you left it. Try playing around with the power allocation for a little while."
3. "When you are ready to move on, autopilot to **Nav 2**. There you will meet your SimWingman, YessMan, for communications training."
4. "Good. Now, let me introduce you to your wingbuddy: YessMan, this is Lt. {Capt, etc.} Dane, Dane, this is YessMan. He is really more of a SimIdiot than a SimGenius, like me. YessMan was programmed to do only what he is told and nothing else. He cannot fight, and I'm not sure, but I think if you shoot him he'll just sit there and take it. But he's perfect for this next exercise. Press 'C' on your console keyboard. That brings up your Communications VDU. You select from a list of receivers by using the numbers across the top of your keyboard. YessMan is listed as receiver #1, and any other receivers (wingmen, cap ships, enemies, etc.) will appear as numbers 2, 3, 4, and so on. Press the number '1' to select YessMan. After the receiver is selected, the list of message options available is displayed. For all types of receivers you have a number of options that are available by default, and on some missions there will be custom-tailored options depending on the situation. Use the number of the message listed to send it. Now send YessMan the message to form on your wing. Good. Now fly around for a minute or so and watch how he always stays on your wing. {as the player flies around, the instructor will keep talking about the system} In a battle situation, as you will see in Combat Maneuvers, you will tell him to break formation and attack enemies, attack your target, ignore your target, and whatever else may be necessary. Some wingman are not quit as obedient as YessMan, but overall humans are much better to work with, or so I'm told."
5. "Now that you've had fun ordering YessMan around, order him to return to base. {after the message is sent} Look at him go. Now go back yourself. The next lesson will test your knowledge of Basic Flight up to this point. After that you will be ready for Combat Maneuvers. You may continue now or take a break."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The dialogue will need to change as the HUD changes and the features of the ship are added and subtracted. We must be cautious.

We should put in an easter egg that will allow the player to have weapons, and when he shoots YessMan, he'll get some sort of prize or cool visual effect... maybe the "secret credits".

Wing Commander 5
Mission Specification

Mission : Mission SC1

Description / Choreography

The beginning training mission will teach the player how to locate and identify a target on his radar, lock onto him and shoot him. It assumes the player has gone through Flight Basics.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 20000k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is to travel to **Nav Point 1** by using what he learned in Flight Training. This is more or less to make sure the player has been through Basics. If he doesn't get there in time, the instructor will not-so politely suggest that he go back to training.
4. The player will be taught how to locate a particular object (in this case it will be a stationary drone or other object) on the radar and target it.
5. The player will be told to squeeze the trigger. If the player uses missiles, the instructor will comment on his effective solution but suggest that in the future he pay attention rather than use initiative.
6. The player will be congratulated and invited to go to the next mission.

Nav Points

All Nav Points:
2 Confederation Wasps (player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will be speaking to people with a standard joystick and keyboard. The punctuation conventions will be the same as in the Flight Basics missions.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Welcome to your combat training, Lt. Dane. My name is Guru. My job is to make sure you do exactly what you are told without hesitation. Demonstrate that to me and you will pass these tests. Who knows? Maybe later on in your training I'll let you take some shots at me."
2. The instructor tells the player that he is to travel to **Nav Point 1** by using what he learned in Flight Training. This is more or less to make sure the player has been through Basics. If he doesn't get there in time, the instructor will not-so politely suggest that he go back to training.
3. The player will be taught how to locate a particular object (in this case it will be a stationary drone or other object) on the radar and target it.
4. The player will be told to squeeze the trigger. If the player uses missiles, the instructor will comment on his effective solution but suggest that in the future he pay attention rather than use initiative.
5. The player will be congratulated and invited to go to the next mission.

Special Art / Objects

There is a small drone, probably a probe of some sort, positioned at Nav 1.

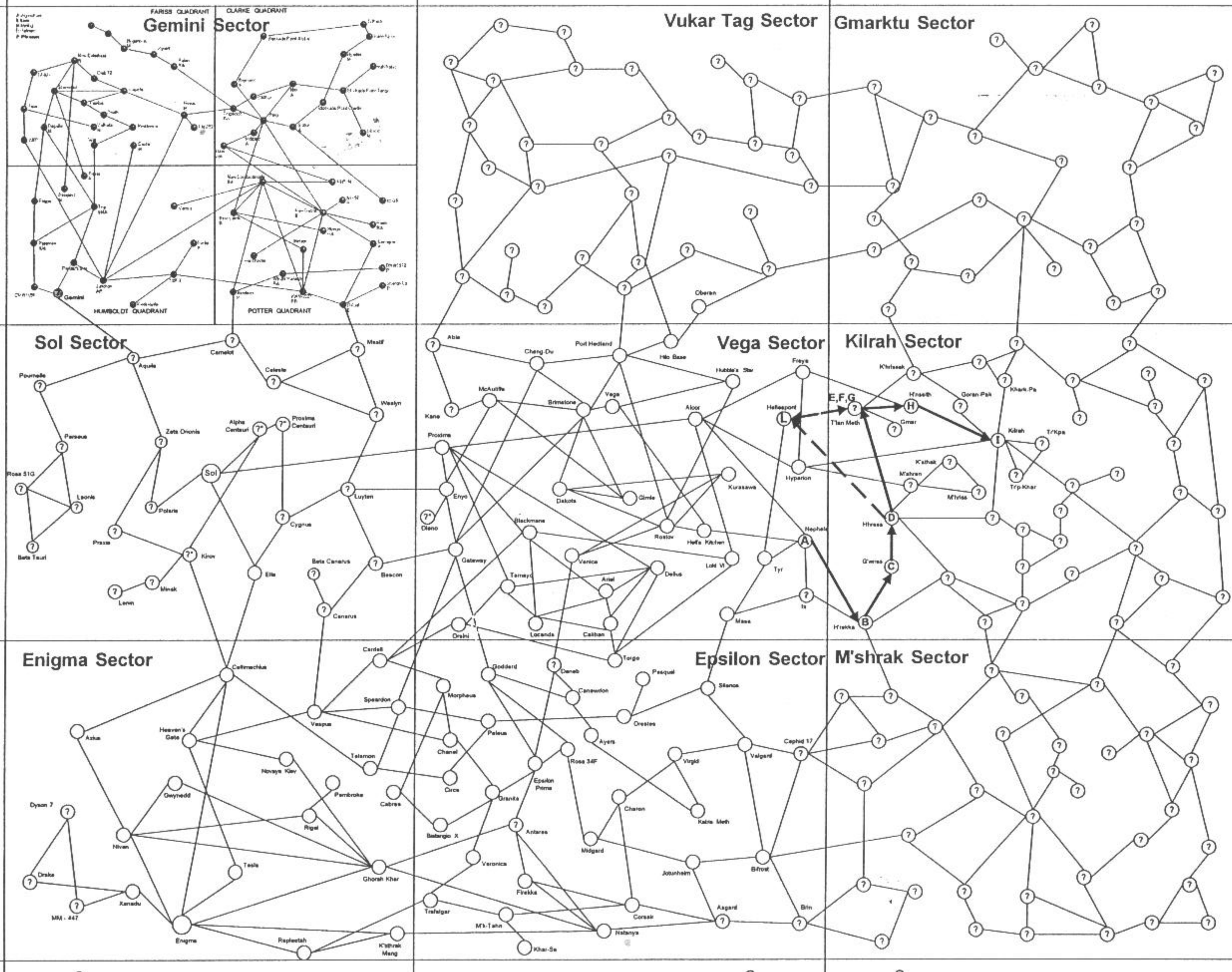
Special Sound Effects

- None of note.

Additional Comments

The instructor for the combat series should be someone besides Squawker, someone who acts as if he's been handed a burden by taking on the task of training Dane.

Wing Commander Universe Map


Gemini Sector
FARSS QUADRANT
CLARKE QUADRANT
HUMBOLDT QUADRANT
POTTER QUADRANT
Vukar Tag Sector
Gmarktu Sector
Sol Sector
Vega Sector
Kilrah Sector
Enigma Sector
Epsilon Sector
M'shrak Sector
Sol
Gemini
Oberon
Able
Cheng Du
Port Hedland
Hilo Base
Hubble's Star
Freya
McAuliffe
Brimstone
Vega
Kane
Alcor
Heliosport
Hyperion
Prosima
Enyo
Dakota
Gimle
Kurasawa
Blackmane
Rostov
Hell's Kitchen
Gateway
Venica
Ariel
Delius
Lord VI
Tyr
Nephele
Tarneyn
Locanda
Caliban
Torgo
Mase
Is
Orsini
Dleno
E,F,G
T'lan Meth
Gmar
Khriseek
Khaek.Pa
Goran Pak
Kilrah
T/Kpa
K'athak
M'shrak
M'hrss
T'rp Khar
Hhrasa
G'mrss
H'rakka
Pournelle
Aquila
Camelot
Celeste
Mastif
Weslyn
Perseus
Zeta Orionis
Alpha Centauri
Proxima Centauri
Rosa 51G
Leonis
Beta Tauri
Polaris
Luyten
Cygnus
Prasa
Kinov
Minak
Lenin
Ellis
Beta Canarius
Beacon
Canarus
Cellmechlus
Cardell
Morpheus
Spearjon
Vespus
Heaven's Gate
Azlus
Nivaya Kiev
Talamon
Chanel
Circe
Pembroke
Gwynedd
Rigel
Cabrea
Nhvan
Dyson 7
Draka
MM - 447
Xanadu
Tesla
Ghorah Khar
Enigma
Replectah
K'athrak Mang
Godderd
Deneb
Canewton
Pasqual
Orestes
Peleus
Ayers
Rosa 34F
Epsilon Prima
Granita
Barbargio X
Antares
Veronica
Firekka
Trafalgar
M'i-Tahn
Khar-Se
Corsair
Natanya
Asgard
Brin
Midgard
Jotunheim
Bifrost
Sllanos
Pasqual
Virgld
Valgard
Cephid 17
Charon
Kabra Meth
Ko-Dan Armada
Kamekh Corporate Sector
Border Worlds
Border Worlds
Border Worlds

Wing Commander 5
Mission Specification

Mission : Mission SC1

Description / Choreography

The beginning training mission will teach the player how to locate and identify a target on his radar, lock onto him and shoot him. It assumes the player has gone through Flight Basics.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 20000k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is to travel to **Nav Point 1** by using what he learned in Flight Training. This is more or less to make sure the player has been through Basics. If he doesn't get there in time, the instructor will not-so politely suggest that he go back to training.
4. The player will be taught how to locate a particular object (in this case it will be a stationary drone or other object) on the radar and target it.
5. The player will be told to squeeze the trigger. If the player uses missiles, the instructor will comment on his effective solution but suggest that in the future he pay attention rather than use initiative.
6. The player will be congratulated and invited to go to the next mission.

Nav Points

All Nav Points:
2 Confederation Wasps (player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will be speaking to people with a standard joystick and keyboard. The punctuation conventions will be the same as in the Flight Basics missions.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Welcome to your combat training, Lt. Dane. My name is Guru. My job is to make sure you do exactly what you are told without hesitation. Demonstrate that to me and you will pass these tests. Who knows? Maybe later on in your training I'll let you take some shots at me."
2. The instructor tells the player that he is to travel to **Nav Point 1** by using what he learned in Flight Training. This is more or less to make sure the player has been through Basics. If he doesn't get there in time, the instructor will not-so politely suggest that he go back to training.
3. The player will be taught how to locate a particular object (in this case it will be a stationary drone or other object) on the radar and target it.
4. The player will be told to squeeze the trigger. If the player uses missiles, the instructor will comment on his effective solution but suggest that in the future he pay attention rather than use initiative.
5. The player will be congratulated and invited to go to the next mission.

Special Art / Objects

There is a small drone, probably a probe of some sort, positioned at Nav 1.

Special Sound Effects

- None of note.

Additional Comments

The instructor for the combat series should be someone besides Squawker, someone who acts as if he's been handed a burden by taking on the task of training Dane.

Wing Commander 5
Mission Specification

Mission : Mission SC1

Description / Choreography

This mission will teach the player how to manipulate his weapons systems, allocate power on the fly using hotkeys, and how to react to damage. i.e. the instructor shoots him, tells him how to read the damage VDU, and how to set the system for repair.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The player learns about his weapons systems, a little about his power system, and how the targeting system enables him to change and lock targets with a minimum of effort.
4. The instructor then tells him to change to full guns and blow up the series of eight drones, the last four of which will be moving.
5. Then the instructor will tell the player that he will learn about the damage system, and shoots him a couple of times. "See how that works?"
6. The player is congratulated and invited to go to the next mission.

Nav Points

All Nav Points:
2 Confederation Wasps (player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The player learns about his weapons systems, a little about his power system, and how the targeting system enables him to change and lock targets with a minimum of effort.
4. The instructor then tells him to change to full guns and blow up the series of eight drones, the last four of which will be moving.
5. Then the instructor will tell the player that he will learn about the damage system, and shoots him a couple of times. "See how that works?"
6. The player is congratulated and invited to go to the next mission.

Special Art / Objects

The same small drone that was used in the previous mission, will be placed at Nav 1 to be shot.

Special Sound Effects

- None of note.

Additional Comments

The instructor for the combat series should be someone besides Squawker, someone who acts as if he's been handed a burden by taking on the task of training Dane.

Wing Commander 5
Mission Specification

Mission : Mission SC1

Description / Choreography

This mission will teach the player how to manipulate his weapons systems, allocate power on the fly using hotkeys, and how to react to damage. i.e. the instructor shoots him, tells him how to read the damage VDU, and how to set the system for repair.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The player learns about his weapons systems, a little about his power system, and how the targeting system enables him to change and lock targets with a minimum of effort.
4. The instructor then tells him to change to full guns and blow up the series of eight drones, the last four of which will be moving.
5. Then the instructor will tell the player that he will learn about the damage system, and shoots him a couple of times. "See how that works?"
6. The player is congratulated and invited to go to the next mission.

Nav Points

All Nav Points:
2 Confederation Wasps (player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The player learns about his weapons systems, a little about his power system, and how the targeting system enables him to change and lock targets with a minimum of effort.
4. The instructor then tells him to change to full guns and blow up the series of eight drones, the last four of which will be moving.
5. Then the instructor will tell the player that he will learn about the damage system, and shoots him a couple of times. "See how that works?"
6. The player is congratulated and invited to go to the next mission.

Special Art / Objects

The same small drone that was used in the previous mission, will be placed at Nav 1 to be shot.

Special Sound Effects

None of note.

Additional Comments

The instructor for the combat series should be someone besides Squawker, someone who acts as if he's been handed a burden by taking on the task of training Dane.

Wing Commander 5
Mission Specification

Mission : Mission SC1

Description / Choreography

The third mission will set the player against a Kilrathi light fighter. After he is dead, there will be two more, where the player will have to tell a wingman to go after one.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The player finds himself "looking down the barrel" of a Kilrathi Dralthi fighter. After the two are "introduced", Dane is told to prepare for action.
4. The player kills the Dralthi, and is told to attack Guru now.
5. If he dies first he is taunted, re-spawned and told to try again. If he dies three times it is recommended that he repeat the first few combat training missions.
6. If the player "kills" Guru, he is congratulated by a freshly re-spawned Guru, and told to go on to the test in the next mission. He can do it now or he can save the game and come back later.

Nav Points

All Nav Points:
2 Confederation Wasps (player and instructor)
1 Kilrathi Dralthi.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The player finds himself "looking down the barrel" of a Kilrathi Dralthi fighter. After the two are "introduced", Dane is told to prepare for action.
4. The player kills the Dralthi, and is told to attack Guru now.
5. If he dies first he is taunted, re-spawned and told to try again. If he dies three times it is recommended that he repeat the first few combat training missions.
6. If the player "kills" Guru, he is congratulated by a freshly re-spawned Guru, and told to go on to the test in the next mission. He can do it now or he can save the game and come back later.

Special Art / Objects

The same small drone that was used in the previous mission, will be placed at Nav 1 to be shot.

Special Sound Effects

None of note.

Additional Comments

The instructor for the combat series should be someone besides Squawker, someone who acts as if he's been handed a burden by taking on the task of training Dane.

Wing Commander 5
Mission Specification

Mission : Mission SG1

Description / Choreography

Gauntlet. Gauntlet Mode 1 will simply be endless waves of 4-6 Kilrathi fighters. When the first (light fighters) wave is dead, the second (medium fighters) wave starts. When the second wave is dead, the third (heavy fighters) wave starts, etc.

The player will be scored according to how long he survives. There will be power-ups at the end of each wave, which will appear behind the next wave of fighters. The power-ups will start out virtually meaningless, and grow more powerful as the mission goes on.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: The player has a choice of ship with default loadout.

The player will not have a wingman in this mission.

Mission Outline

1. The player starts in space at 0 throttle, at **Nav 1**.
2. He must fight 4 light Kilrathi fighters (Dralthi).
3. After the first wave is dead, he must fight 4 medium Kilrathi fighters (Pakhtan).
4. After the second wave is dead, he must fight 4 heavy Kilrathi fighters (Gratha).
5. The waves all repeat, with 5 ships to a wave, then 6.
6. The mission is over when the player is either dead or he has ejected.

Success / Failure notes

Success - When the player beats any of the top 3 previous records listed on the scoreboard (at first these are arbitrary), he is notified by Bitchin' Betty, and gets his callsign listed next to his score. There is no way to "finish" this mission. It simply goes on forever....

Failure - The player ejects or gets killed before beating any of the top three scores is considered a failure, and he gets a derogatory message upon dying or ejecting.

Communication Events

Bitchin' Betty will tell the player when he has beaten any of the top 3 scores: "You have beaten high score number three", etc.

Special Art / Objects

A few iconic power-ups, one for shields, one for armor, one for gun coolant, etc.

Special Sound Effects

A dinging bell sound to accompany Bitchin' Betty as she congratulates the player on his beating the highest score.

Additional Comments

The difficulty level of this mission will be set by the difficulty level the player is set on when flying regular missions.

As the game progresses, other high scores (which will be the player's score +15% or so) will appear after other callsigns (Hawk, Maniac, Maverick, etc.) This should motivate the player to keep going back and trying the gauntlet.

Wing Commander 5
Series Overview

Series: Simulator Training Missions

Series Objectives / Description

The objective of the simulator missions is to become intimately familiar with most flight, combat, and game elements seen in the regular missions throughout the "real" game, but with no enemy threat or plot-driven pressure.

The naming convention is as follows:

- The series will be referred to Series S, like any other series.
- All simulator missions will be called Mission S***X***#, where ***X*** is a letter describing the type of mission, and # is the ordinal mission number (1st, 2nd, 3rd, etc.).
- The different types of simulator missions are Basic **F**light, **C**ombat Maneuvers, **G**auntlet, **S**hip-specific Training, and **R**andom.
- The first mission of any type will be the very most basic, with the introduction of no more than four new elements to be built upon in future missions. They should take about 2-3 minutes to complete.
- The missions in between first and last will build upon skills gained in previous exercises. The time they take should vary, with none being more than 10 minutes.
- The last mission will be a test or evaluation of the player's skill in this area to this point. It should never be quite as difficult as the real missions in the game, and should take about 6-8 minutes. We will have a "grading" system to give the player feedback on how well he did (see mission descriptions for details).

All of the training commands will be delivered by a "trainer", who will provide voice-overs. The actual narration will vary depending on the peripherals the player has installed (joystick, keyboard, rudder pedals, etc.). See the mission-specific descriptions for details.

We will probably give the player a small trinket, such as a sub-campaign ribbon, for completing all of the simulator missions.

Mission SF1 Objective

This mission will teach the player basic maneuverability of a basic ship, most likely a Wasp. It will cover throttle control, turns, afterburners, and how to travel between Navigation waypoints within an action sphere.

Mission SF2 Objective

This mission will incorporate lessons from the previous mission and build upon them with the autopilot function, changing nav points in-flight, and all about the navigation system.

Wing Commander 5
Mission Specification

Mission : Mission SG2

Description / Choreography

King of the Hill. Gauntlet Mode 2 will tell the player to get within a certain area (a sphere, perhaps) and stay there defending himself for a particular amount of time. This mission will assume that the player has gone through both Flight Basics and Combat Maneuvers.

This mission is intended to test the player's endurance while being attacked from all sides without his usual range of motion (the engagement sphere is only about 1000k (or whatever fits during testing) in diameter).

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: The player has a choice of ship with default loadout.

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space at 0 throttle, facing **Nav 1** from about 3000k.
2. He must fight 2-3 light Kilrathi fighters (Dralthi) to get to **Nav 1**.
3. As the player approaches **Nav 1**, Bitchin' Betty will tell him that he has entered the engagement sphere. More Kilrathi fighters appear, endlessly and progressively more and more, until the three minutes runs out.
4. In one-minute or thirty-second intervals, the player is told how much longer he must remain in the sphere before he passes the test.
5. After the player is there for three minutes, he is told that the mission is successful. The screen fades, and he's back in the simulator.

Success / Failure notes

Success - The player is able to kill all enemies and stay within the engagement sphere for 3 minutes.

Failure - The player gets frustrated and ejects or killed before he has been able to remain in the engagement sphere for 3 minutes.

Communication Events

Bitchin' Betty will tell the player whenever he enters the engagement sphere, and whenever he leaves it. "You have entered the engagement sphere. You have three minutes remaining", and "Warning: you are leaving the engagement sphere".

Bitchin' Betty will also tell the player how long he has to go in the engagement sphere: "two minutes remaining", "one minute remaining", "thirty seconds remaining", "five", "four", "three", "two", "one", "Mission successful", etc.

Special Art / Objects

A wireframe sphere at **Nav 1** which is about 1000k in diameter.

Special Sound Effects

Some sort of whoosh sound will be played as the player enters the engagement sphere. Another sound (probably the same sound as above in reverse) will play as the player exits the engagement sphere.

Additional Comments

The difficulty level of this mission will be set by the difficulty level the player is set on when flying regular missions.

Wing Commander 5
Mission Specification

Mission : Mission SG3

Description / Choreography

Capture the Flag. Gauntlet Mode 3 will tell the player to capture the flag at **Nav 1** and bring it back to his carrier.

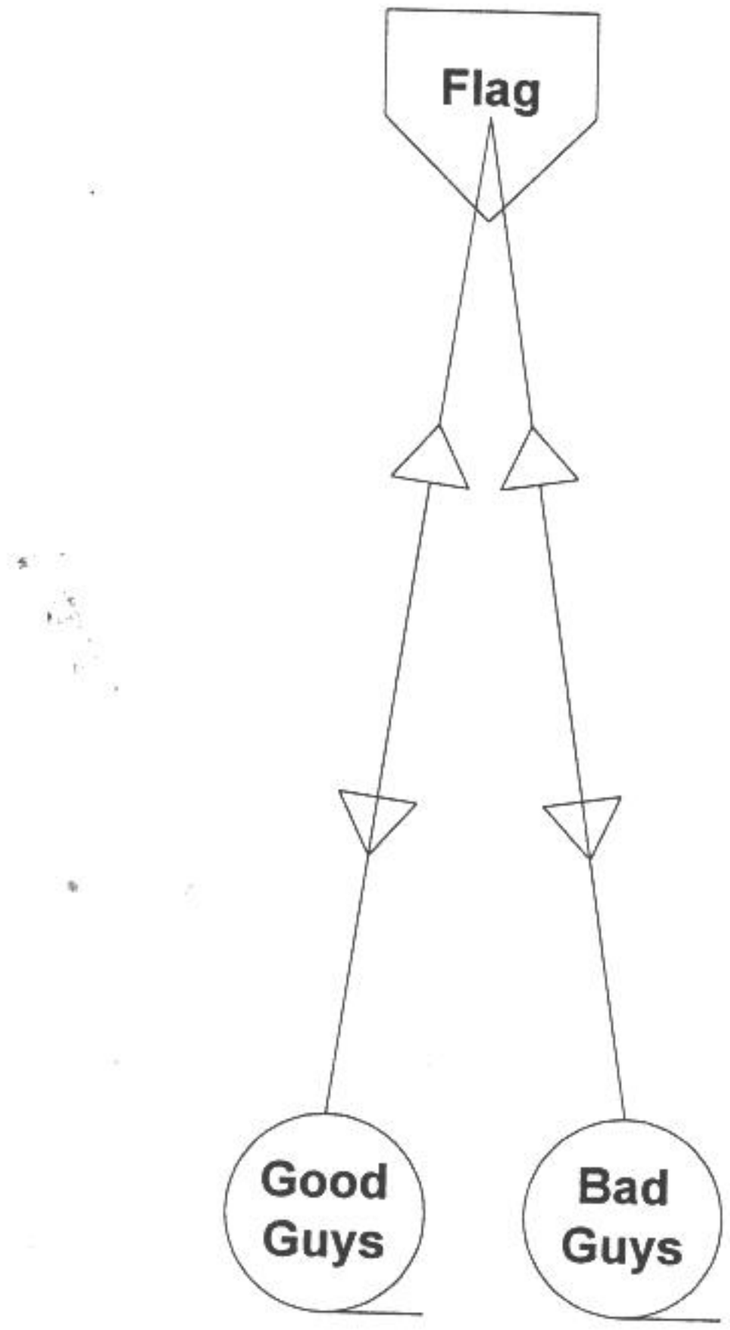
This mission is intended to test the player's ability to acquire and change targets quickly and efficiently, as well as to defend himself while attacking for position.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: The player has a choice of ship with default loadout.

The player will not have a wingman in this mission.

Mission Map



Mission Outline

1. The player starts in space inside a small green wireframe sphere at 0 throttle, facing **The Flag** from about 3000k while his opponent starts ~200 meters to his right in a red wireframe sphere. The goal is to beat the other guy to the flag, run over it, and return it to his sphere before the other guy does the same.
2. If the player gets shot 5 or 6 times by the enemy's leech cannon he loses the flag and is "disabled" for a few seconds while the other guy picks up the flag and brings it back to his sphere. If the player does the same to the enemy, or blows him up, the enemy drops the flag. The number of enemy ships that are after the flag at any one time will vary depending on game balance.
3. If the player's opponent has the flag, he will appear flashing on the player's radar, and the enemy himself will appear differently when targeted.
4. If the player brings it back successfully, another flag appears where it was originally and the whole process is repeated. The player has to get 5 such flags to his sphere before his opponent does. There will be a number on the screen telling the player how many flags he has recovered and how many his opponent has recovered.

Success / Failure notes

Success - The player is able to capture 5 flags and return them to his sphere.

Failure - The enemy recovers 5 flags before the player does.

Communication Events

Bitchin' Betty will tell the player whenever he has recovered all 5 flags: "Mission successful, five flags returned to base".

Special Art / Objects

A green wireframe sphere at the player's starting location, and a red wireframe sphere at the enemy's starting location, both about 50k in diameter.

Special Sound Effects

We'll need some sort of tractor beam sound whenever a flag is picked up, dropped off, returned to a friendly base, or returned to an enemy base.

Additional Comments

The difficulty level of this mission will be set by the difficulty level the player is set on when flying regular missions.

Wing Commander 5
Mission Specification

Mission : Mission SG4

Description / Choreography

Gauntlet. Gauntlet Mode 4 will simply be endless waves of 4-6 Alien fighters. It will only become available when the player has completed Series E. When the first (light fighters) wave is dead, the second (medium fighters) wave starts. When the second wave is dead, the third (heavy fighters) wave starts, etc.

The player will be scored according to how long he survives. There will be power-ups at the end of each wave, which will appear behind the next wave of fighters. The power-ups will start out virtually meaningless, and grow more powerful as the mission goes on.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: The player has a choice of ship with default loadout.

The player will not have a wingman in this mission.

Mission Outline

1. The player starts in space at 0 throttle, at **Nav 1**.
2. He must fight 4 light Alien fighters.
3. After the first wave is dead, he must fight 4 medium Alien fighters.
4. After the second wave is dead, he must fight 4 heavy Alien fighters.
5. The waves all repeat, with 5 ships to a wave, then 6.
6. The mission is over when the player is either dead or he has ejected.

Success / Failure notes

Success - When the player beats any of the top 3 previous records listed on the scoreboard (at first these are arbitrary), he is notified by Bitchin' Betty, and gets his callsign listed next to his score. There is no way to "finish" this mission. It simply goes on forever....

Failure - The player ejects or gets killed before beating any of the top three scores is considered a failure, and he gets a derogatory message upon dying or ejecting.

Communication Events

Bitchin' Betty will tell the player when he has beaten any of the top 3 scores: "You have beaten high score number three", etc.

Special Art / Objects

A few iconic power-ups, one for shields, one for armor, one for gun coolant, etc.

Special Sound Effects

A dinging bell sound to accompany Bitchin' Betty as she congratulates the player on his beating the highest score.

Additional Comments

The difficulty level of this mission will be set by the difficulty level the player is set on when flying regular missions.

As the game progresses, other high scores (which will be the player's score +15% or so) will appear after other callsigns (Hawk, Maniac, Maverick, etc.) This should motivate the player to keep going back and trying the gauntlet.

Wing Commander 5
Mission Specification

Mission : Mission SS1

Description / Choreography

This is the first of the Ship-Specific series of simulator missions. It will teach the player the unique features of the Tigershark. It will cover the Interceptor capabilities of the Tigershark, its primary uses, and its special features.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Tigershark

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 1000k.
2. The instructor introduces the player to the concepts of the mission, and to the Tigershark in general.
3. The instructor tells the player that he is to travel to through **Nav Points 1**, **2**, and **3** in sequence, and once again cut the throttle to 0.
4. From **Nav 3**, the player will see a red dot on his radar, and he will be told that that is a Kilrathi Drakhri (after Series E it will automatically be an alien Space Superiority Fighter), and to engage and destroy it. Then there will be two more, to give the player a feeling of how to handle two at once.
5. Upon completion, the player will be congratulated and invited to fly a real gauntlet mission, to become more familiar with the Tigershark (one button which launches him immediately to a gauntlet mission with a fully-loaded Tigershark), and to rack up some Sim-Points as well. Or he can be a wuss and exit the simulation.

Nav Points

All Nav Points:
2 Confederation Tigersharks (player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will, as usual, be speaking to people with a standard joystick and keyboard.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Hello, Dane. Squawker here. So you want to try out the Tigershark, eh? Well that's great. Personally I think you're better off flying a beer can around, and believe me I'd know the difference, but for some reason Confed won't let us retire these heaps."
2. "The Tigershark is intended to fill a variety of roles at various times, and is therefore specialized at nothing in particular. It is most frequently used for light strike and SEAD duties, but can be effective as a fighter (particularly with external airborne-early-warning guidance to compensate for its mediocre radar set). Its shields are of medium strength, with good (though not excellent) recharge characteristics. The Tigershark is a generally valuable supplement to the more specialized fighters in a CV's wing, capable of filling most "gaps" as needed. Now you will learn about its strengths and weakness in this role, and about its ability to maneuver around this godforsaken vacuum."
3. "All that having been said, now travel to **Nav points 1**, **2**, and **3** in sequence, using whatever throttle setting you like. Try to mix it up a little bit to see how the turning rates change with the addition of momentum."
4. "Okay, now you will see an enemy Drakhri on your radar. Engage and kill him. Notice the moderate shield strength and recharge rate, and the amount of time it takes to recharge lasers after a good volley. That is one of the reasons the Tigershark is hated so much. It's fast and maneuverable, but in a jam, most of the time you can't get off the winning shot when you want to. Okay, now let's see how you do against two more."
5. "Well, it looks to me like you are certifiable on this bucket o' bolts. I don't know if that's good or bad, though. Would you like to try a gauntlet with the Tigershark? It'll allow you to become more familiar with her capabilities and get your name on the scoreboard as well."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The Nav points the player will visit in this mission will be laid out using the x, y, and z axes, making sure that if they have both a joystick and rudder pedals, they will become familiar with the functional differences between them.

Wing Commander 5
Mission Specification

Mission : Mission SS2

Description / Choreography

This lesson will teach the player the unique features of the Wasp. It will cover the Interceptor capabilities of the Wasp, its primary uses, and its special features.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 1000k.
2. The instructor introduces the player to the concepts of the mission, and to the Wasp in general.
3. The instructor tells the player that he is to travel to through **Nav Points 1**, **2**, and **3** in sequence, and once again cut the throttle to 0.
4. From **Nav 3**, the player will see a red dot on his radar, and he will be told that that is a Kilrathi Drakhri (after Series E it will automatically be an alien Space Superiority Fighter), and to engage and destroy it. Then there will be two more, to give the player a feeling of how to handle two at once.
5. Upon completion, the player will be congratulated and invited to fly a real gauntlet mission, to become more familiar with the Wasp (one button which launches him immediately to a gauntlet mission with a fully-loaded Wasp), and to rack up some Sim-Points as well. Or he can be a wuss and exit the simulation.

Nav Points

All Nav Points:
2 Confederation Wasp (player and instructor)

Mission SF3 Objective

The third mission will teach the player all about the power allocation system, wingman communication, and any instruments in the cockpit not covered to this point.

Mission SF4 Objective

The final flight-training mission will evaluate the player's ability to maneuver the airplane about an obstacle course, grading him on how well he did it. He will also have an NPC wingman to order around, and he will be graded on how effective he is as a wingleader.

Mission SC1 Objective

The beginning training mission will teach the player how to locate and identify a target on his radar, lock onto him and shoot him.

Mission SC2 Objective

The second mission will teach the player how to manipulate his weapons systems, allocate power on the fly using hotkeys, and how to react to damage (i.e. the instructor shoots him and tells him how to read the damage VDU and how to set the system for repair)

Mission SC3 Objective

The third mission will set the player against a Kilrathi light fighter. After he is dead, there will be two more, where the player will have to tell a wingman to go after one.

Mission SC4 Objective

The final Combat mission will set the player in a mini-gauntlet mode against 8-10 fighters in waves.

Mission SG1 Objective

Gauntlet Mode 1 will pit the player against progressively difficult Kilrathi fighters, scoring him on how long he survives.

Mission SG2 Objective

King of the Hill. Gauntlet Mode 2 will tell the player to get within a certain area (a sphere, perhaps) and stay there defending himself for a particular amount of time.

Mission SG3 Objective

Capture the Flag. Gauntlet Mode 3 will have the player fly to a nav point near his starting point, tractor in a small "flag", and bring it back to his carrier without being blown away. The fighters should be harder than hell to kill, but it should be possible.

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, or gets killed against the enemy ships, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will, as usual, be speaking to people with a standard joystick and keyboard.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Hello, Dane. Squawker here. So you want to try out the Wasp, eh? Well that's great. Not a bad scramble fighter, but still not big enough for my tastes."
2. "The Wasp is a small point-defense fighter which serves as the inner tier of a carrier group's defense. Lacking the range and endurance for prolonged CAP-style patrols, it is usually launched only when enemy bombers have breached the outer BARCAP and are closing on the carrier itself (in a "scramble" situation). It is tailored to destroy enemy torpedo bombers, at which it is devastating, but it is also effective against most fighter-class targets. In addition to its traditional missile armament, it carries four "cluster-rocket" packs. These short-ranged weapons are very small missiles which ripple-fire in "swarms" of twelve or greater and are guided to their target by a laser designator in the Wasp's nose. They are a "one-shot, one-kill" weapon usually employed against torpedo bombers from a close tailing position, and almost always result in the enemy's instant destruction. This ship will make use of detachable booster rockets for this craft that will get it to its destination quicker without using afterburner supply and at a faster rate than afterburner velocity. Its thin shields recharge quickly."
3. "All that having been said, now travel to **Nav points 1**, **2**, and **3** in sequence, using whatever throttle setting you like. Try to mix it up a little bit to see how the turning rates change with the addition of momentum."
4. "Okay, now you will see an enemy Drakhri on your radar. Engage and kill him. Notice the lousy shield strength. But with that comes a quick recharge, and remember, this thing is fast and maneuverable. Okay, now let's see how you do against two more."
5. "Well, it looks to me like you are certifiable on this fairly reliable fighter. Would you like to try a gauntlet with the Wasp? It'll allow you to become more familiar with her capabilities and keep your name on the scoreboard as well."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The Nav points the player will visit in this mission will be laid out using the x, y, and z axes, making sure that if they have both a joystick and rudder pedals, they will become familiar with the functional differences between them.

Wing Commander 5
Mission Specification

Mission : Mission SS3

Description / Choreography

This lesson will teach the player the unique features of the Panther. It will cover the Panther's primary uses and special features.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Panther

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 1000k.
2. The instructor introduces the player to the concepts of the mission, and to the Panther in general.
3. The instructor tells the player that he is to travel to through **Nav Points 1**, **2**, and **3** in sequence, and once again cut the throttle to 0.
4. From **Nav 3**, the player will see a red dot on his radar, and he will be told that that is a Kilrathi Drakhri (after Series E it will automatically be an alien Space Superiority Fighter), and to engage and destroy it. Then there will be two more, to give the player a feeling of how to handle two at once.
5. Upon completion, the player will be congratulated and invited to fly a real gauntlet mission, to become more familiar with the Panther(one button which launches him immediately to a gauntlet mission with a fully-loaded Panther), and to rack up some Sim-Points as well. Or he can be a wuss and exit the simulation.

Nav Points

All Nav Points:
2 Confederation Panther(player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, or gets killed against the enemy ships, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will, as usual, be speaking to people with a standard joystick and keyboard.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Hello, Dane. Squawker here. So you want to try out the Panther, eh? Well that's great. She's a nice, big, medium fighter with both good defenses and ample offenses."
2. "Usually assigned to light escort carriers, the Panther is a smaller answer to the Vampire. Though it falls short of its bigger brother in terms of long-range combat capability, its superior acceleration and maneuverability make it preferred by some pilots, who consider it a superior dogfighter. Like the Vampire, it carries a high-rate-of-fire nose turret intended to down incoming missiles. It also carries a sophisticated targeting computer which can lock and engage up to two fighter-class targets at once. Its shields are lighter than the Vampire's, but exhibit the same excellent recharge characteristics."
3. "All that having been said, now travel to **Nav points 1**, **2**, and **3** in sequence, using whatever throttle setting you like. Try to mix it up a little bit to see how the turning rates change with the addition of momentum."
4. "Okay, now you will see an enemy Pakhtan on your radar. Engage and kill him. Notice the considerable shield strength. It's probably much better than what you're used to flying those damn Tigersharks. In addition to decent shields, notice the quick recharge, and remember, this thing is still fairly maneuverable. Okay, now let's see how you do against two more."
5. "Well, it looks to me like you are certifiable on this fighter. Would you like to try a gauntlet with the Panther? It'll allow you to become more familiar with her capabilities and keep your name on the scoreboard as well."

Special Art / Objects

None of note.

Wing Commander 5
Mission Specification

Mission : Mission SS4

Description / Choreography

This lesson will teach the player the unique features of the Shrike. It will cover the Shrike's primary uses and special features.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Shrike

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 1000k.
2. The instructor introduces the player to the concepts of the mission, and to the Shrike in general.
3. The instructor tells the player that he is to travel to through **Nav Points 1**, **2**, and **3** in sequence, and once again cut the throttle to 0.
4. From **Nav 3**, the player will see a red dot on his radar, and he will be told that that is a Kilrathi Drakhri (after Series E it will automatically be an alien Space Superiority Fighter), and to engage and destroy it. Then there will be two more, to give the player a feeling of how to handle two at once.
5. Upon completion, the player will be congratulated and invited to fly a real gauntlet mission, to become more familiar with the Shrike(one button which launches him immediately to a gauntlet mission with a fully-loaded Shrike), and to rack up some Sim-Points as well. Or he can be a wuss and exit the simulation.

Nav Points

All Nav Points:
2 Confederation Shrike(player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, or gets killed against the enemy ships, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will, as usual, be speaking to people with a standard joystick and keyboard.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Hello, Dane. Squawker here. So you want to try out the Shrike, eh? Well that's great. She's a nice bomber with good defenses and offenses."
2. "Usually stationed on escort carriers, the Shrike is a lightened answer to the much larger Devastator. While it is not as powerful an anti-shipping platform, it is noticeably faster and more maneuverable than the TB-80, and therefore somewhat less vulnerable in the event of a fighter encounter. It enjoys the same computer targeting system as the Devastator, but not its massive plasma cannon. Rather, the Shrike carries a more conventional four-place tachyon gun armament, which, while still slower-firing than similar guns on conventional fighters, is relatively effective against most lesser-defended heavy targets (like turret mines and com stations). This arrangement also has the benefit of being relatively effective against fighters (at least far more so than the Devastator's plasma cannon). Due to it s limited torpedo load, the Shrike is most effective against naval targets of light cruiser-size and downward, but in larger groups can be employed effectively against larger targets. The Shrike has top, bottom, and tail turrets, but lacks the Devastator's side mounts, depending instead on overlap from the top and bottom positions to cover its flanks. Its shields are somewhat thinner than the Devastator's, and exhibit average recharge performance."
3. "All that having been said, now travel to **Nav points 1**, **2**, and **3** in sequence, using whatever throttle setting you like. Try to mix it up a little bit to see how the turning rates change with the addition of momentum."
4. "Okay, now you will see an enemy Pakhtan on your radar. Engage and kill him. Notice the considerable shield strength. It's probably much better than what you're used to flying those damn Tigersharks. In addition to decent shields, notice the quick recharge, and remember, this thing is still fairly maneuverable. Okay, now let's see how you do against two more."
5. "Well, it looks to me like you are certifiable on this fighter. Would you like to try a gauntlet with the Shrike? It'll allow you to become more familiar with her capabilities and keep your name on the scoreboard as well."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The Nav points the player will visit in this mission will be laid out using the x, y, and z axes, making sure that if they have both a joystick and rudder pedals, they will become familiar with the functional differences between them.

Mission SG4 Objective

Gauntlet Mode 4 will not appear at first, but somewhere in the middle of the game, pitting the player against all known alien fighters to this point in the plot. The player will be scored on how long he survives.

Mission SS1 Objective

This mission will show the tactical advantages and disadvantages of the Tigershark.

Mission SS2 Objective

This mission will show the tactical advantages and disadvantages of the Wasp.

Mission SS3 Objective

This mission will show the tactical advantages and disadvantages of the Panther.

Mission SS4 Objective

This mission will show the tactical advantages and disadvantages of the Vampire.

Mission SS5 Objective

This mission will show the tactical advantages and disadvantages of the Shrike (including the ejection sub-light fighter).

Mission SS6 Objective

This mission will show the tactical advantages and disadvantages of the Devastator.

Mission SRX Objective

Random missions will be a small number of pre-designed missions with specific objectives. The player will be permitted to outfit his own ship and select an NPC wingman from a list. These missions will all be similar in objective to the missions the player has seen previously in either this game or in previous Wing Commanders.

Series Losing Path

There really isn't one in this series. That's why it's the simulator. It doesn't suck like real life.

What's New in this Series

Everything, if the player has never played a Wing Commander before.

What's Being Built on in this Series

Nearly everything the player sees in the normal game will be seen first in the simulator.

Wing Commander 5
Mission Specification

Mission : Mission SF1

Description / Choreography

This is the first of the Flight Basics series of simulator missions. It will teach the player the basic maneuverability of a basic ship, the Wasp. It will cover throttle control, turns, afterburners, and how to travel between Navigation waypoints within an action sphere.

Wingman / Ship Selection Notes

Squadron: Pacifiers
Fighter: Wasp

The player will not have a wingman in this mission. Rather, he will have an instructor barking orders to him constantly.

Mission Outline

1. The player starts in space, at 0 throttle, facing **Nav 1** from about 200k.
2. The instructor introduces the player to the concepts of the mission.
3. The instructor tells the player that he is to travel to **Nav Point 1** by pressing the [plus key] <throttle control forward>, and to set the throttle to 0 when he arrives at **Nav 1**.
4. The player will be told to turn the ship using the joystick/keyboard/mouse/rudder pedals to **Nav 2**, which will be represented by a crosshair on his radar.
5. The player will proceed to **Nav 2**, a little bit farther than **Nav 1** was from the starting position, and cut throttle to 0.
6. The instructor will then tell the player to go through **Nav Points 3**, **4**, and **5** in sequence, and once again cut the throttle to 0.
7. From **Nav Point 5**, the player will be told to go back to **Nav 1**, and since it is a little farther away from **Nav 5** than any of the rest, that he can use the afterburn by pressing [tab] <whatever button on throttle control> to give him a little "boost" of speed.
8. Upon completion, the player will be congratulated and invited to move on to the next mission (**SF2**) immediately, or to exit the simulator.

Nav Points

All Nav Points:
2 Confederation Wasps (player and instructor)

Success / Failure notes

Success - The player does everything right and isn't too far behind where he should be at certain time points.

Failure - The player can't seem to follow directions and the instructor gets frustrated. If he misses more than a very few nav points in a certain amount of time, he will be told to restart and listen more carefully. Perhaps he is invited to consult his "pilot training manual".

Communication Events

The entire course of instruction will take place in-flight.

Note: The default voice will be speaking to people with a standard joystick and keyboard.

- Comments in [ ] brackets are for joystick/keyboard users.
- Comments in < > brackets are suggestions for what to say to people with a joystick-rudder pedal-throttle control combination.
- We will be able to make combinations of any and all of these as needed.
- Mouse directions will be added later.

This list follows the above Mission Outline, and assumes that the player is doing as he is told:

1. "Welcome to your pilot training, Lt. Dane. My name is Squawker. My job is to make sure you do exactly what you are told without hesitation. Demonstrate that to me and you will pass these tests. Who knows? Maybe later on in your training I'll let you take some shots at me."
2. "In this mission you will learn how to fly. You will learn how to operate your throttle, [turn] <make coordinated turns>, afterburn, and Navigate between set waypoints which are close together."
3. "Now, on my mark, [press] <push> the [plus key] <throttle control forward> until your throttle reaches 280, which is 50% of your total thrusting power. Travel to Navigation Point 1. When you reach it, it will disappear and you will hear a light beep. At that point, [press] <push> the [minus key] <throttle control back> until your throttle reaches 0 and wait for further instructions. I'll be right behind you. Go"
4. "Now, take note of the small white cross that appears on your radar. That is your next waypoint. While you are motionless, become familiar with the turning capabilities of your Wasp by [moving the joystick right, left, up, and down] <moving the joystick and pressing the rudder pedals right and left>. Responsive, eh? Now turn your Wasp until the Navigation cross appears under the crosshairs of your cockpit. At that point it should be in the direct center of your radar."
5. "Good. Proceed to the next Navigation Point, **Nav 2**, using what you just learned about the throttle controls. Go to about 75% throttle (420), and cut it back to 0 when you arrive."
6. "You're beginning to make me think I'm, going too easy on you. Now you will proceed through the remaining points in the nav sequence. Point your Wasp towards **Nav 3** and increase your throttle to 100%. You're almost there. When you reach **Nav 3**, without slowing down, go to **Nav 4** and then **Nav 5**. When you reach **Nav 5**, cut throttle to 0, [this time do it instantly by pressing Backspace,] and I'll be back with you."

7. "Good job, Dane. Now, since **Nav 5** is so far from **Nav 1**, and I want you to go to **Nav 1**, I will teach you how to afterburn. First, point to Nav 1 and increase your throttle to 75% (420). Now, press [joystick button 2/tab key] <whatever button on the throttle control> to activate your afterburners. Fast, eh? There is only so much afterburn fuel each ship carries, and each ship is different, so don't waste it, and keep a constant watch on how much or how little you have left. Now let off on it. Notice how you are still at 75% throttle (420)? The afterburner is independent from the conventional nuclear engines, and will preserve whatever throttle setting you had prior to activating it. Now punch the afterburner until you reach **Nav 1**. When you reach Nav 1 cut your throttle to 0."
8. "Congratulations on a job well done, Dane. From now on the missions in the simulator will assume that you have learned elementary maneuverability and elementary navigation. You may continue on to the next lesson now or take a break. It's your choice"

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

The Nav points the player will visit in this mission will be laid out using the x, y, and z axes, making sure that if they have both a joystick and rudder pedals, they will become familiar with the functional differences between them.

We need to find a particularly interesting voice and pattern for the instructor. Meaner'n hell has been done already (MechWarrior 2), and dull but commanding has been done too (Longbow).

Wing Commander 5
Series Overview

Series : A

Series Objectives / Description

Since the end of the Border Wars, Confed military forces have assumed more of a policeman's role. The only enemy the Midway engages these days are the occasional Kilrathi Renegade faction that plans to restore the Kilrathi Empire to it's former glory. These annoyances are usually very short lived and easy to suppress(especially due to the current state of available Kilrathi Hardware), but Confed must train its pilots to deal with such situations, nonetheless. It's also an excellent way to clean the areas surrounding the former conflict of abandoned bases, installations, and hardware.

In this series, Blair takes his new rookie pilots and puts them through a Training Scenario, designed to prepare them for service aboard the Midway. The scenario is supposed to simulate eliminating a small band of Kilrathi that have occupied an abandoned base in order to gain supplies for their efforts.

This mission will be live-fire for Confed and simulated for the Kilrathi Drones.

Mission 1 Objective

Eliminate a Kilrathi Capship which is taking refuge in a nearby Asteroid Field. (Simulator Mission at start of game)

Mission 2 Objective

Repel incoming fighter attack on the Midway. (Scramble)

Mission 3 Objective

Patrol area around base, and mop up any fighters. (Patrol/Recon)

Mission 4 Objective

Escort Marine shuttles to occupied base, and protect them until base is secure. (Escort)

Series Losing Path

One can't lose this series unless we decide to make the situation "real". For now, failure on a mission results in a chew session by Blair.

What's New in this Series (Springboards)

Player gets to fly the new Tigershark and Wasp for the first time. Gets to check out new engine without taking a horrendous beating the first couple of times out. Sees the cool "Maniac gets his butt kicked by the mysterious probe" flic/scenario.

What's Being Built on in this Series

Basic Training - Scramble, Patrol/Recon, and Escort - can't get much more Wing Basic than that.

3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : A4

Description / Choreography

A-(4)-33. MISSION: THIRD TRAINING EXERCISE

Exact nature TBD. We end exercise with Dane ordered to return to the Midway.

A-34. EXT. SPACE - NEAR KILRATHI MINING FACILITY

But just as Dane heads back, he receives another comm from the Midway: An unidentified craft has entered orbit around the abandoned Kilrathi Mining Facility. We immediately realize this craft is identical to the alien probe we saw in the Prologue.

Dane and wingman (possibly Maestro) are told to stand off at a safe distance, observe the probe -- and await further orders.

Two INTERCEPTORS blaze out of the Midway to check out the new arrival. They are piloted by HAWK and Maniac; both members of Midway's elite PHOENIX SQUADRON.

As they make their recon pass, Maniac foolishly decides to move in closer -- and the alien probe latches onto his ship with a tractor beam. Then it extends a pseudopod which reconfigures itself into a cutting torch. As it tries to slice through his Interceptor's canopy, Maniac frantically fires missiles and hits the eject button at the same time.

As the Confed's top pain-in-the-butt soars past CAMERA via an escape pod, screaming all the way, both the Probe and his Interceptor vanish in a spectacular double explosion

Blair explains that it is now time to escort the Marines in for the final assault on the occupied base(Bluepoint Station from Wing IV). The player will escort 2 Marine Shuttle/Dropships to the station and provide cover until the base is secure.

Wingman / Ship Selection Notes

Squadron: Ridgeback
Fighter: Tigershark
Loadout: Standard Dogfight

Flight Leader - Player
Wingman - Nemesis
Wingman - Generic

Mission Map

Mission Outline

1. Launch/ Nav 0
2. Comm from Marine Shuttles prompting player to get in formation with them
3. Nav 1 - (4) Dralthi attack, 2 with priority on the shuttles
4. Nav 2 - (3) Vaktoth attack, 1 with priority on shuttles
5. Nav 3 - Occupied Bluepoint Station with 6 hovering defense satellites(gun-posts basically), all satellites take priority on shuttles
6. Comm from Marine Shuttles stating that they'll wait for Dane's command before they move in. Dane must take out all sats or at least one of the shuttles will get nailed.
7. Player gives command for Marines to move in and patrols area
8. Marines comm that all is secure
9. Comm from Midway recalls player
10. return to Nav 0
11. Comm from Midway
12. Comm from Midway to hold position
13. run Maniac/probe scenario

Notes

Nav Points

LAUNCH: Names and #'s of ships/objects in Action Sphere

NAV1: Names and #'s of ships/objects in Action Sphere

NAV2: Names and #'s of ships/objects in Action Sphere

NAV3: Names and #'s of ships/objects in Action Sphere

LANDING: Names and #'s of ships/objects in Action Sphere

Communication Events

Launch:

Nav1:

Nav2:

Nav3:

Landing:

Special Art / Objects

1. Bluepoint Station
2. Defense Satellites
3. Marine Shuttles
4. ...
5. ...

Special Sound Effects

1. ...
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : A1

Description / Choreography

SHORT DESCRIPTION

A-(1)-21. MISSION: INTRODUCTORY FLIGHT

Even if Dane succeeds in this initial training mission, the other cadets flying with him will fail -- causing an angry BLAIR to call a halt to the "battle."

As Dane's "universe" fades away, we realize this has been a training exercise and not real combat.

[Note: The player will not be able to go back and replay this mission. He must take the outcome no matter what. However, regardless of said outcome, he can still continue the game.]

Wingman / Ship Selection Notes

Squadron: Ridgeback
Fighter: Tigershark

Loadout: Standard Dogfight

A-Wing: Flight Leader - Player
Wingman - Maestro
Wingman - Nemesis

Mission Map

Mission Outline

1. Nav 1, no Launch mission already in progress - Asteroid Field (simulator)
   All fighters are advancing slowly at low KPS
2. Nemesis comms "There's our target, Lieutenant - on your command..."
3. A lone Kilrathi Corvette sits at the other end of the field, as the player moves toward it, it begins to retreat - slowly.

4. Player chooses between A - "After you Nemesis, ladies first…" or B - "Follow me, and I'll show you how it's done!"
5. As soon as any Confed fighter closes half of the distance to the target, the Corvette begins to come about into an offensive posture and at the same time 6 Strakhas suddenly de-cloak next to the Confed Fighters.
6. Player and friends must destroy all enemy ships for success. If all ships are killed, Autopilot-light comes on, player autos and the mission/sim ends.
7. If player is killed or ejects, mission/sim ends.

Special notes…

No matter what the outcome, Blair will dog the player for falling for one of the oldest Kilrathi ambush tactics in the book. "Never commit all of your resources until you know what you're really dealing with - especially in an asteroid field!" A fact that Nemesis apparently won't let the player forget as well…

Will have to play balance number of Strakha - this mission should be very difficult to win.

Nav Points

NAV1: Kilrathi Corvette(1) Kilrathi Strakha (6)

LANDING: No official landing on this one, simulator mission.

Communication Events

Launch:

Nav1:

Nav2:

Nav3:

Landing:

Special Art / Objects

1. Kilrathi Corvette
2. Kilrathi Strakha(cloaking)
3. Asteroid Field

Special Sound Effects

1. Really Cool sound as Strakha de-cloak

Additional Comments

Wing Commander 5
Mission Specification

Mission : A2

Description / Choreography

Blair reveals scenario for training missions involves the eradication of a small faction of "renegade Kilrathi" who have occupied a remote Mining/Resource Facility.

Blair also reveals Dane will be flying against real, albeit automated, Kilrathi ships.

A-25. INT. MIDWAY - FLIGHT DECK/EXT. SPACE

Launch sequence to ESTABLISH MIDWAY and SUPPORT SHIPS.

A-(2)-26. MISSION: FIRST TRAINING EXERCISE

Exact nature TBD; Dane goes up against aged and somewhat beaten up, automated Kilrathi DRAKHRI CLASS FIGHTERS.

Much Top Gun-like jeering and baiting over comm during this; further development of Maestro, Nemesis, and other cadets.

In this mission, we will begin the players basic ship manipulation skills. Blair will give background info, then hit the scramble alarm
to send the player on his way. The player should not have to do much more than manipulate thrust and his weapons to complete the scenario.

Wingman / Ship Selection Notes

Squadron: Ridgeback
Fighter: Wasp

Loadout: Standard Dogfight/Intercept
Scramble Mission

Flight Leader A - Player
Wingman - Maestro

Flight Leader B - Nemesis
Wingman - Generic 1

note - B wing will operate independently of A wing

Mission Map

Mission Outline

1. Launch(scramble)/Nav 1(only nav in mission)
2. Nav 1 - 1 wing of 4 Dralthi enter action sphere and attack Confed Fighters/Priority One - Midway/Secondary

Set Timer - 180 sec till second identical wave of Dralthi appears.sffs

3. Nav 1 - wave 2 enters sphere and attacks
   Set timer - 180 sec till third …
4. Nav 1 - wave 3 enters sphere and attacks
   Set timer - 180 sec till final wave appears
   Final wave attacks
5. After all enemy craft destroyed, Midway sends comm to recall fighters.
6. Player Lands

notes:

Time limits are by no means set in stone - will need to play balance.

Kilrathi AI should be mediocre at best. Only time they get really dangerous is if the player takes too long with his targets, then the next wave will arrive throwing off the one to one friendly/enemy ratio.

Kilrathi will need some way to register damage to Confed ships without actually damaging them. Power Drain till ship rendered useless? Blair will have to explain this as well.

Nemesis and wingman should be very effective during this affair. Player will be the one to screw things up by taking too long to kill targets. If any wave gets through before previous is destroyed, Nemesis will give player hell about pulling his own weight in the cockpit.

Blair will be quick to point out how many times the Midway would have been hit in a "real" conflict with enemy bombers no matter how well the mission is played.

Nav Points

LAUNCH: Names and #'s of ships/objects in Action Sphere

NAV1: Names and #'s of ships/objects in Action Sphere

NAV2: Names and #'s of ships/objects in Action Sphere

NAV3: Names and #'s of ships/objects in Action Sphere

LANDING: Names and #'s of ships/objects in Action Sphere

Communication Events

Launch: Midway/Blair "Remember to make those shots count, take each target out as quickly as possible!"

Nav1: Much macho/rivalry crap between two Confed fighter wings.

Landing: Blair (if any pilots rendered powerless during conflict) "Take a good look at your comrades out there. They would have earned a body-bag and a letter to mommy is this was a *real* situation."

Blair (if no Confed casualties occurred) "Let's not get a big ego over this one, rookies. I've got at least 20 confirmed hits on the Midway during this little affair. If those were real Paktahns toting torpedoes out there..., well you do the math!"

Special Art / Objects

1. Wasp for the first time.
2. Kilrathi Dralthi(obviously very used and worn)
3. ...
4. ...
5. ...
6. ...

Special Sound Effects

1. Kilrathi Ship fly-by sound
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : A3

Description / Choreography

Blair points out that if cadets had been up against real Kilrathi insurgents, and not automated ships, they would all be dead -- and the Midway would likely be done for.

He then gives them instructions for their next mission.

A-(3)-30. MISSION: SECOND TRAINING EXERCISE

Exact nature TBD.

In this mission, Player and Wingman will make a standard recon/patrol run and destroy all enemies encountered. This mission will focus on
the Kilrathi Vaktoth Fighter and basic Nav Map Manipulation skills. Blair can explain that this mission is designed to gain superiority
around the base, before the Marines arrive to finish the job.

Wingman / Ship Selection Notes

Squadron: Ridgeback
Fighter: Tigershark

Loadout: Standard Dogfight

Flight Leader A - Player
Wingman - Maestro
Wingman - Generic 1

Mission Map

Mission Outline

1. Launch/Nav 0
2. Blair comm "Proceed to Nav 1 and eliminate all hostile craft encountered. Watch each other's back, those heavy fighters pack quite a mean punch"
3. Nav 1 - all clear
4. Nav 2 - one wing(4) Vaktoth heavy fighters attack
5. Nav 3 - one wing(4) Dralthi
6. Nav 4 - one wing(4) Vaktoth attack followed by one wing(4)Dralthi

7. Return to Nav 0
8. Landing

Notes -

Again, the Kilrathi AI should be marginal at best, but the Vaktoths should take quite a beating before they go down.
Blair should actually give slight praise to player if he does well on this mission.

Blair should chew the hell out of player if he chokes and gets stranded.

How do we want to deal with a player getting shot up and thus getting stranded in space? Make them eject? Have a cut-scene showing a Confed ship tractoring them in?

Nav Points

LAUNCH: Names and #'s of ships/objects in Action Sphere

NAV1: Names and #'s of ships/objects in Action Sphere

NAV2: Names and #'s of ships/objects in Action Sphere

NAV3: Names and #'s of ships/objects in Action Sphere

LANDING: Names and #'s of ships/objects in Action Sphere

Communication Events

Launch:

Nav1:

Nav2:

Nav3:

Landing:

Special Art / Objects

1. Kilrathi Vaktoth Fighter
2. ...
3. ...
4. ...
5. ...

Special Sound Effects

1. ...
2. ...

Wing Commander 5
Series B Overview

Series Objectives / Description

After recieving a distress signal from a kilrathi fleet, the MIDWAY jumps to the H'rekka system and finds a Kilrathi fleet burning in space, destroyed by unknown forces....

As the MIDWAY investigates the destroyed fleet, with particular attention payed to what is determined to be the Kilrathi Command ship, they are attacked by unknown alien forces and suddenly all Hell begins to break loose....

Mission B1 Objective

System Patrol/Recon - The MIDWAY is responding to a distress call, scout your assigned Nav route and report back to the MIDWAY.

Mission B2 Objective

Escort/Defend - 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.

Mission B3 Objective

Scramble/Escort - 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.

Mission B4a/b Objective

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

Mission B5a/b Objective

Scramble - The MIDWAY is almost home at the jump ponit, 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.

Series Losing Path

This series cannot actually be "lost," unless the player dies ort get left behind in the last mission. How the player progresses through the series (whether he leaves through B5a or B5b) could possibly affect the set up mission in series C, depending on how series C is written.

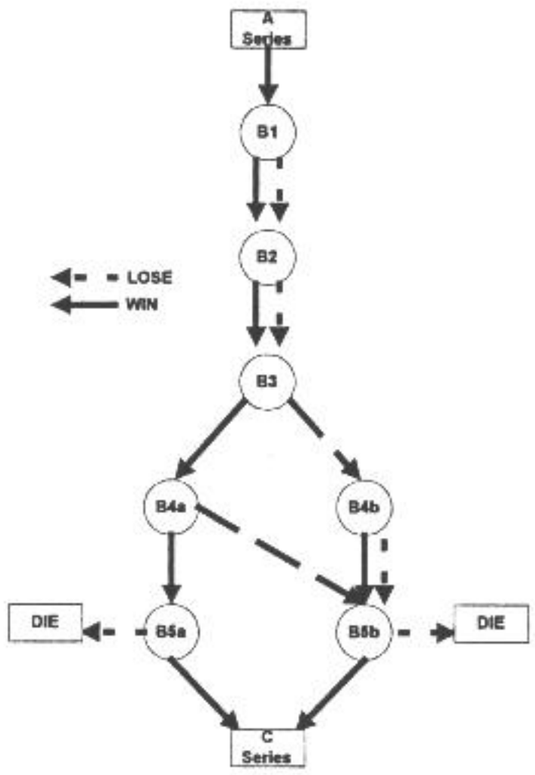
What's New in this Series (Springboards)

First encounter with Alien ships
First Medal(s) awarded
Discover that cloaking technology is useless

What's Being Built on in this Series

n/a

Mission Flowchart / Tree



Wing Commander 5
Mission Specification

Mission : *B3*

Description / Choreography

Scramble / Escort

Dane and the Ridgeback squadron are scrambled [reason for sending player as opposed to others?] to provide escort/cover for some fighters from Devil Squadron who are returning to the Midway after getting pretty banged up on their patrol.
In an attempt to avoid combat as much as possible, the return trip will detour through nav points that have had no previous alien presence....

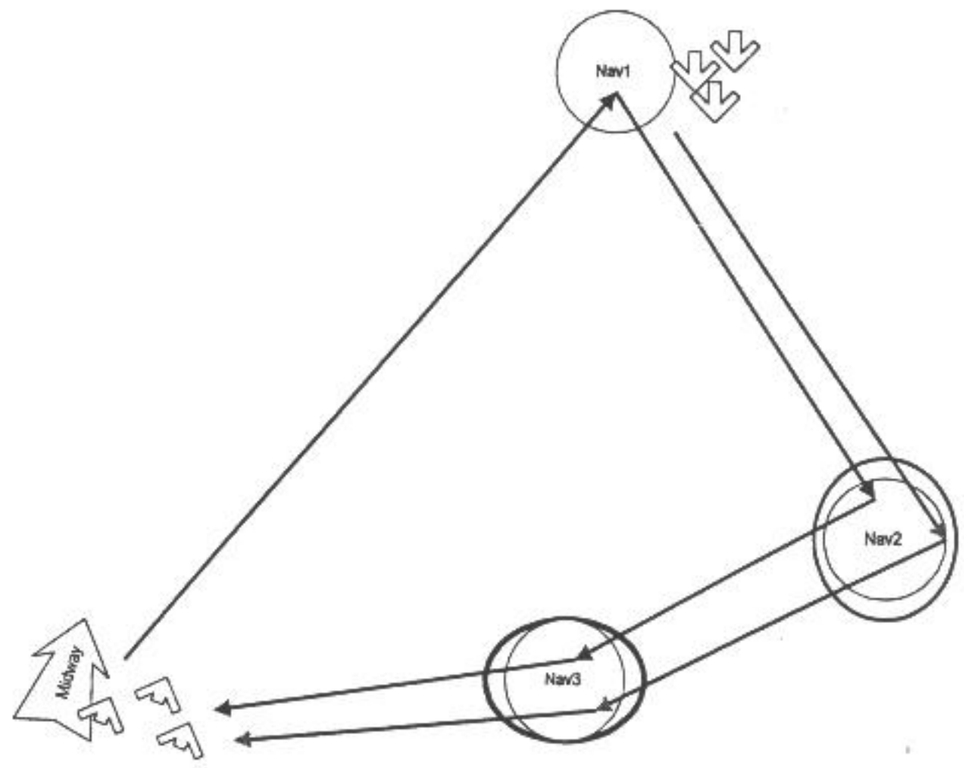
Mission Win / Lose Effects

Eject: lose mission, picked up by SAR goto B4b
Killed: funeral endgame..? very sad.. boo.. hoo..
Mission Won: goto B4a
Mission failed: goto B4b
Special Notes:

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG
Squadron: Ridgebacks
Fighter: Tigershark
Flight Leader: Player
Wingman: Nemesis
Wingman: Redshirt
Wingman: Redshirt
*Special Notes: If the player chose to modify his fighter after B2 he will be flying in a modified fighter.. no cloak.. increased gun and sheild power..

Mission Map



Mission Outline

1. Briefing, launch from Midway.. proceed to Nav1 wait for rendezvous with flight from Devil squadron (6 Panthers w/moderate to heavy damage flown by Redshirts and 1 Significant Character from Devil 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 Devil 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

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

Special Art / Objects

Alien fighters/weapons

battle damaged Panthers

Special Sound Effects

alien ships/weapons/engines

Additional Comments

If the player manages to get 3 or more of the Panthers back onboard the Midway, he should earn a medal .. Confed Flying Cross?... something similar to the German Iron Cross, a medal to indicate a job well done... but not necessarily "above and beyond the call of duty"...

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

Wing Commander 5
Mission Specification

Mission : *B4a/b*

Description / Choreography

Fighter Sweep

The CAPTAIN decides that the Midway should pull out of this system and attempt to gain a little breathing room..

The Ridgebacks and other squadrons are assigned to sweep ahead of the Midway and clear a path to the jump-point.
*During the breifing, a point is made that the cloaking devices on board all confed fighters apparently have no effect on the alien targeting systems, and that the repair crews have been instructed to yank the cloaks and route the additional power to shields and weapons systems.

Mission Win / Lose Effects

(B4a)
Eject: Picked up by SAR goto B5b, purple heart?, the: "you don't ditch your fightter" speech?
Killed: Funeral endgame?, very sad.. boo hoo..
Mission Won: goto B5a
Mission failed: goto B5b

(B4b)
Eject: Picked up by SAR goto B5b, purple heart?, the: "you don't ditch your fightter" speech?
Killed: Funeral endgame?, very sad.. boo hoo..
Mission Won: goto B5b
Mission failed: goto B5b

Wingman / Ship Selection Notes

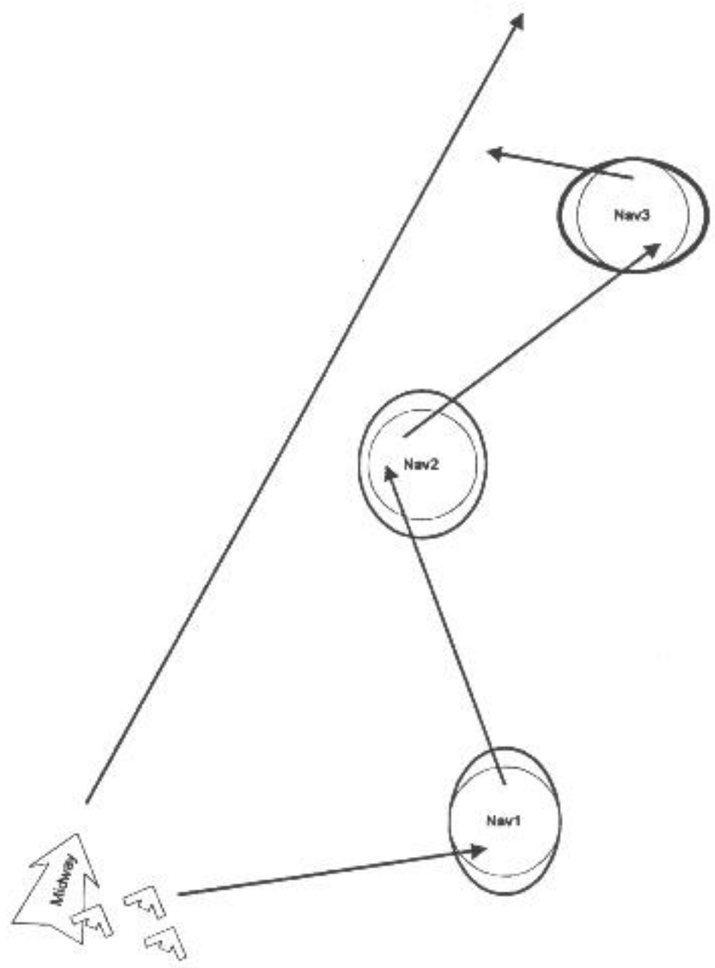
Flights/Ships Assigned by CAG
Squadron: Ridgebacks

(B4a)
Fighter: Tigershark
Flight Leader: Player
Wingman: Maestro
Wingman: Redshirt#63

(B4b)
Fighter: Tigershark
Flight Leader: Player
Wingman: Redshirt#63

Special Notes: from this point on all confed fighters will lose cloaking ability and will have increased sheilding and weapons power

Mission Map



Mission Outline

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

(B4a)

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 .

(B4b)

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: 3 Alien Multi-role Fighter
Nav2: 4 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 .

Communication Events

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

*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."

Wing Commander 5
Mission Specification

Mission : *B5a/b*

Description / Choreography

Scramble

B-44: Dane learns that more enemy fighters are pouring into area. Dane and his squadron scramble to protect Midway. A much tougher fight.

Maestro and Stiletto are assigned to lead similar flights…

B-46: These ships are much more powerful, however, and Dane is recalled to Midway -- "We're getting the hell outta here!"

B-47. EXT. SPACE - THE MIDWAY
As fighters flock back to the carrier, support ships provide covering fire. Midway withdraws as we...

Mission Win / Lose Effects

(B5a)

Eject: left behind to drift forever in space.. or Captured by aliens mm tasty hunams..
Killed: funeral flic very sad.. boo hoo…
Mission Won: goto series C mission c1?
Mission failed: 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..

(B5b)

Eject: left behind to drift forever in space.. or Captured by aliens mm tasty hunams..
Killed: funeral flic very sad.. boo hoo
Mission Won: goto series C mission c1?
Mission failed: 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: Ridgebacks

(B5a)

Flights/Ships Assigned by CAG
Squadron: Ridgebacks
Fighter:Wasp
Flight Leader: Player
Wingman: Redshirt#1138
Wingman: Redshirt#669

Wingman: Redshirt#237

Special notes:

(B5b)

Flights/Ships Assigned by CAG

Squadron: Ridgebacks

Fighter:Tigershark

Flight Leader: Player

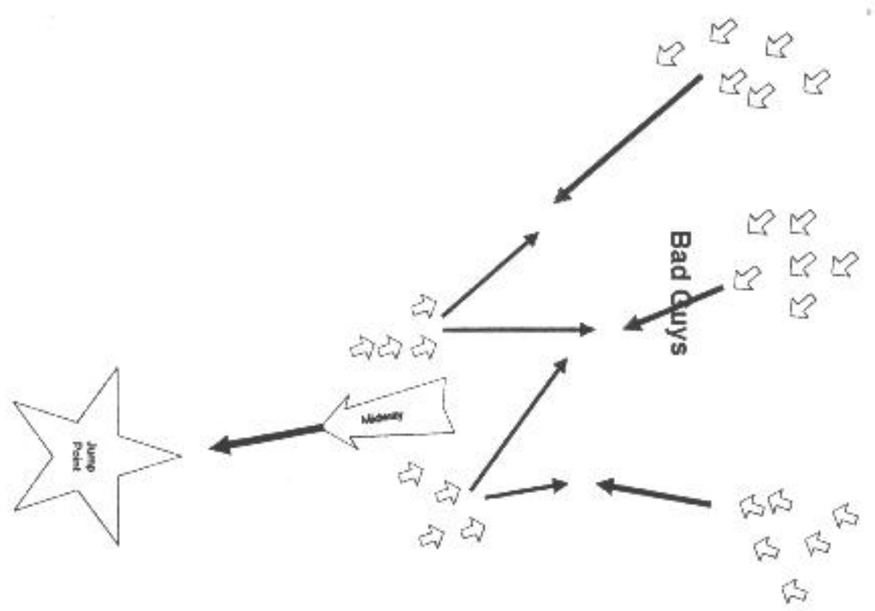
Wingman: Redshirt#1138

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

(B5a)

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

(B4b)

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

Communication Events

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 youre 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..

Wing Commander 5
Mission Specification

Mission : *B5a/b*

Description / Choreography

Scramble

B-44: Dane learns that more enemy fighters are pouring into area. Dane and his squadron scramble to protect Midway. A much tougher fight.

Maestro and Stiletto are assigned to lead similar flights…

B-46: These ships are much more powerful, however, and Dane is recalled to Midway -- "We're getting the hell outta here!"

B-47. EXT. SPACE - THE MIDWAY
As fighters flock back to the carrier, support ships provide covering fire. Midway withdraws as we...

Mission Win / Lose Effects

(B5a)

Eject: left behind to drift forever in space.. or Captured by aliens mm tasty hunams..
Killed: funeral flic very sad.. boo hoo…
Mission Won: goto series C mission c1?
Mission failed: 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..

(B5b)

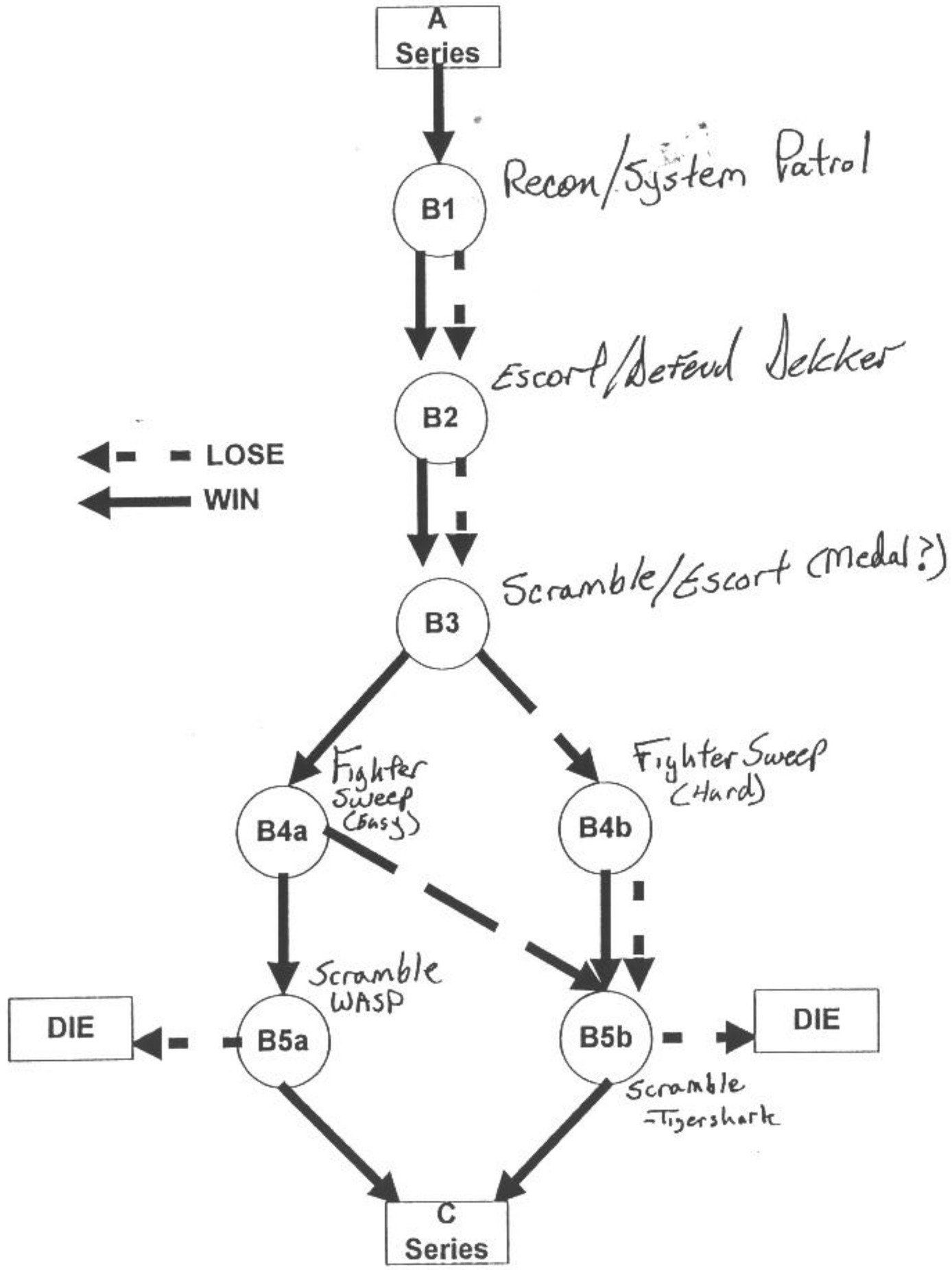
Eject: left behind to drift forever in space.. or Captured by aliens mm tasty hunams..
Killed: funeral flic very sad.. boo hoo
Mission Won: goto series C mission c1?
Mission failed: MIDWAY jumps out without player left behind to drift forever in space.. or blasted to tiny space bits by aliens or Captured by aliens mm tasty hunams..

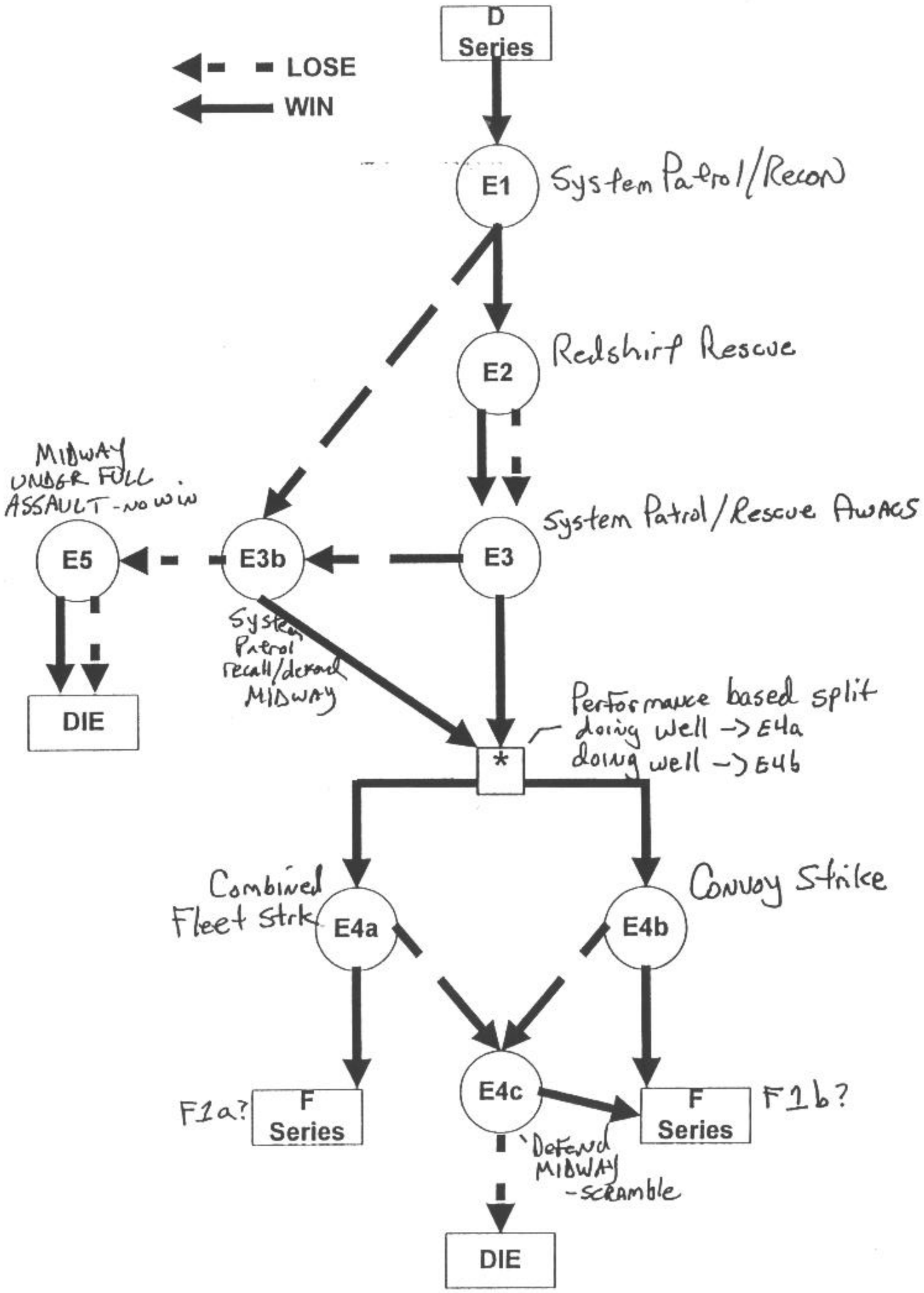
Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG
Squadron: Ridgebacks

(B5a)

Flights/Ships Assigned by CAG
Squadron: Ridgebacks
Fighter:Wasp
Flight Leader: Player
Wingman: Redshirt#1138
Wingman: Redshirt#669


A Series
B1
Recon/System Patrol
B2
Escort/Defend Belcher
B3
Scramble/Escort (Medal?)
LOSE
WIN
B4a
Fighter Sweep (Easy)
B4b
Fighter Sweep (Hard)
B5a
Scramble WASP
B5b
Scramble -Tigershark
DIE
DIE
C Series

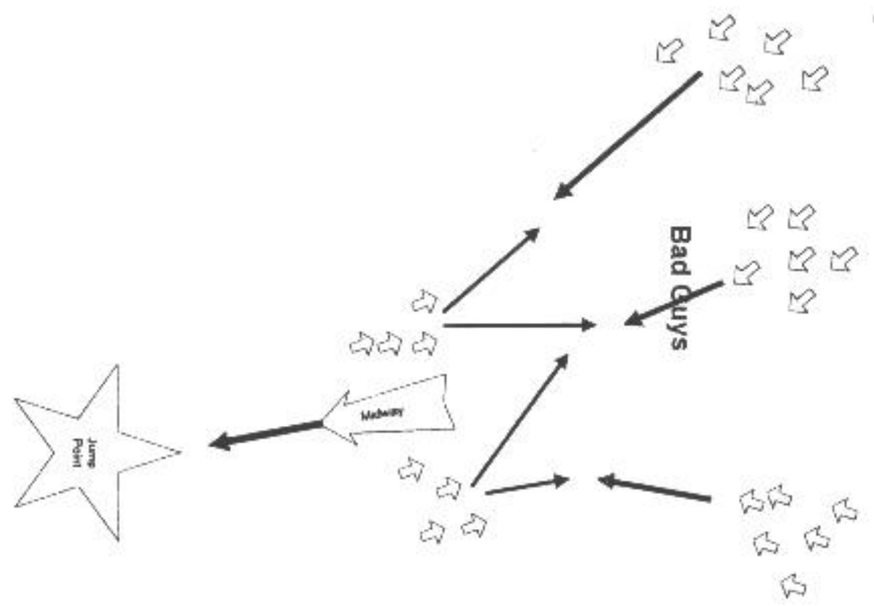

D Series
LOSE
WIN
E1
System Patrol/Recon
E2
Redshirt Rescue
E3
System Patrol/Rescue AWACS
E3b
System Patrol recall/defend MIDWAY
MIDWAY UNDER FULL ASSAULT - NO WIN
E5
DIE
*
Performance based split
doing well -> E4a
doing well -> E4b
Combined Fleet Strk
E4a
E4b
Convoy Strike
E4c
Defend MIDWAY - scramble
F1a?
F Series
F Series
F1b?
DIE

Wingman: Redshirt#237
Special notes:

(B5b)

Flights/Ships Assigned by CAG
Squadron: Ridgebacks
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

(B5a)

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

(B4b)

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

Communication Events

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 youre 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..

Wing Commander 5
Mission Specification

Mission : *B1*

Description / Choreography

Recon / Patrol

B-37
Dane engages in a great nautical tradition: SCUTTLEBUTT.

He learns that, amid much speculation about source of that mysterious probe, the Midway has received a distress comm from Kilrathi warships claiming to be under fire from an unknown force.

However, not all of Dane's shipmates buy this: Due to increasing Kilrathi Renegade actions, it is possible this distress comm is actually a ploy to lure the Midway into an ambush. Or the Kilrathi warships are being attacked by members of a radical cult committed to killing all Confed collaborators.

B-38
As Midway enters the system, fighters are launched to Recon the situation, and the sight they behold is unbelievable -- numerous Kilrathi warships adrift; most still blazing from their recent encounter with the Alien Ship Killer (although our heroes are as yet unaware of this vessel and its awesome weapon.)

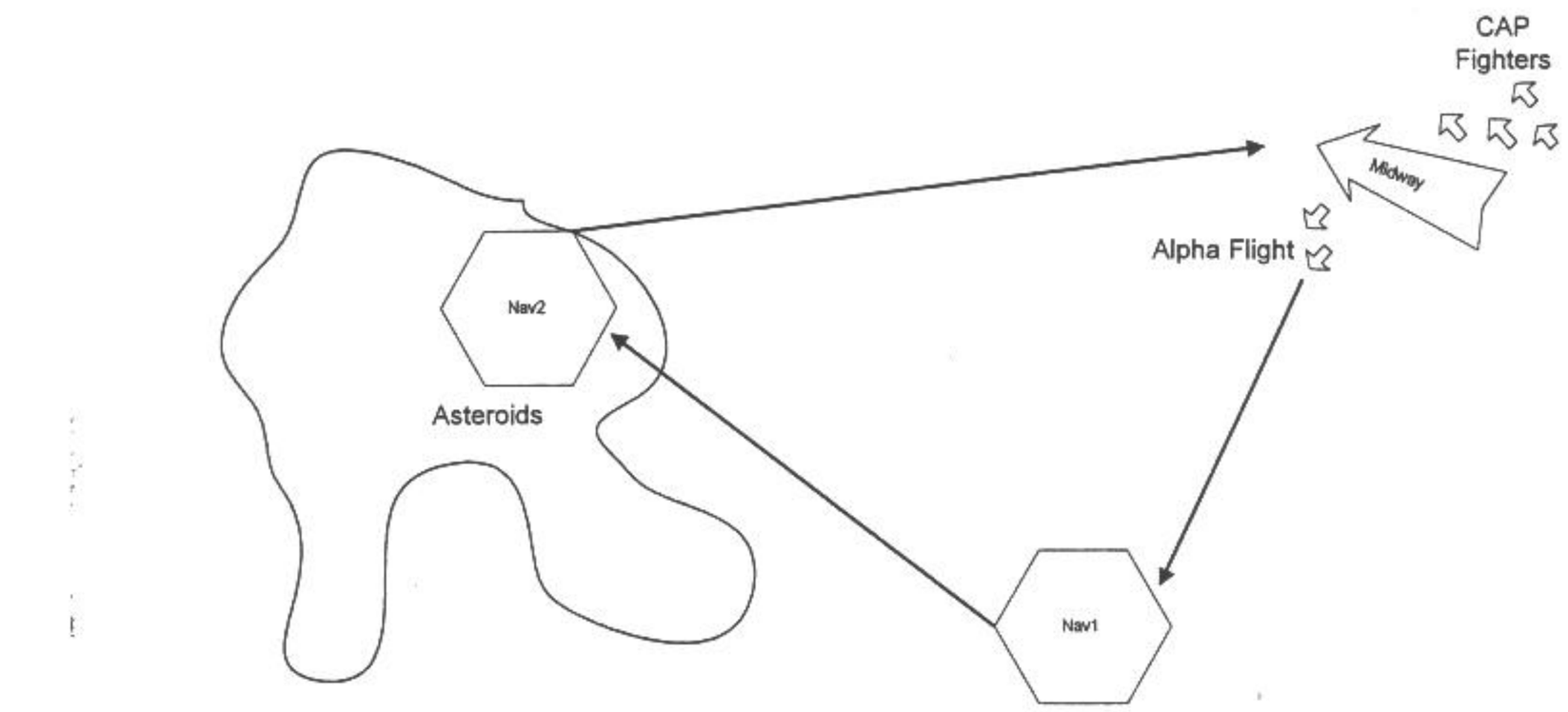
Mission Win / Lose Effects

Eject: picked up by SAR, the "you don't ditch your craft...." speech...
Killed: shouldn't happen.... Funeral endgame..
Mission Won: goto B2
Mission failed: goto B2
Special Notes:

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG
Squadron: Ridgebacks
Fighter: Tigershark
Flight Leader: Player
Wingman: Stiletto
Wingman: Maestro

Mission Map



Mission Outline

1. Briefing and Launch from Midway: Recon the Area (Several Squadrons Inv.)
2. Fly to Nav1: encounter debris from many Kilrathi fighters (some whole but damaged, some in pieces)
3. Comm chatter from Nemesis and Maestro.. "what the hell happened here?" etcetera..
4. Comm chatter from other patrols.. same thing.. lots of dead Kats..
5. Fly to Nav2: (Asteroid Field) encounter debris from many Kilrathi fighters (some whole but damaged, some in pieces) and the burning hulk of a Kilrathi Corvette
6. Comm chatter from Nemesis and Maestro.. "what the hell happened here?" etcetera..
7. Comm chatter from other patrols.. same thing.. lots of dead Kats..
8. Comm from Midway, RETURN TO BASE IMMEADIATELY
9. Return to Midway, Land, Debrief

Nav Points

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: Player flight, Kilrathi Debris (10 - 20 Dralthi, Darket and/or parts there-of), Dead Kilrathi pilots/crew (or parts there-of) to make nice gruesome floaty things in space

NAV2: Player flight, Asteroids, remains of 10 - 20 Kilrathi fighters Vakoth, Paktahn, Strakha, and the burning hulk of a Kilrathi Corvette, Dead Kilrathi pilots/crew (or parts there-of) to make nice gruesome floaty things in space

LANDING: Player flight, CAP fighters, Midway

Communication Events

Launch: Standard

Nav1: in flight comm chatter from other patrols, indicating similar situations.. lots of dead cats and debris

Nav2: in flight comm chatter from other patrols, indicating similar situations.. lots of dead cats and debris, comm from MIDWAY - RETURN TO BASE IMMEADIATELY

Landing: Standard

Special Art / Objects

1. Debris of various Kilrathi fighter types (Dralthi, Darket, Vakoth, Paktahn)
2. Kilrathi Corvette (damaged/destroyed)
3. Asteroids
4. Dead Kilrathi pilots/crew (or parts there-of) to make nice gruesome floaty things in space

Special Sound Effects

cloak/uncloak noises

Additional Comments

The player may cloak during the mission... if he/she so chooses...

In order to avoid the possibly processor hogging "Dead Kilrathi pilots/crew (or parts there-of) to make nice gruesome floaty things in space," insert a CG cut scene at Nav 1 or 2 showing basically the same thing.. something nice-n-gruesome.. maybe a Kitty corpse bouncing off the sheilds of PLAYERS fighter...SPLAT.. ewww...??

After mission completion and whatever debrief is warranted, run flic of Midway moving through Large (MAIN) debris field... towards Kilrathi Command Ship (Dreadnought?) fairly far away from the rest of the Kilrathi fleet/debris...
.. to help avoid space-flight missions that would detract from cinematics due to lack of ability to put LOTS of highly detailed ships/debris in the mission in an effective manner

Wing Commander 5
Mission Specification

Mission : *B2*

Description / Choreography

Escort Dekker

B-39
No communications can be established with warships, so the Captain orders a Space Marine commando team (lead by Colonel Dekker) to the wreckage of a nearby Kilrathi Cap Ship (Dreadnaught?) to investigate. The CAG assigns a section from DEVIL squadron to provide primary escort, with part of Ridgeback Squadron (Dane and wingmen) as backup.

While the MAIN squadrons from the MIDWAY Patrol/Scout the Main debris field, Dane and Co. are assigned to escort Col. Dekker and a team of Marines to the Kilrathi Cap-Ship.

During the mission breifing it is stated that all craft will approach the Kilrathi Cap ship while cloaked, the Marine shuttle will remain cloaked until it has docked with the Kilrathi ship..

B-40: Through live video link with Dekker, Dane sees carnage that has taken place aboard the vessel. Cats are twisted and torn to pieces; littering corridors. Marines are shaken.

B-41: Just as boarding party is ready to be evacuated, ALIEN FIGHTERS quickly move in and proceed to kick some Confed butt.

B-42: Battle: Dane and his squadron suffer significant losses -- but they fend off aliens.

CONDITIONAL: If Dane doesn't do well he can eject from fighter and be picked up by rescue shuttle; then is chewed out by Blair and/or Squadron Commander back on board Midway.

[NOTE: Mission specific comm chatter which Dane will see on VDU or hear as audio-only at top of missions will be scripted in separate appendices. Performance dependent debriefing lines will be scripted on a mission to mission basis and included in the body of the script.]

Mission Win / Lose Effects

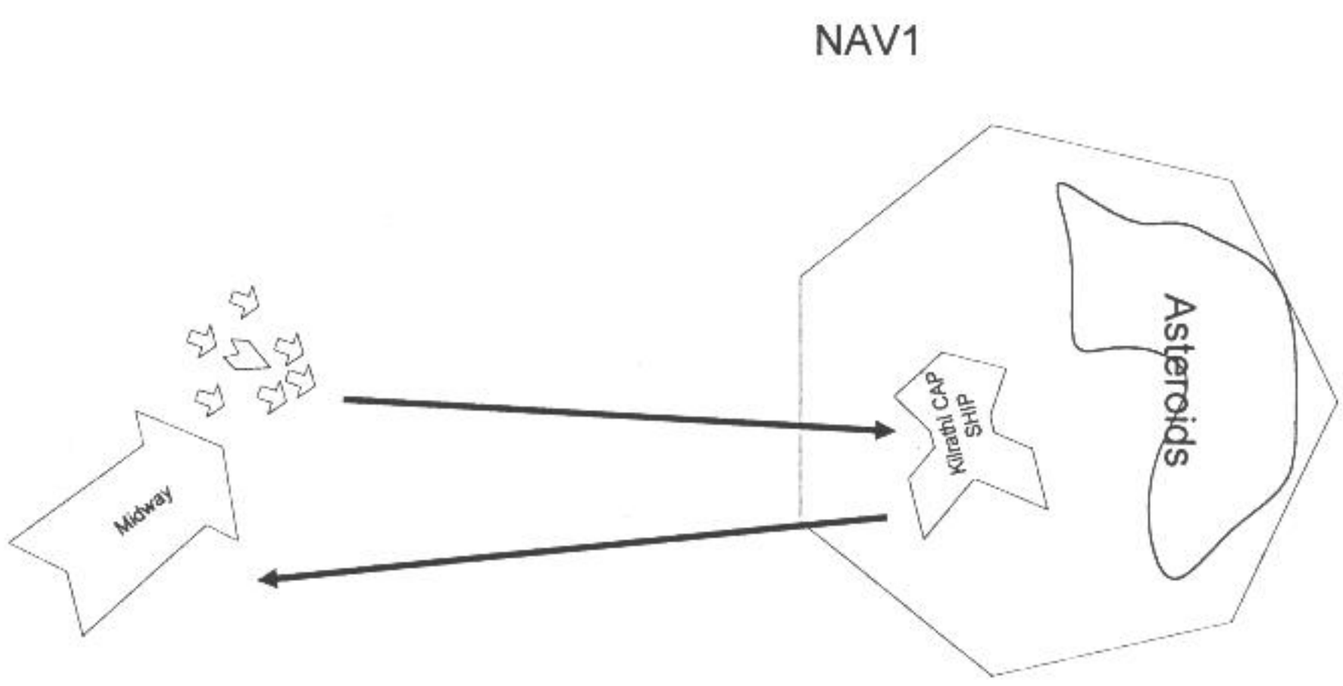
Eject: picked up by SAR, the "You don't ditch your craft..." speech..
Killed: Funeral endgame... very sad.. boo.. hoo...
Mission Won: goto B3
Mission failed: goto B3

Special Notes:

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG
Squadron: Devils
Fighter: Panther
Flight Leader: Redshirt?
Wingman: Redshirt?
Wingman: Redshirt?
Squadron: Ridgebacks
Fighter: Tigershark
Flight Leader: Player
Wingman: Stiletto
Wingman: Maestro
Squadron:Marines
Marine Shuttle : Dekker & Co

Mission Map



Mission Outline

1. B-39 : 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. B-40 : Comm-Video?/Full-screen-Video? of Marines on Capship
5. B-41 : 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

Nav Points

LAUNCH: Players Flight (3 Panther, 3 Tigersharks, 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 Dralthi, 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

Launch: Standard

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 Cap-Ship (Dreadnought? Badly damaged …..in pieces?) - occasional small explosions along hull?
Debris of various Kilrathi fighter types (Dralthi, Darket, 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

for B-40 .. in flight (comm screen) video, or full screen movie, or a mix of both? - Start with comm screen video then cut to full screen Dekker and Marines..?

At the end of the mission.. after returning to the MIDWAY.. possibly insert movie where (mechanic) comments to player about how he heard that the cloaking device seemed to have no effect against these new aliens.. (mechanic) asks player if he might like a little extra edge? ....if (mechanic) were to say.. yank the cloaking device and route the extra power to shields and weapons...

Also after end of mission.. player, Maestro and Stiletto receive the "Pilot Combat Ribbon" or "Flight Combat Ribbon" or whatever its called...medal for actual combat participation..

Wing Commander 5
Series Overview

Series : C

Series Objectives / Description

Being cutoff from supply lines, the Midway must face the alien convoy, or be forced to run further from confed space and reinforcements. If the player screws up and the Aliens get the upper hand early the battle at the end of the series will be tougher.

Mission C1 Objective

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

Mission C2a Objective

After being completely successful in the first mission. 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 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.

Mission C2b Objective

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 C2c Objective

Same as C2b, but the player must destroy two enemy destroyers at two different NAV points.

Mission C3a Objective

The player has taken out the destroyer(s) and must now escort two Shrikes in to destroy anti-ship defenses on the alien Cruiser and then protect Devastators from the Wolfpack squadron while Panthers from the Black widows defend the Midway.

Mission C3b Objective

After failing to take out the Destroyer(s) the Player must escort 2-4 Shrikes to take out the enemy CAP ships anti-ship defenses then defend Devastators while they destroy the cap-ships. If the Destroyers are not taken out in time they will have a chance to destroy the Midway.

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 Cruiser 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(?). Also

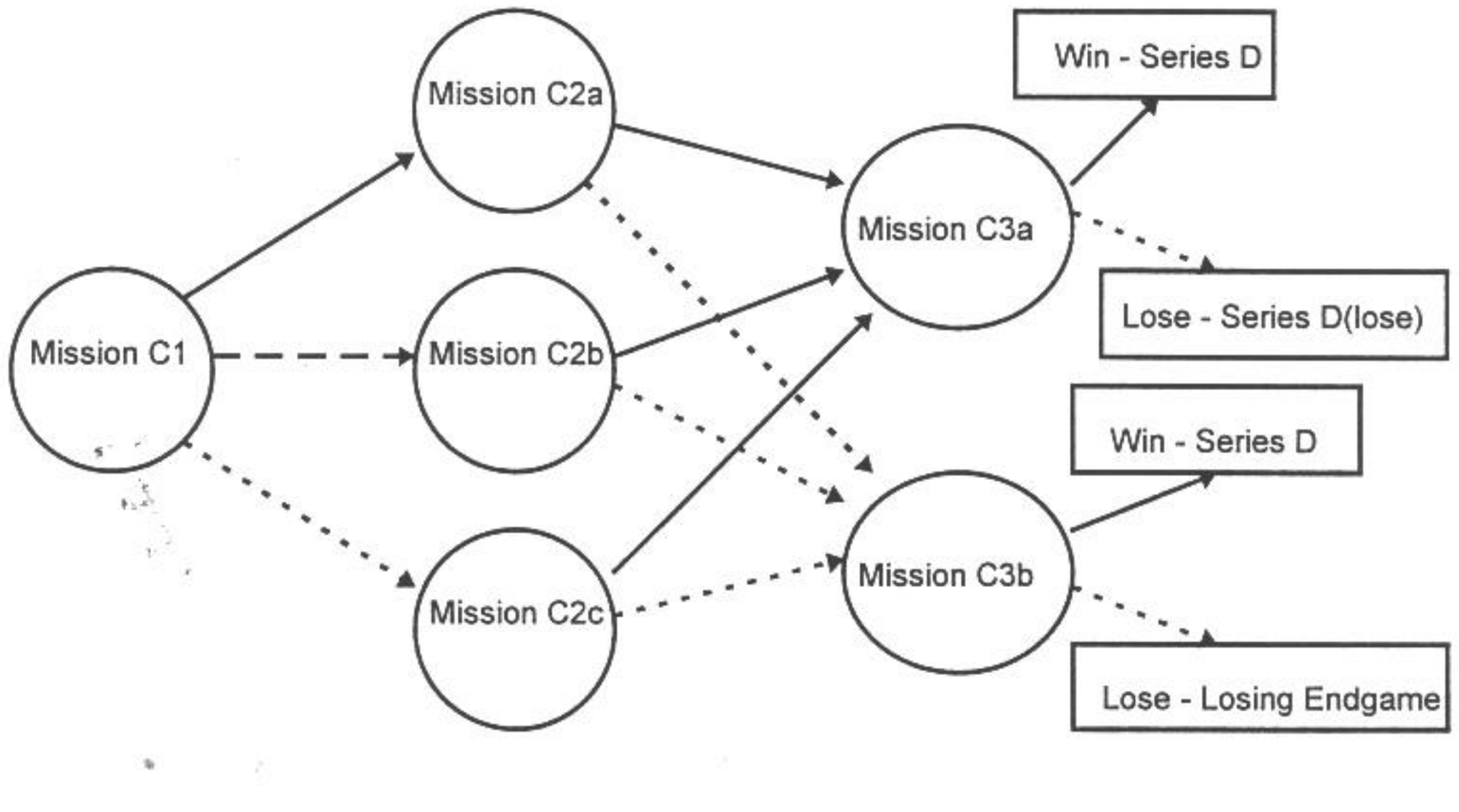
What's New in this Series (Springboards)

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 'wizard eye' probe will be encountered.

What's Being Built on in this Series

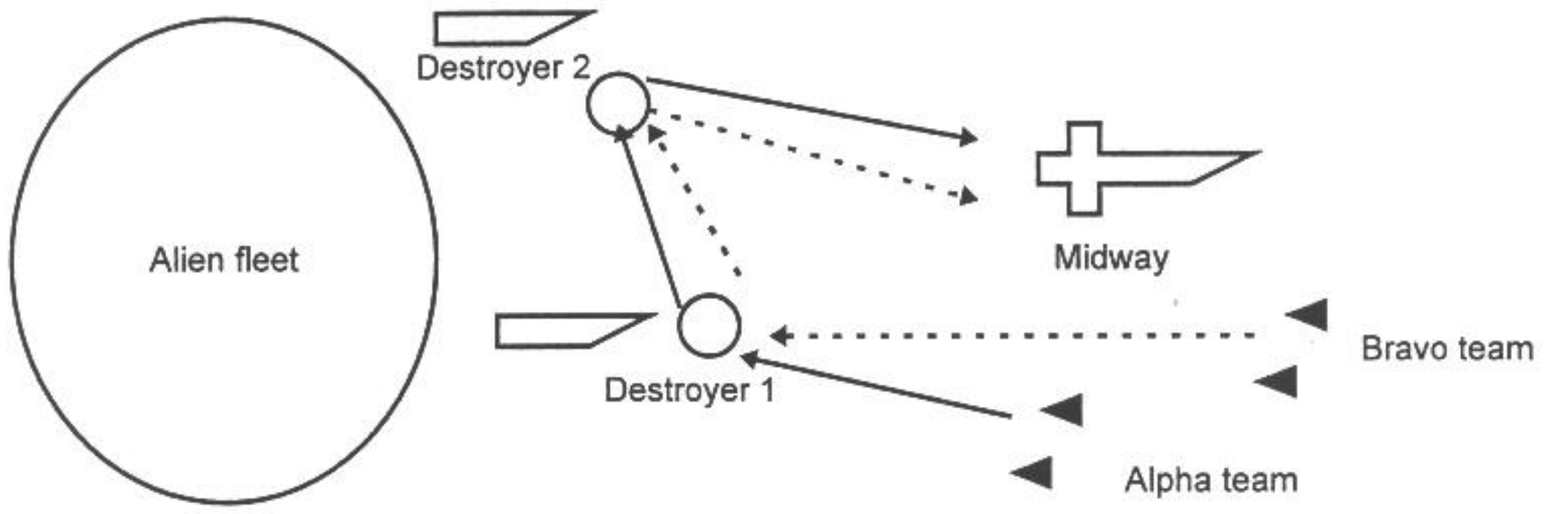
After retreating in series B the Midway is now cutoff. If the refueling ship is destroyed the player will not be able to use it until the reinforcements arrive in series G(?). Series D will be tougher if the player fails to destroy the Cruiser, and he will be sent to the losing series L after series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

Mission Flowchart / Tree



Squadron: Diamondbacks
Fighter: Tigershark
Wingman: Redshirt(the player should get the full blame if he screws this one up)

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 - 6-12x Alien medium fighter, Alien Destroyer

NAV 2 - 6-12x Alien medium fighter, Alien Destroyer

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

Special Art / Objects

Alien Destroyer
Shrike

Communication Events

Midway calling the retreat if player fails

Alien destroyer death

Special Sound Effects

Additional Comments

This mission should be slightly more difficult than C2a

Wing Commander 5
Mission Specification

Mission C2c

Description / Choreography

SHORT DESCRIPTION

Text from writers:

Nature of this mission will depend upon success of Dane and his wingmen in previous mission and how much damage carrier has taken:

> CONDITIONAL: If the Midway's engines are taken out, Dane will then have to defend carrier group against waves of fighter bombers.
>
> CONDITIONAL: If only the radar is taken out Dane will go on a search and destroy mission, probably only encountering enemy fighter scouts.
>
> CONDITIONAL: If Dane is totally successful and nothing is destroyed, his mission will be to escort his carrier group towards the enemy cruiser group, again defending the Midway against stiff resistance.

C-(2)-53. MISSION: SECOND BATTLE TO DEFEND MIDWAY

TBD by performance in previous mission.

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**.

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

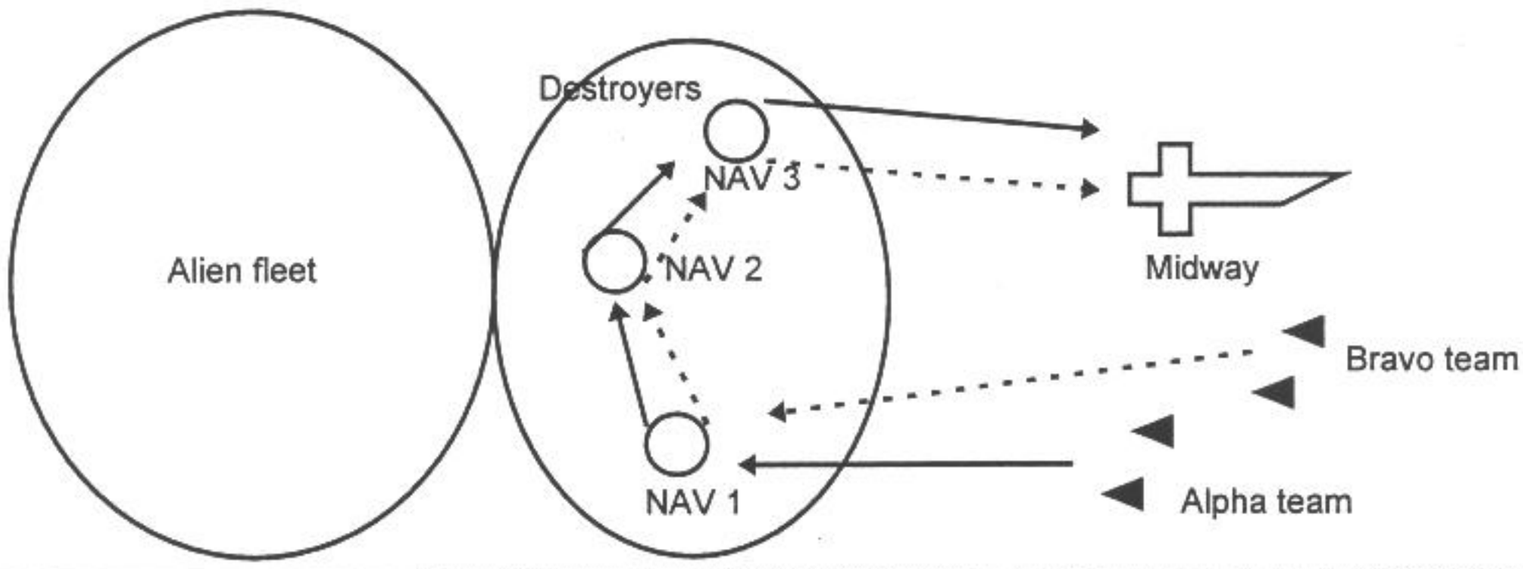
Alpha team

Squadron: Ridgebacks
Fighter: Tigershark
Wingman: Redshirt 1(player should get the full blame if he screws up)

Bravo team

Squadron: Devils
Fighter: Shrike
Wingman: Redshirts 2-3(player should get full blame)

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

Special Art / Objects

Alien Destroyer
Shrike

Communication Events

Midway calling the retreat if player fails
Bravo team inbound message
Alien destroyer death

Special Sound Effects

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**

Nav Points

NAV ROUTE: Area 1, Area 2, Area 3, Area 4, Area 1

Area 1	Midway [2x Tigershark, 4x Vampire, 2-4 Shrike, Midway]
Area 2	NAV 1 [6-12x Alien med. Fighter(Fleet defender), (66% chance)Alien Destroyer]
Area 3	NAV 2 [6-12x Alien med. Fighter(Fleet defender), (66% chance)Alien Destroyer]
Area 4	NAV 3 [6-12x Alien med. Fighter(Fleet defender), (66% chance)Alien Destroyer]

Wing Commander 5
Mission Specification

Mission C3a

Description / Choreography

SHORT DESCRIPTION

Text from writers:

C-54. INT. MIDWAY - BRIEFING ROOM

Again, Dane lands and is ordered to report to briefing. Blair informs him and rest of squadron that a big clash is brewing between the two cap-ship groups.

> CONDITIONAL: The enemy will be the aggressor if Dane has screwed the pooch in the previous mission.
>
> Or the Midway will be taking it to the aliens after gaining the upper hand; thanks to Dane's performance in prior missions.

C-(3)-55. MISSION: FINAL BATTLE TO DEFEND MIDWAY

TBD by Dane's performance in first two missions. A red shirt may be killed in another Wing; Dane learns of this through comm chatter.

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.

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. Go to **losing endgame** if the player fails to land, go to **Series D(lose)** if he lands in time.

Wingman / Ship Selection Notes

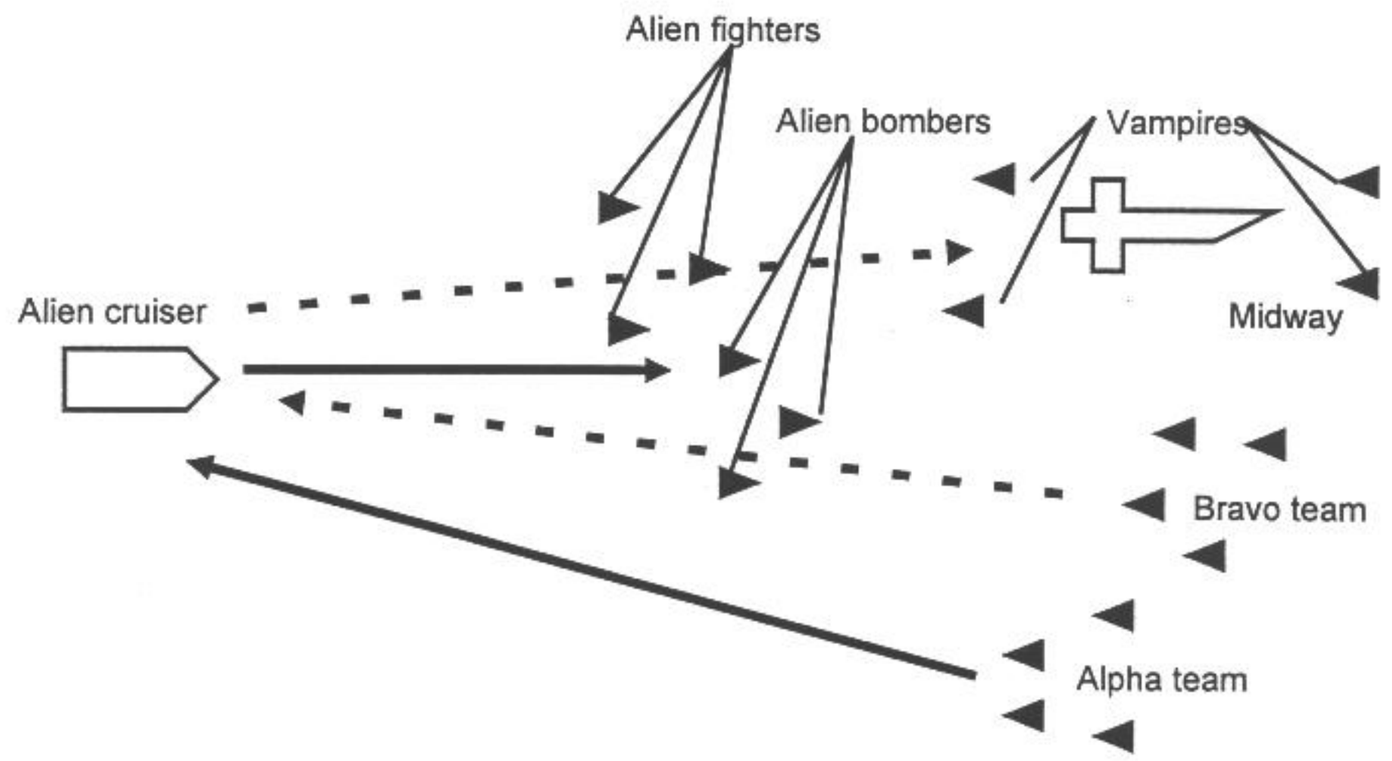
Alpha team

Squadron: Ridgebacks
Fighter: Tigershark
Wingmen: Alpha squadron wingmen will be known wingmen, Nemesis, Maestro, etc.

Bravo team

Squadron: Devils
Fighter: Shrike
Wingman: Redshirts 1-4

Mission Map



Mission Outline

1. Player and wingmen launch from the Midway and escort Bravo team to the alien cruiser
2. The player should have full control over when Bravo team should close and launch there torpedoes
3. The player will have a limited amount of time, depending on skill level, to destroy the alien cruiser before the Midway calls the retreat
4. 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
5. After aiding in the cruisers destruction, Alpha team will be told to help defend the Midway if necessary

Special Art / Objects

Alien destroyer
Alien cruiser
Alien bomber

Communication Events

Midway calling the retreat if player fails
Bravo team comms
Player comms calling in Bravo team
Alien destroyer comms
Alien cruiser comms

Special Sound Effects

Additional Comments

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

Nav Points

NAV ROUTE: Area 1.

Area 1	Midway [8x Vampire, 4x Wasp, Midway, Alien Cruiser, 8-12x Alien heavy fighter, 4-8x alien bomber]

Wing Commander 5
Mission Specification

Mission C3b

Description / Choreography

SHORT DESCRIPTION

Text from writers:

C-54. INT. MIDWAY - BRIEFING ROOM

Again, Dane lands and is ordered to report to briefing. Blair informs him and rest of squadron that a big clash is brewing between the two cap-ship groups.

> CONDITIONAL: The enemy will be the aggressor if Dane has screwed the pooch in the previous mission.
>
> Or the Midway will be taking it to the aliens after gaining the upper hand; thanks to Dane's performance in prior missions.

C-(3)-55. MISSION: FINAL BATTLE TO DEFEND MIDWAY

TBD by Dane's performance in first two missions. A red shirt may be killed in another Wing; Dane learns of this through comm chatter.

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 four Devastators as they attempt to destroy the incoming Cap-ships. The fleet defending Vampire's will deal with the fighters 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. Go to **losing endgame** if the player fails to land, go to **Series D(lose)** if he lands in time.

Wingman / Ship Selection Notes

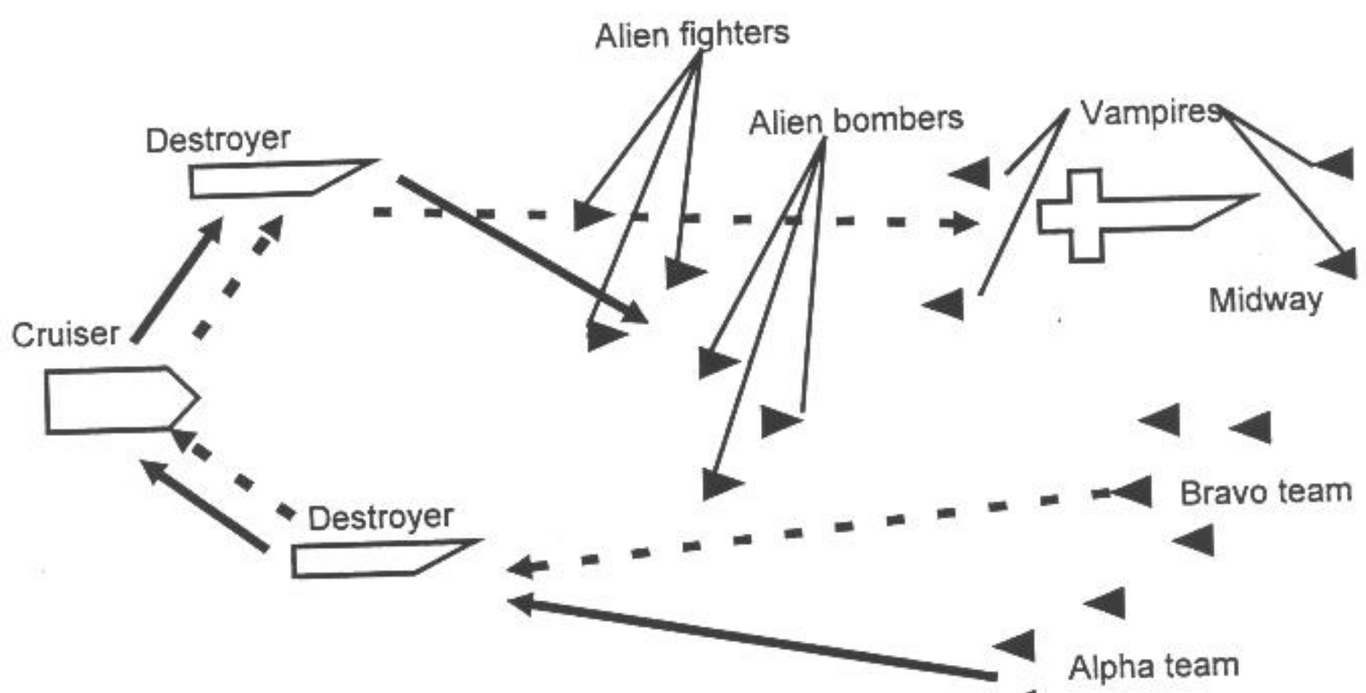
Alpha team

Squadron: Ridgebacks
Fighter: Tigershark
Wingmen: Alpha squadron wingmen will be known wingmen, Nemesis, Maestro, etc.

Bravo team

Squadron: Devils
Fighter: Shrike
Wingman: Redshirts 1-4

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 full control over which cap-ships to attack and when Bravo team should close and launch there torpedoes
3. The player will have a limited amount of time, depending on skill level, to destroy all of the alien cap-ships 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

Special Art / Objects

Alien destroyer
Alien cruiser
Alien bomber

Communication Events

Midway calling the retreat if player fails

Wing Commander 5
Mission Specification

Mission : C1

Description / Choreography

SHORT DESCRIPTION

Text from writers:

C-(1)-51. MISSION: FIRST BATTLE TO DEFEND MIDWAY

Each alien wing attacks a separate object on the Midway, one the engines, the other the radar dish, another the shield generator, etc.

Dane and wingman's goal is to prevent them from doing any damage.

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

Bravo team comms
Alien destroyer comms
Alien cruiser comms

Special Sound Effects

Additional Comments

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

Nav Points

NAV ROUTE: Area 1.

Area 1	Midway [8x Vampire, 4x Wasp, Midway, Alien Destroyer, Alien Cruiser, 8-12x Alien heavy fighter, 4-8x alien bomber]

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

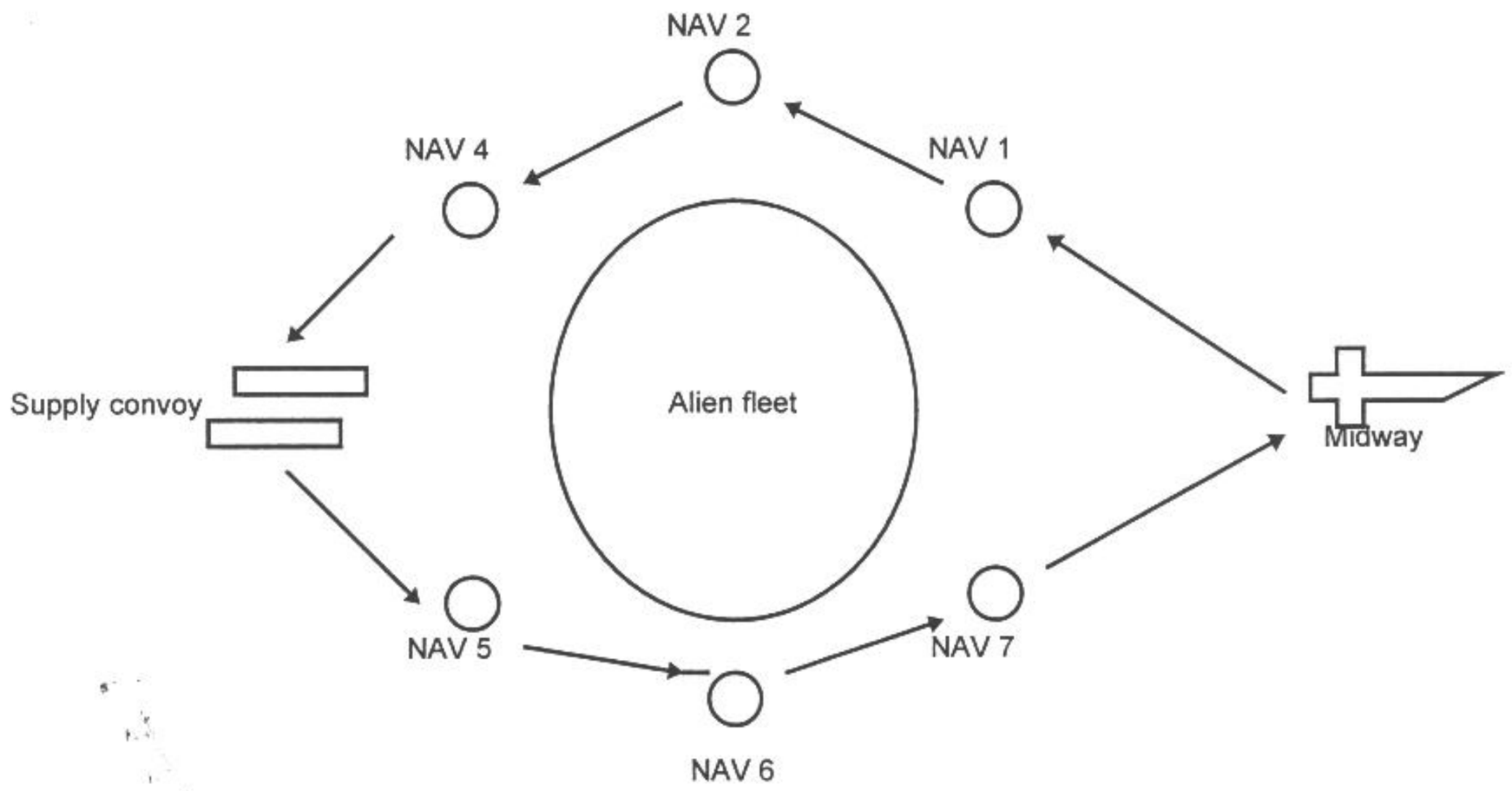
If the player and his wingmen are completely successful in defending the carrier from attack the next mission will be, **C2a**. If the bridge and/or communications are taken out, **C2b**. If the engines are destroyed, **C2c**. There should also be repercussions to not keeping the refueling ship alive,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

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. **Primary mission.**
4. After defeating the enemy the player will be told by the refueling ship that he can dock and rearm/refuel.
5. Upon returning to the Midway the player is instructed by the comm officer to defend various vital areas of the carrier. **Secondary mission.**

6. 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. **Secret mission.**

Special notes...

Nav Points

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

Note - There should be a random chance (10%-20%) of there being no enemy at each 'NAV' point (1-3 and 5-7).

NAV1: 2-8 alien fighters (heavy-light)

NAV2: 2-8 alien fighters (heavy-light)

NAV3: 2-8 alien fighters (heavy-light)

CONVOY: 2-3 Confed transports, Confed refueling ship, 4-6 alien heavy fighters

NAV5: 2-8 alien fighters (heavy-light)

NAV6: 2-8 alien fighters (heavy-light)

NAV7: 2-8 alien fighters (heavy-light)

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

Communication Events

Launch: Normal take off comms

Nav1-3: Normal alien enemy comms

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

Nav5-7: Normal alien enemy comms

Landing: Midway help comms for each separate object,

Special Art / Objects

1. Confed refueling ship
2. Confed transport
3. Alien 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.

Wing Commander 5
Mission Specification

Mission C2a

Description / Choreography

SHORT DESCRIPTION

Text from writers:

Nature of this mission will depend upon success of Dane and his wingmen in previous mission and how much damage carrier has taken:

> CONDITIONAL: If the Midway's engines are taken out, Dane will then have to defend carrier group against waves of fighter bombers.
>
> CONDITIONAL: If only the radar is taken out Dane will go on a search and destroy mission, probably only encountering enemy fighter scouts.
>
> CONDITIONAL: If Dane is totally successful and nothing is destroyed, his mission will be to escort his carrier group towards the enemy cruiser group, again defending the Midway against stiff resistance.

C-(2)-53. MISSION: SECOND BATTLE TO DEFEND MIDWAY

TBD by performance in previous mission.

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 1-2, depending on players skill setting, 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, two 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.

Success / Failure notes

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

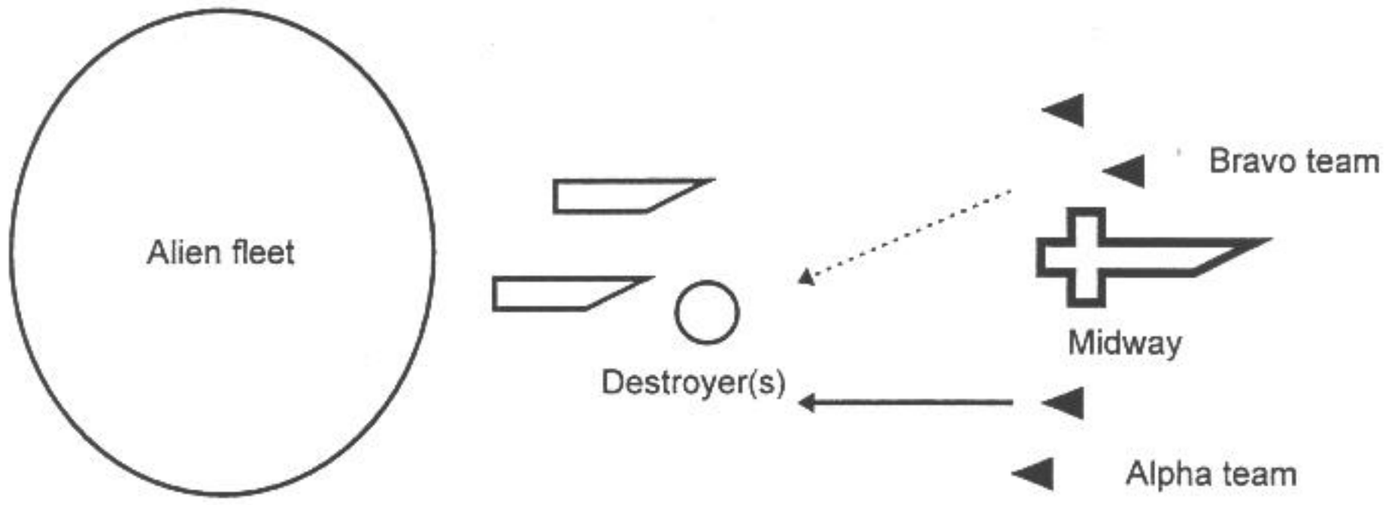
Failure occurs if the player takes too much time to take out the fighter cover and is told to return to base or ejects.**C3b**

Wingman / Ship Selection Notes

Squadron: Diamondbacks
Fighter: Tigershark
Wingmen: Redshirt 1

Loadout/Flight Assignments

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), 2-4 Shrike, 4x Panther(CAP), Midway]

  NAV 1 - 6-12x Alien medium fighter, 1-2x Alien Destroyer

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

Special Art / Objects

Alien Destroyer
Shrike

Communication Events

Midway calling the retreat if player fails
Alien destroyer death

Special Sound Effects

Additional Comments

Wing Commander 5
Mission Specification

Mission C2b

Description / Choreography

SHORT DESCRIPTION

Text from writers:

Nature of this mission will depend upon success of Dane and his wingmen in previous mission and how much damage carrier has taken:

> CONDITIONAL: If the Midway's engines are taken out, Dane will then have to defend carrier group against waves of fighter bombers.
>
> CONDITIONAL: If only the radar is taken out Dane will go on a search and destroy mission, probably only encountering enemy fighter scouts.
>
> CONDITIONAL: If Dane is totally successful and nothing is destroyed, his mission will be to escort his carrier group towards the enemy cruiser group, again defending the Midway against stiff resistance.

C-(2)-53. MISSION: SECOND BATTLE TO DEFEND MIDWAY

TBD by performance in previous mission.

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.**

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

Wing Commander 5
Series Overview

Series : D

Series Objectives / Description

Depending on the players success in the last series he will be sent either to:

A - After defeating the alien Cruiser group in the last series the Midway must now fight it's way to an off-line communications relay station. The player and Blair escort a marine shuttle to the relay station. The Midway is attacked during the first mission and must retreat away from the relay station. After defeating the enemy around the station the marine shuttle lands and tells the player and Blair to land and check out the carnage. Blair gets abducted, and the station is attacked again. The player will have to defend the station against more alien fighters(without refueling, rearming, or repairing his ship depending on the players skill settings or play-balance). After landing the station is once again attacked and the player must scramble. This time they are attacked by heavy fighters and bombers. The situation seems hopeless as the aliens start there attack, but just as the first waves near the station the player is comm'd by the Midway telling him there on the way and are launching Vampires to support the defense of the station. The player must now only survive and keep the aliens busy until the reinforcements arrive.

or

B - The Midway retreats after failing to destroy the alien cruiser in the last series. The cruiser has followed them and must be dealt with before the off-line relay station in this sector can be investigated. Go to **A** above.

Mission D1 Objective

The player, with Blair as wing-leader, will escort a marine shuttle to the off-line communications relay station encountering slight resistance.

Mission D2 Objective

The player defends the station against a moderate alien attack after Blair has been abducted.

Mission D3 Objective

The player must defend the station once again while he waits for the Midways reinforcements to arrive.

Mission DI1 Objective

The player is sent to intercept inbound bombers from the alien Cruiser from series C.

Mission DI2 Objective

The player escorts Shrikes in to destroy Cruiser.

Series Losing Path

There is no real way to lose this series unless the player dies defending the relay station. Although if he fails in series C, at the end of D he will be sent on the losing path, series L.

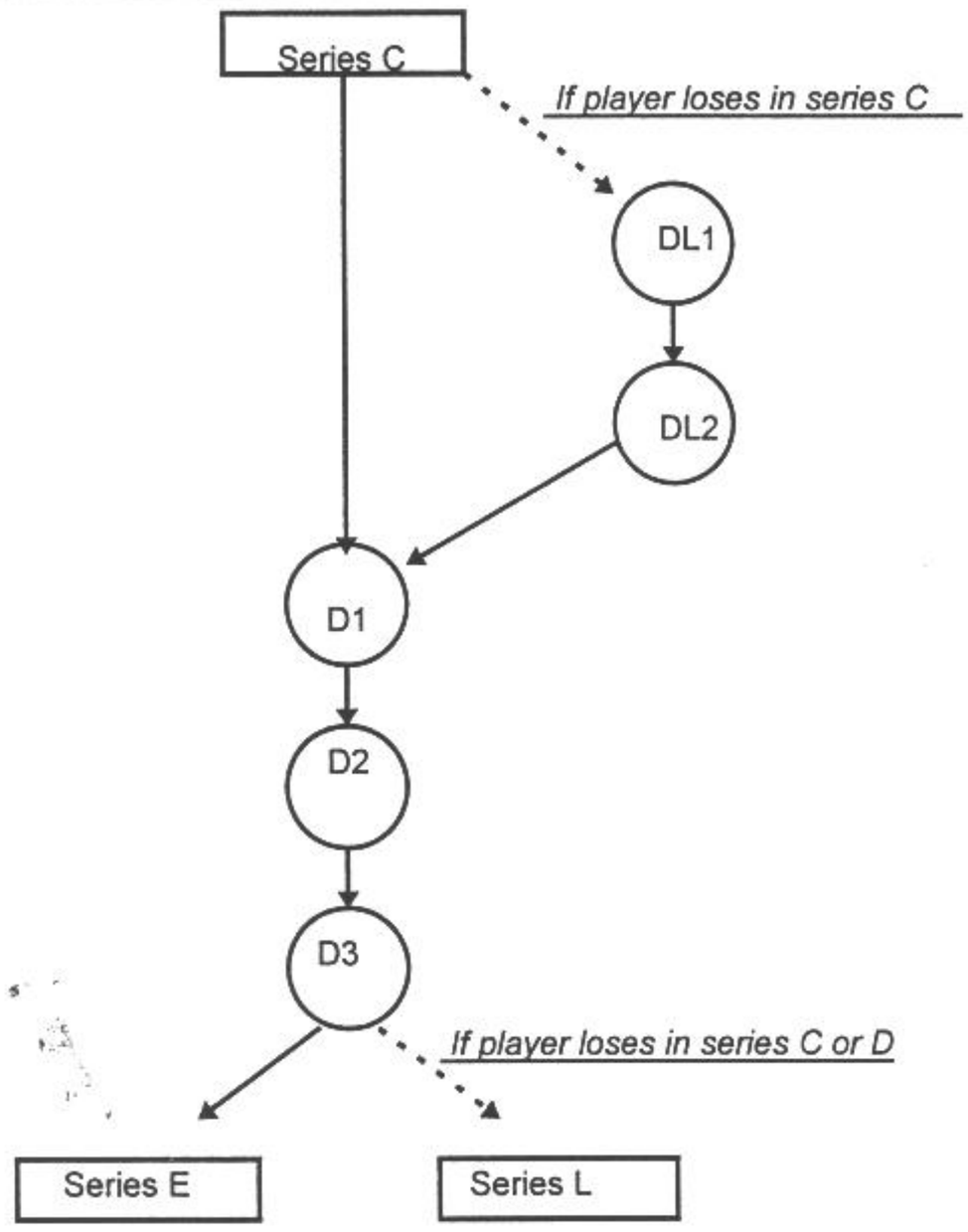
What's New in this Series (Springboards)

Communications relay station.

What's Being Built on in this Series

If the player loses series C he will have to play two more missions in series D and will go to series L at the end of series D regardless of his success in that series.

Mission Flowchart / Tree



NAV ROUTE: Area 1

Area 1	Relay station [Panther, Marine shuttle, Confed relay station, 8-12x Vampire, Midway, 10- 20x Alien heavy fighters, 10-20x Alien bombers]

Wing Commander 5
Mission Specification

Mission DL1

Description / Choreography

SHORT DESCRIPTION

Text from writers:

(None as of yet)

Designer notes:

After failing to destroy the alien cruiser in **Series C**, the Midway is still on the retreat and must deal with the aliens before investigating the off-line communications relay station. The first mission is intercepting more bombers from the enemy cruiser group.

Success / Failure notes

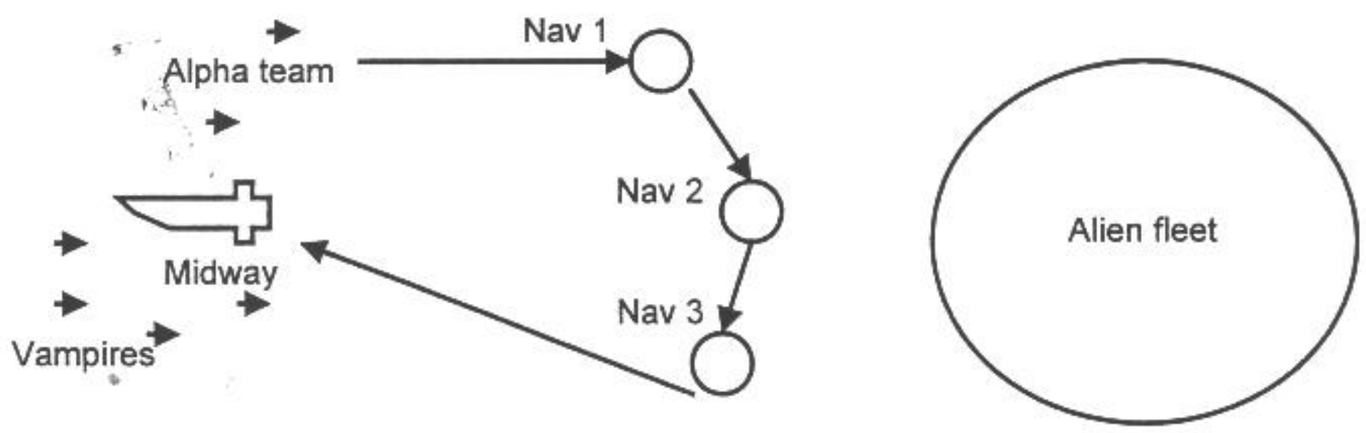
Success - If the player survives - Go to **DL2** ***(Note - this is generally just busy work for the player since he was a bad boy in series C, and to be a barometer for success)***

Failure - If the player ejects. Go to **Losing endgame #XX*(player gets picked up by the aliens endgame)***.

Wingman / Ship Selection Notes

Squadron: Ridgebacks
Fighter: Panther
Wingmen: Maestro

Mission Map



Mission Outline

1. The player launches from Midway and auto-pilots to NAV 1.
2. At each NAV point the player will have a 66% percent chance of finding any alien fighters at all.

Special Art / Objects

Communication Events

Special Sound Effects

Additional Comments

If the player returns to the Midway without visiting every NAV point, or runs from some enemy without destroying them, he should be reprimanded once he gets back to base, and told others had to destroy the inbound aliens(maybe Nemesis).

Nav Points

NAV ROUTE: Area 1, Area 2, Area 3, Area 4, Area 1

Area 1	Midway [2x Panther, Marine shuttle, 4x Vampire, Midway]
Area 2	Nav 1 [2-6 Alien medium fighters, 2-6 Alien bombers***(Note - there will be a random chance of not encountering at each nav point TBD by play-balance)***]
Area 3	Nav 2 [2-6 Alien medium fighters, 2-6 Alien bombers***(Note - there will be a random chance of not encountering at each nav point TBD by play-balance)***]
Area 4	Nav 3 [2-6 Alien medium fighters, 2-6 Alien bombers***(Note - there will be a random chance of not encountering at each nav point TBD by play-balance)***]

Wing Commander 5
Mission Specification

Mission DL2

Description / Choreography

SHORT DESCRIPTION

Text from writers:

(None as of yet)

Designer notes:

After failing to destroy the alien cruiser in **Series C**, the Midway is still on the retreat and must deal with the aliens before investigating the off-line communications relay station. The second mission is escorting more bombers from the Midway to the alien cruiser.

Success / Failure notes

Success - If the player survives - Go to **D1** ***(Note - this is generally just busy work for the player since he was a bad boy in series C, and to be a barometer for success)***

Failure - If the player ejects. Go to **Losing endgame #XX***(player gets picked up by the aliens endgame)*.

Wingman / Ship Selection Notes

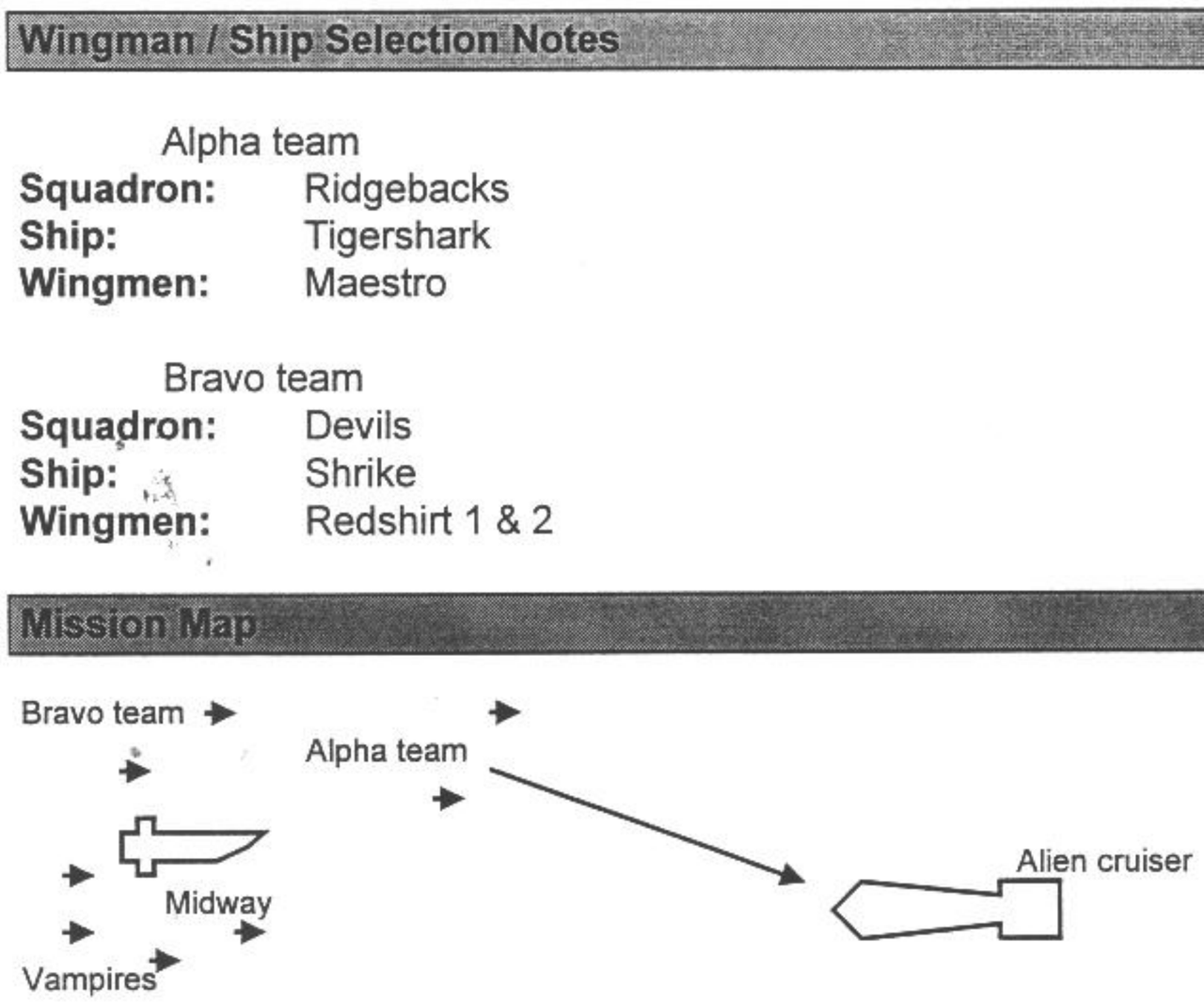
Alpha team

Squadron: Ridgebacks
Ship: Tigershark
Wingmen: Maestro

Bravo team

Squadron: Devils
Ship: Shrike
Wingmen: Redshirt 1 & 2

Mission Map



Mission Outline

1. The player launches from Midway and auto-pilots to Cruiser NAV point
2. The player and Maestro will defend the Shrikes while they attempt to destroy the alien cruiser.

Special Art / Objects

Communication Events

Special Sound Effects

Additional Comments

If the player returns to the Midway without destroying the Cruiser, he should be reprimanded once he gets back to base, and told others had to destroy the Cruiser(maybe Nemesis).

Nav Points

NAV ROUTE: Area 1, Area 2, Area 1

Area 1	Midway [2x Panther, Marine shuttle, 4x Vampire, Midway]
Area 2	Nav 1 [8-16 Alien medium fighters, Alien Cruiser]

Wing Commander 5
Series Overview

Series : *E*

Series Objectives / Description

A couple of simple sentences describing the series.

Mission E1

System Patrol / Recon
Dane and his squadron are designated to make the first patrol of the system. Their mission is to explore/recon a nearby asteroid belt and, if possible, locate the alien broadcast source; i.e. the device which is jamming the Confed spy eyes and feeding them false images.

Mission E2

Redshirt Rescue
Midway receives an emergency Comm from the Red shirt, Dane is ordered to try to rescue a red shirt who has ejected from his fighter. Dane can save red shirt; or one of those enemy probes can get to the poor guy first and tractor him off to captivity.

Mission E3

System Patrol / Rescue Awacs
Shortly after Dane leaves on patrol, the MIDWAY received a distress call from an AWACS flight who was under heavy attack, shortly there-after, all contact was lost with the AWACS. Dane's flight (being the closest available fighters of course...) is diverted from their patrol, to the last known location of the AWACS, locate and defend the AWACS ship and escort it back to the midway

Mission E3b

Sytem Patrol / Recall - Defend Midway
Dane and his wingman are assigned a standard patrol route with orders to engage and destroy an enemy ships encountered. At Nav 1 Dane and wingmen encounter a large number of ,alien fighters. In the midst of a fierce battle Dane receives a general distress comm from the MIDWAY: "The Midway is under heavy attack!! All fighters return to base immeadiately!!"

Mission E4a

Combined Fleet Strike
With the information gained from the AWACS data (after mission E3), it is determined that an alien fleet is massing nearby, undoubtedly with the intent of striking the MIDWAY.

Wing Commander 5
Mission Specification

Mission D1

Description / Choreography

SHORT DESCRIPTION

Text from writers:

D-61. INT. MIDWAY - BRIEFING ROOM

Dane is told he and Maestro's first mission is to check condition of the Relay Station and destroy light enemy presence which has been detected around it; thereby clearing way for a marine/engineer landing.

D-(1)-62. MISSION: FIRST BATTLE OF RELAY STATION

Dane destroys light enemy presence near station. Possible loss of a red shirt here. Enemy ships could also possibly decloak and/or emerge from debris floating around station.

CONDITIONAL: Dane will have a chance to scan the debris on the flight in. The better job he does, the easier his task here.

POSSIBLE LOSING END GAME: If Dane ejects he gets picked up by aliens -- and winds up as a victim in their torture chamber.

D-63. INT. DANE'S COCKPIT

Dane and Maestro are victorious and remain on watch as Colonel Dekker and his Space Marines land. Then Dane gets a distress call from the Midway saying they're under heavy attack and must retreat.

Dane is told to protect station until they return. On cue he and Maestro are attacked by more light fighters.

D-(2)-64. MISSION: FIRST BATTLE; RELAY STATION (CONTINUOUS)

Dane defeats second wave of light fighters.

D-65. INT. DANE'S COCKPIT

After dispatching last enemy, Dane gets a radio call from Dekker in station. The Colonel informs him they can refuel Dane's craft and rearm on station. He says Dane and Maestro should come on down while they can.

Designer notes:

The player will be given the honor of flying the next mission with Blair as his wingleader. They are to escort a marine shuttle to the nearby communications relay station that is off-line. Little to no resistance is expected. After defeating the light enemy presence around the station the shuttle lands and tells the player and Blair to land and check out the carnage.

Success / Failure notes

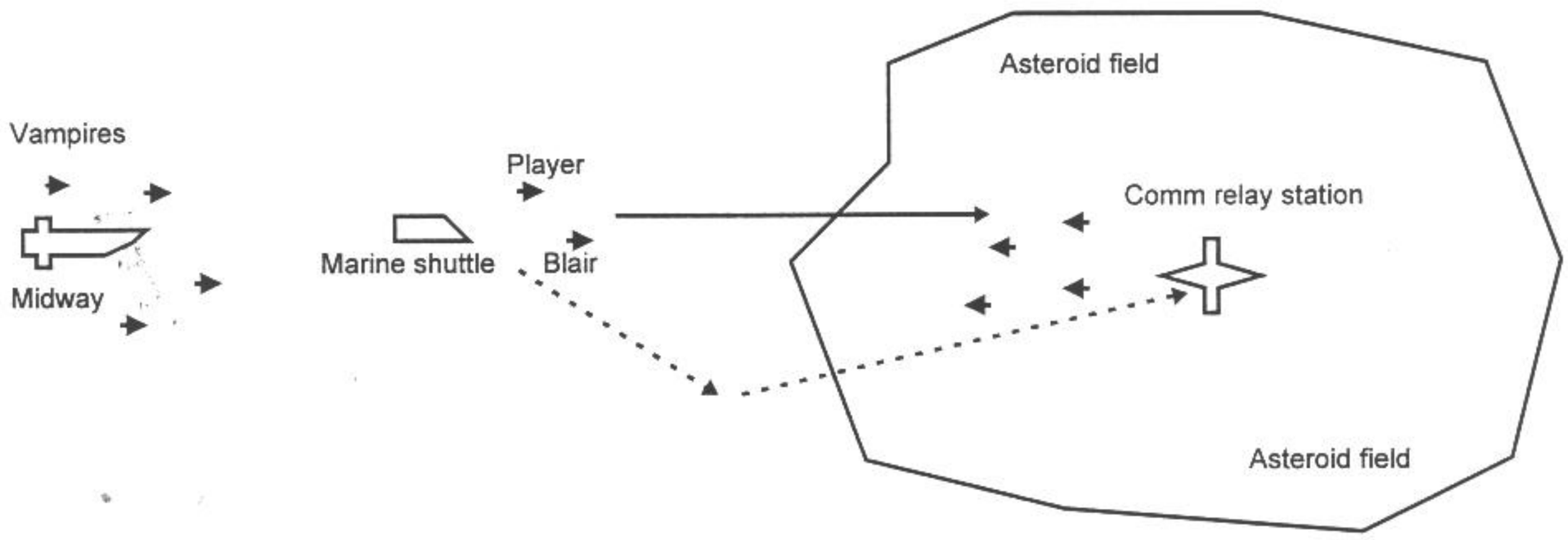
Success - If the player survives and doesn't let the station get destroyed - Go to **D2**

Failure - If the player ejects or lets the station get destroyed. Go to **Losing endgame #XX*(player floats in space endgame)***.

Wingman / Ship Selection Notes

Squadron: Ridgebacks(although he has been given a quick field promotion to the Devils so he can fly the Panther)
Fighter: Panther
Wingmen: Blair

Mission Map



Mission Outline

1. The player launches from Midway and auto-pilots to the comm station.
2. After destroying enemy light fighters around the station, the marine shuttle comms the player and tells him there landing.
3. During the landing the player and Blair are jumped by more fighters.

4. While they are dealing with the enemies(or just as the last one is being destroyed) the Midway sends a comm to the player and Blair saying there under attack and need to strategically withdraw for the time being(whether they are jumping out of the system or not is TBD).
5. After the Marine shuttle lands Dekker(?), or one of the marine engineers, comms Blair and the player telling them they had better land and check out the carnage.

Special Art / Objects

Confed relay station
Marine shuttle
Panther
Asteroids

Communication Events

Marine shuttle comms
Relay station marine engineer/Dekker(?) comms
Midway withdrawal comms

Special Sound Effects

Power line hum for the relay station once it's on-line

Additional Comments

The relay station NAV point is in an asteroid field

Nav Points

NAV ROUTE: Area 1, Area 2, Area 3

Area 1	Midway [2x Panther, Marine shuttle, 4x Vampire, Midway]
Area 2	Loiter area (on the edge of the asteroid field) [Marine shuttle(whether the player follows the shuttle here is TBD)]
Area 3	Relay station (Asteroids) [Confed relay station, 4-6x alien light fighters, 4-6 alien medium fighters]

Wing Commander 5
Mission Specification

Mission D2

Description / Choreography

SHORT DESCRIPTION

Text from writers:

D-66. INT. RELAY STATION - VARIOUS

After landing, Dane and Maestro see why station is off-line; specifically the bloody remains of the crew that had been manning the Relay Station.

[Note: Station could have several levels, which are indicated by our heroes traveling about in an industrial-type cage elevator.]

After getting station's receiver on-line, Dekker informs Dane they have bandits inbound. Dane and Maestro head for fighters and take off to meet enemy.

[Note: In one room of the Relay Station there will be a console with a monitor where Dane can access his flight log and save games.]

D-(3)-67. MISSION: SECOND BATTLE OF RELAY STATION

Dane and Maestro take out another wave of light fighters.

Designer notes:

The relay station is attacked by alien light fighters immediately after the player lands in mission D1. He will then only have time to save his game(maybe refuel and rearm depending on the players skill setting or play-balance) before he must defend the relay station again. The amount of enemy will also depend on the players skill setting. Once the last of the enemy are destroyed the player will get a comm from the marines on the relay station telling him the coast is clear for now, and to land and take a breather.

Success / Failure notes

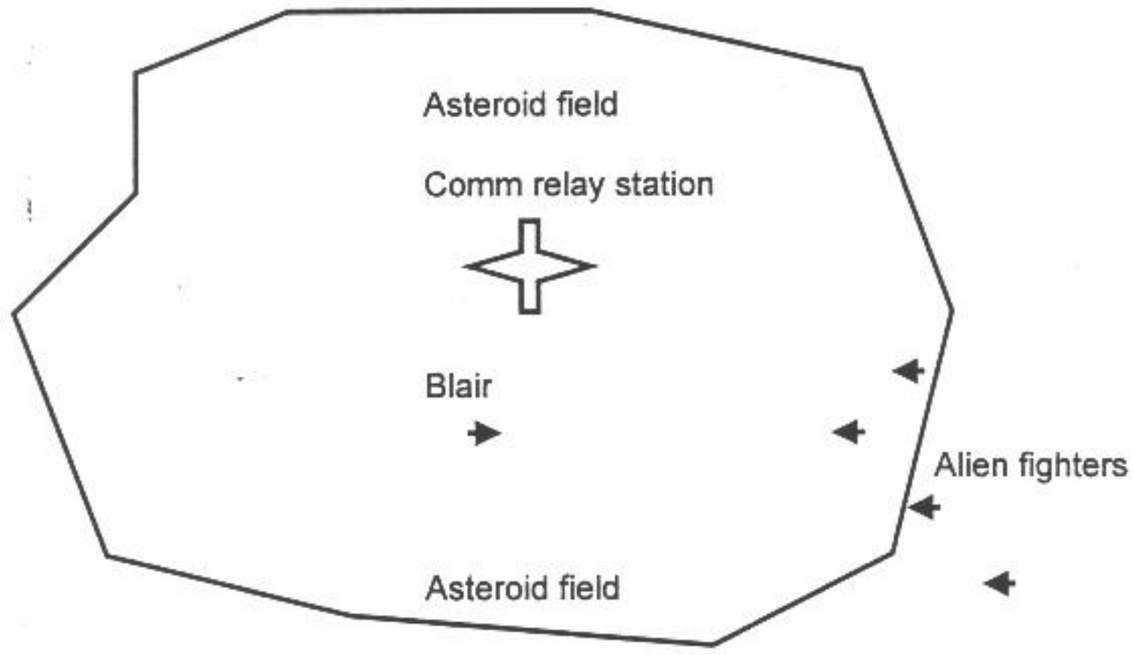
Success - If the player survives and doesn't let the station get destroyed - Go to **D3**

Failure - If the player ejects or lets the station get destroyed. Go to **Losing endgame #XX*(player floats in space endgame)***.

Wingman / Ship Selection Notes

Squadron: Ridgebacks(although he has been given a quick field promotion to the Devils so he can fly the Panther)
Fighter: Panther
Wingmen: Blair (although I believe he will be abducted by now)

Mission Map



Mission Outline

1. Player launches and defends relay station
2. If the player survives, the relay station will send the 'all's clear' and give him clearance to land

Special Art / Objects

Confed relay station
Marine shuttle
Panther
Asteroids

Communication Events

Relay station marine engineer/Dekker(?) comms

Special Sound Effects

- Power line hum for the relay station once it's on-line

Additional Comments

The relay station NAV point is in an asteroid field.

The alien fighters will mostly attack the player and not try to destroy the station.

Also, originally we had planned to introduce an alien ace in this mission and have him taunt the Player from a distance, then run once the other fighters are destroyed, but it

might be hard to pull this off in space-flight if the player is flying a Panther and has had the chance to refuel. I propose we have the refueling ship(if you saved it in **C1**) show up at the end of this mission, saying he doesn't know when or if the Midway will show, but will give the player a chance to rearm and refuel before the next mission, so his chances of surviving don't seem quite so bleak.

Nav Points

NAV ROUTE: Area 1

Area 1 Relay station
[Panther, Midway, 4-8 x alien light fighters]

Wing Commander 5
Mission Specification

Mission D3

Description / Choreography

SHORT DESCRIPTION

Text from writers:

Dane will now have to defend the Station from attack without time to refuel or rearm, and without Maestro.

What's more, transmitter still hasn't been repaired. The situation seems hopeless to all on station. Dane grits his teeth and hops in his fighter, fully expecting to die.

D-69. INT. DANE'S COCKPIT

As he encounters first wave of fighters, Dane gets comm from the Midway as she comes riding to the rescue. He must hold off alien attack for a minute or two while heavy fighters from the carrier launch and engage the enemy.

D-(4)-70. MISSION: THIRD BATTLE OF RELAY STATION

Establish via comm chatter the Eleventh Hour drama -- Dekker and his Marines on Relay Station, mysterious disappearance of Maestro, Dane hopelessly outnumbered, time running out for all of them.

At last possible moment, a squadron of jump capable fighter bombers under Hawk's command come swooping and blast the attacking aliens.

Designer notes:

The player will be told by the marine engineers that a heavy alien force is heading for the station. All hope is lost. During the first or second wave of enemy the player will be comm'd by the Midway as it comes charging to the rescue launching Vampires to engage the enemy fighter/bombers and save the day.

Success / Failure notes

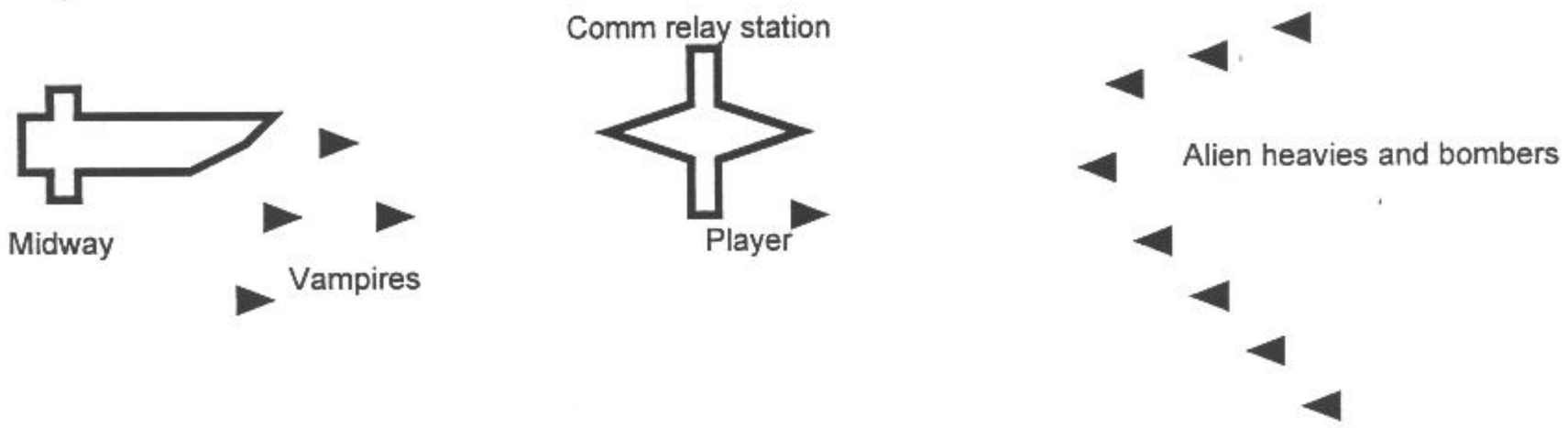
Success - If the player survives and doesn't let the station get destroyed and wasn't a failure in series C. Go to **Series E**

Failure - If the player dies or lets the station get destroyed. Go to **Series L**. If the player was unsuccessful in series C go to **Series L**.

Wingman / Ship Selection Notes

Squadron: Ridgebacks(although he has been given a quick field promotion to the Devils so he can fly the Panther)
Fighter: Panther
Wingmen: Blair

Mission Map



Mission Outline

1. The player launches from the station
2. After encountering enemy he gets comm'd by the Midway telling him to hang tight while they send reinforcements
3. The player will then have to defend the station for X amount of time until the Vampires show up from the Midway

Special Art / Objects

Confed relay station
Marine shuttle
Panther

Communication Events

Relay station comms
Midway rescue comms

Special Sound Effects

Power line hum for the relay station

Additional Comments

The relay station NAV point is in an asteroid field

Nav Points

Dane's squadron is tasked to catch the alien fleet by surprise and destroy as many ships as possible. What's more, this attack is to be coordinated with a nearby Kilrathi squadron.

Mission E4b

Convoy Strike
After the fierce battle to defend the MIDWAY, a lone patrol came back with reports of an alien fleet massing nearby (with the obvious intent of striking the MIDWAY). The pilots also reported encountering an alien supply convoy on their return sweep, obviously these supplies were bound for the massing fleet. A strike plan is formulated to hit the Alien fleet before it is ready, and hopefully cripple ir destroy several key capital ships. Dane's squadron is assigned to a secondary offensive, designed to engage and destroy the Alien supply convoy, as well as draw off and occupy enemy fighter cover from the main fleet..

Mission E5

Un-Winnable Scramble
The Player has screwed up sufficiently so as to give the aliens the upper hand... and now they're gonna smack the Midway HARD!!

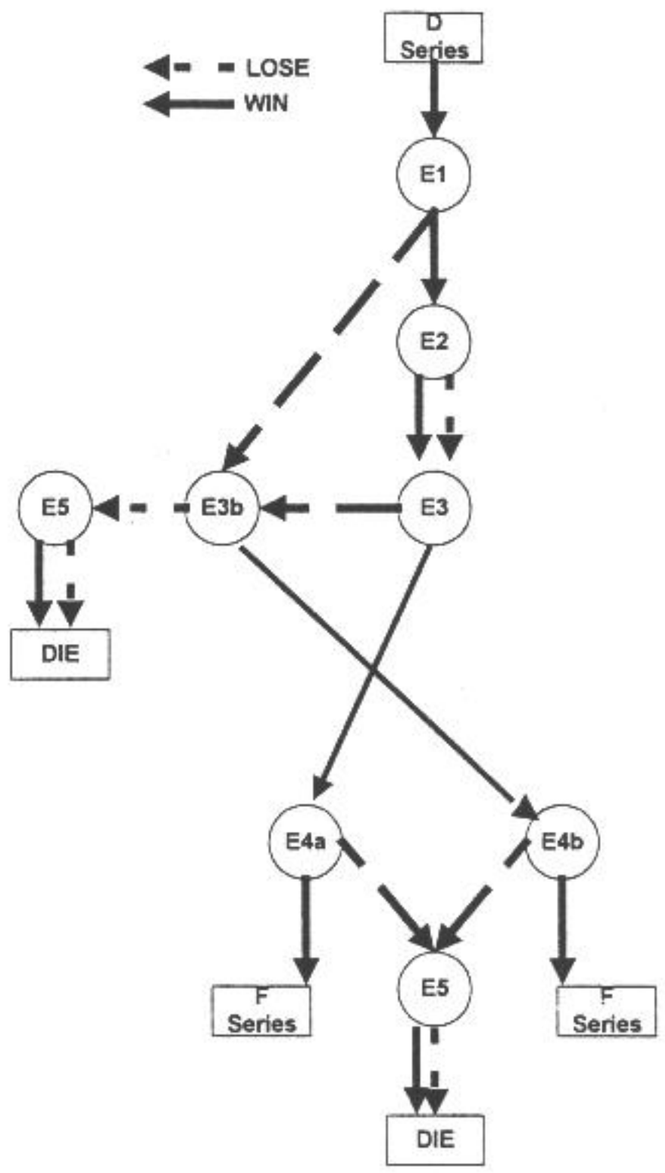
Series Losing Path

If Dane and Co. fail to locate the bouy AND Fail to sufficiently defend the Midway the player could be sent to the Losing series (assuming he/she hasn't already been there..) or could be sent to an Un-Winnable scramble mission..

What's New in this Series (Springboards)

What's Being Built on in this Series

Mission Flowchart / Tree


LOSE
WIN
D
Series
E1
E2
E5
E3b
E3
DIE
E4a
E4b
F
Series
E5
F
Series
DIE

Wing Commander 5
Mission Specification

Mission : *E3b*

Description / Choreography

System Patrol (recalled to defend MIDWAY)

Dane and his wingman are assigned a standard patrol route with orders to engage and destroy an enemy ships encountered. At Nav 1 Dane and wingmen encounter a large number of ,alien fighters. In the midst of a fierce battle Dane receives a general distress comm from the MIDWAY: "The Midway is under heavy attack!! All fighters return to base immeadiately!!"

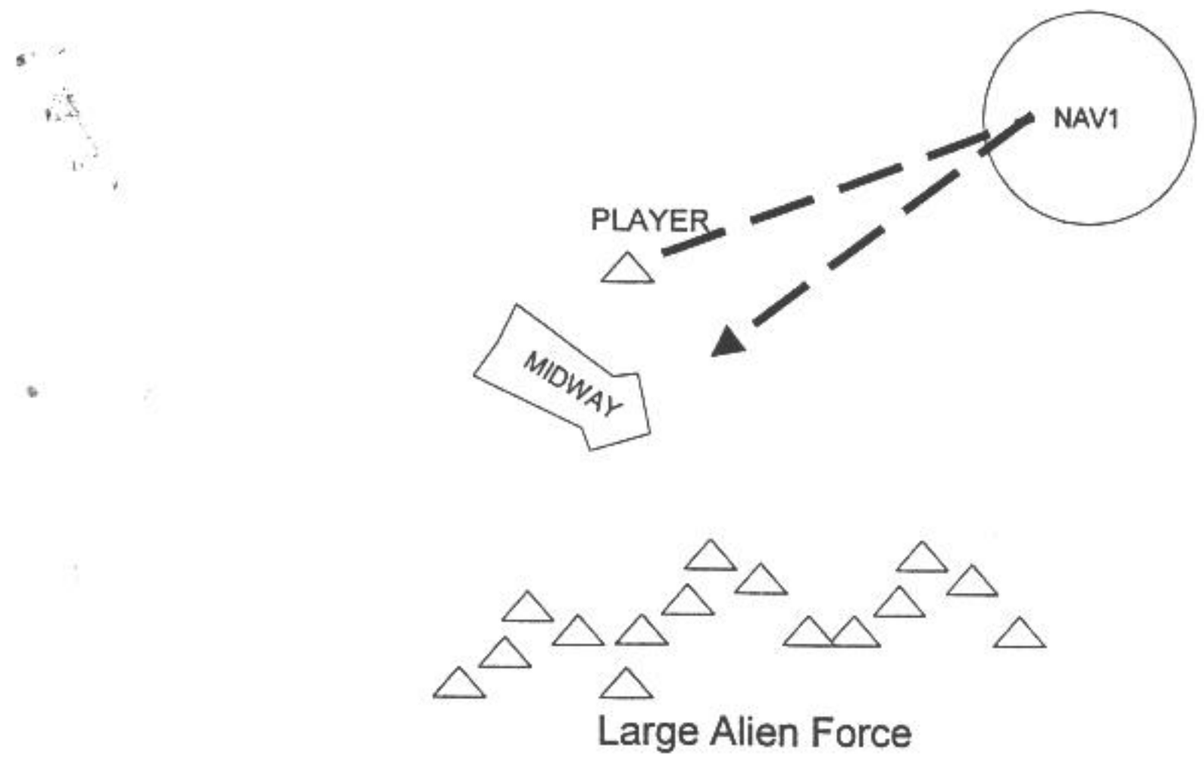
Mission Win / Lose Effects

Eject: Dead/Captured by aliens
Killed: uh.. DEAD
Mission Won: goto E4b
Mission failed: goto Series L, (unless L has already played-out, in that case goto E5)
Special Notes:

Wingman / Ship Selection Notes

Squadron: Devil
Fighter: Panther
Flight Leader: PLAYER
Wingman: Redshirt#007
Wingman: Redshirt#345

Mission Map



Mission Outline

1. Launch, proceed to Nav1, engage large alien fighter group, receive comm from midway : "The Midway is under heavy attack!! All fighters return to base immeadiately!!"
2. proceed back to MIDWAY and defend her from alien fighters, bomber, lions, tigers and bears, Oh My!

Nav Points

Launch: Midway, CAP (4 Panthers), Player flight

Nav1: 4 alien multi-role fighters, 3 alien fighter clusters

MIDWAY: lots of Confed fighters (4 Tigershark, 4 Panther, 8 Wasp, 4 Panther), 3 WAVES of Alien fighters (4 Multi-role fighters, 4 alien fighter clusters, 4 multi-role clusters, 4 plasma cannon clusters in each wave)

Communication Events

Combat chatter from player wingmen
comm from Midway: "All fighters return to base to defend the Midway."
death comms from confed Redshirt pilots
alien death comms
alien comm chatter
Midway combat comms

Special Art / Objects

Alien fighters, alien bombers, Alien weapons, turret fire from midway, cool explosions and stuff..

Special Sound Effects

Alien fighters, alien bombers, Alien weapons, turret fire from midway, cool explosions and stuff..

Additional Comments

Wing Commander 5
Mission Specification

Mission : *E4a*

Description / Choreography

Joint Operation: Combined Arms Strike

With the information gained from the AWACS data (after mission E3), it is determined that an alien fleet is massing nearby, undoubtedly with the intent of striking the MIDWAY.

Dane's squadron is tasked to catch the alien fleet by surprise and destroy as many ships as possible. What's more, this attack is to be coordinated with a nearby Kilrathi squadron.

Reactions here from other pilots; especially those who still bear the cats ill will. This Kilrathi squadron is made up of suspected Renegades -- the very same folk the Midway was out here to battle before the appearance of the aliens.

A SECONDARY OFFENSIVE, to be flown by other squadrons, will launch to take out a nearby supply convoy and distract alien fighter cover.

Mission Win / Lose Effects

Eject: @Nav1,2,4 picked up by SAR, get "the speech", @Nav3 captured by aliens mmmm tasty hunams
Killed: DEAD.. MIDWAY destroyed - losing endgame
Mission Won: goto series F mission f1a?
Mission failed: goto E5
Special Notes: strike fleet must take out Alien Carrier AND Alien-Cruiser for success

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG
Squadron: Devil

Fighter: Shrike
Alpha Flight: Flight Leader: PLAYER
Wingman: ?
Wingman: ?
Wingman: ?

Fighter: Panther
Bravo Flight: Flight leader: STILETTO
Wingman: ?

Fighter: Panther
Charlie Flight: Flight Leader: MAESTRO
Wingman: ?
Fighter: Panther
Delta Flight: Flight Leader: ?
Wingman: ?

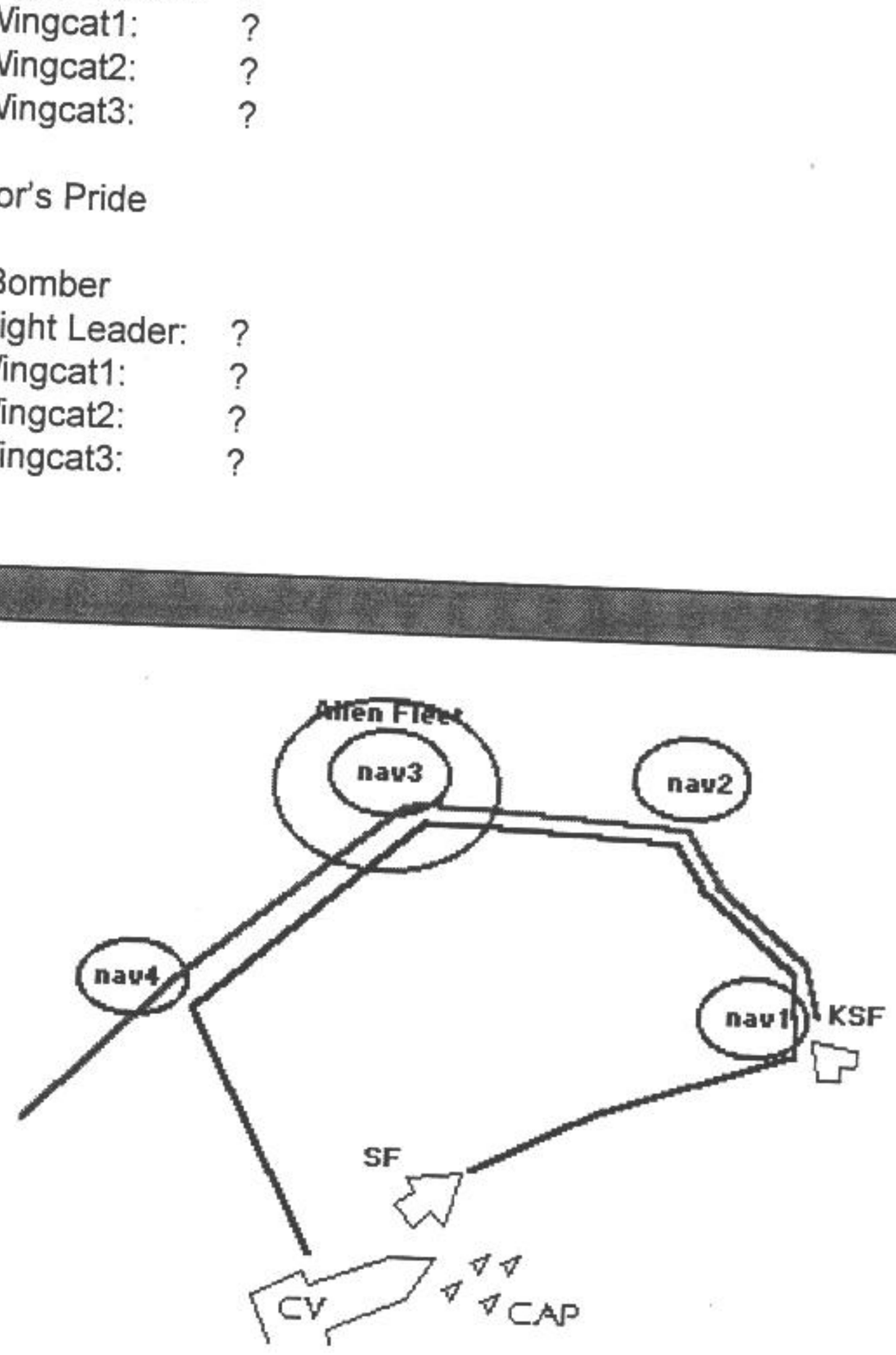
Squadron: Blood Claw

Fighter: Vakoth
Echo Flight: Flight Leader: ?
Wingcat1: ?
Wingcat2: ?
Wingcat3: ?

Squadron: Emperor's Pride

Fighter: Paktahn Bomber
Foxtrot Flight: Flight Leader: ?
Wingcat1: ?
Wingcat2: ?
Wingcat3: ?

Mission Map



Mission Outline

1. Launch from MIDWAY
2. rendezvous with cats at nav1
3. proceed to nav2 fend off **LIGHT** alien fighter presence
4. proceed to nav3 -strike fleet must take out Alien Carrier AND Alien-Cruiser for success or else MIDWAY gets attacked.
5. di-di-mau (haul ass) to nav4 fend off **LIGHT** alien fighter presence, part ways with kitty cats

6. proceed back to MIDWAY, land, have beers, steak, sweedish bikini team, etcetera end mission

Nav Points

MIDWAY: (Launch...) CAP (4 panthers), player flight
1. Kilrathi forces: 4 Vakoth, 4 Paktahn
2. Asteroid field, Combined Strike Force, 2 waves of 4 Alien fighter clusters
3. Combined Strike force (whats left), Alien Fleet (CV, CA, 2 Destroyers), 8 alien Interceptors and 4 alien fighter clusters
4. Combined Strike force (whats left) 2 waves of 3? Alien light? Interceptors

MIDWAY: (again.. land..) CAP 4? Heavy Fighters, Escort Ships

Communication Events

Comms from Kilrathi forces "Greetings human, it is a good day to die."

During mission, Dane listens to comm chatter of shipmates on secondary offensive as they attack alien convoy. Learns more about seemingly invincible alien aces.

Kilrathi Comms in battle to Aliens and Humans... ie.."Die alien scum", "for my race", "out of my way ape", death scream, etcetera..

Confed Comms in batte to Aliens and humans... as above...

Alien combat chatter... Alien Capship Combat chatter...
Alien death comms.. Alien Capship death comms...

Special Art / Objects

Paktahn Bomber
Vakoth Heavy Fighter
Alien Cruiser
Alien Light Carrier
Alien Escort Destroyers
Alien fighters
Alien interceptors
Asteroid fields

Special Sound Effects

Cap ships sounds... sheilds.. weapons.. engines..
Alien fighter/Interceptor sounds... as above..
Disco-ball-of-death? Sounds..
Kilrathi stuff...

Additional Comments

Big-Hairy-Nasty-Battle with Big-Bad Alien Cap-ships.. Hard but winnnable..

Wing Commander 5
Mission Specification

Mission : *E4b*

Description / Choreography

Convoy Strike & Fighter Decoy

After the fierce battle to defend the MIDWAY, a lone patrol came back with reports of an alien fleet massing nearby (with the obvious intent of striking the MIDWAY). The pilots also reported encountering an alien supply convoy on their return sweep, obviously these supplies were bound for the massing fleet.

A strike plan is formulated to hit the Alien fleet before it is ready, and hopefully cripple ir destroy several key capital ships.

Dane's squadron is assigned to a secondary offensive, designed to engage and destroy the Alien supply convoy, as well as draw off and occupy enemy fighter cover from the main fleet..

The Alien Convoy was never intended to be anywhere near combat, and thus its kinda like shootin docks in a frozen-over pond.. lotsa gratifing transport-killing type stuff..

Halfway through the attack on the alien supply convoy, A LOT of alien fighters (Interceptors) will show up at start to attack the Confed fighters/bombers..

During the mission Dane will hear comm chatter from the Joint Operation Strike Forces as they assemble and then attack the Main Alien Fleet.
(Panther from WC4 "Yes! Look at 'em burn!")

After a wihle the alien fighters will attempt to withdraw and head back to protect their fleet, they PLAYER & company must destroy at least 60%? Of them before they can withdraw or else they will return home and hose the stirke force... thus allowing the alien fleet to hose the MIDWAY later...

Mission Win / Lose Effects

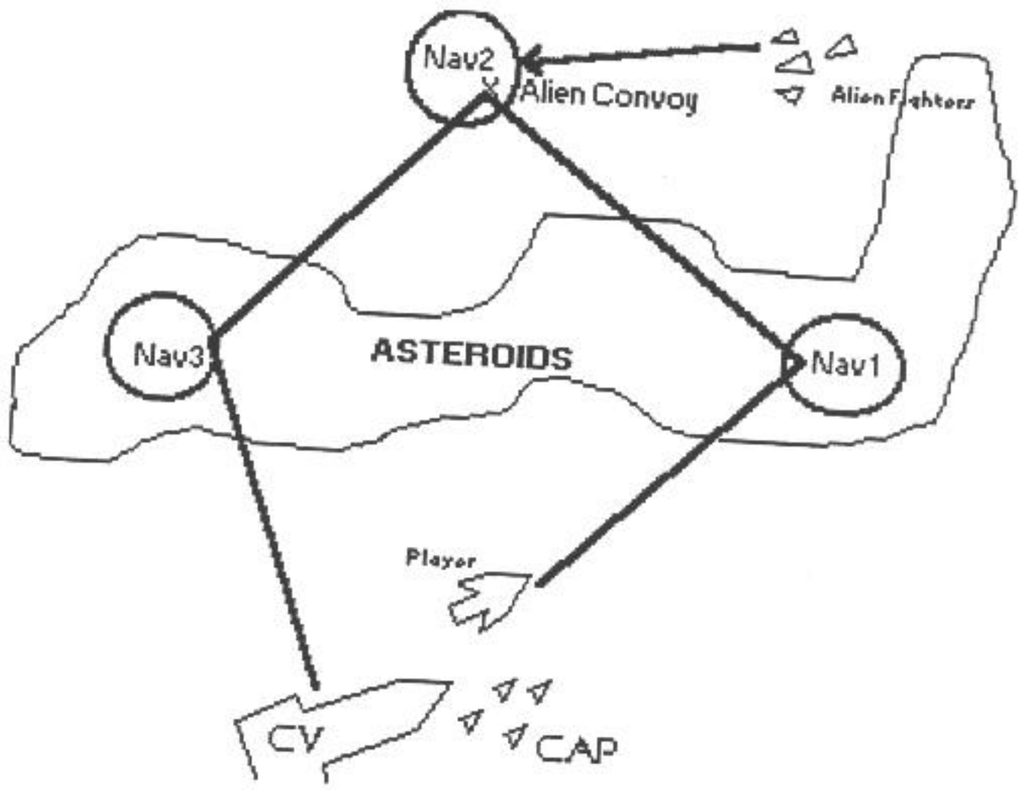
Eject: @Nav1,3 recovered by SAR, get "the speech", @Nav2 captured/killed by aliens
Killed: Midway gets hosed, losing endgame
Mission Won: goto series F, mission F1b?
Mission failed: goto E5
Special Notes:

Wingman / Ship Selection Notes

Flights/Ships Assigned by CAG
Squadron: Devil
Fighter: Panther

Alpha Flight:	Flight Leader:	NEMISIS
	Wingman:	?
	Wingman:	?
Bravo Flight:	Flight leader:	?
	Wingman:	?
	Wingman:	?
Charlie Flight:	Flight Leader:	?
	Wingman:	?
	Wingman:	?
Delta Flight:	Flight Leader:	PLAYER
	Wingman:	?
	Wingman:	?

Mission Map



Mission Outline

1. Launch
2. Proceed to Nav1, dodge asteroids, eliminate VERY light alien presence
3. proceed to Nav2, HOSE convoy, HOSE at least 60?% of incoming alien fighters
4. proceed to nav 3, dodge asteroids, eliminate VERY light alien presence
5. Proceed to MIDWAY, Land

Nav Points

Launch: CAP (4 panthers), Player flight, convoy strike force
Nav1: Asteroids, Alien scouts
Nav2: Alien supply convoy.. chumps.. lots of lumbering transports, shuttles?, small escort vessles..LOTS of alien fighters/interceptors 20-30?
Nav3: Asteroids.. very few 3 Alien fighter clusters
MIDWAY: Land, CAP (4 panthers)

Communication Events

During the mission Dane will hear comm chatter from the Combined strike force as they assemble and then engage the Alien fleet

confed combat chatter
alien combat chatter

If the PLAYER & co. fail to take out enough alien fighters they will hear the Joint Strike Force getting hosed..

comms from joint strike force

comms from strike force - getting hosed cause u-suck

Special Art / Objects

Alien Transports -med sized? Fat, slow moving, easy to hose, fun to watch blow-up,
Alien Interceptors
Alien Fighter Clusters
Alien Escort Vessells (lightly armed)
Alien Shuttles?
Asteroid fields
Confed fighters- Panther

Special Sound Effects

Death-throws of alien transport
Lots of confed chatter
comms from joint strike force
Alien transport sounds... shields.. engines.. guns..
Alien Interceptor/fighter sounds... as above..

Additional Comments

If the PLAYER & co. fail to take out enough alien fighters they will hear the Joint Strike Force getting hosed..

The main point of the mission is to draw away the main fighter forces from the alien fleet, engage them and keep them occupied while the combined-strike force attacks the alien fleet

some possible secondary objectives.. ID contents of transports? Find human prisoners..? take out alien ace? ID new alien fighter type?

Wing Commander 5
Mission Specification

Mission : *E5*

Description / Choreography

Un-Winnable Scramble

The Player has screwed up sufficiently so as to give the aliens the upper hand… and now they're gonna smack the Midway HARD!!

Mission Win / Lose Effects

Eject: DEAD - losing endgame
Killed: DEAD - losing endgame
Mission Won: CAN'T BE DONE - DEAD - losing endgame
Mission failed: DEAD/CAPTURED - losing endgame
Special Notes: no win scenario

Wingman / Ship Selection Notes

Squadron: Devil
Fighter: Panther
Flight Leader: PLAYER
Wingman: Maestro
Wingman: Stiletto
and lots of others

Mission Map

Only one Nav point: MIDWAY.

Mission Outline

1. Launch, kill as many of them as you can… but you can't kill them all… they just keep coming… until you are dead.. dead… dead…

Nav Points

MIDWAY: lots of Confed fighters (Tigershark, Panther, Wasp), INFINTE WAVES of Alien fighters of various types..

Communication Events

Combat chatter from player wingmen
death comms from confed pilots including Maestro and Stiletto
alien death comms
alien comm chatter

Midway death comms

Special Art / Objects

Alien fighters, Alien weapons

Special Sound Effects

MIDWAY death noises

Additional Comments

If you end up here.... YOU SUCK!!

Wing Commander 5
Mission Specification

Mission : *E1*

Description / Choreography

System Patrol - Recon for Comm. Buoy

Dane and his squadron are designated to make the first patrol of the system. Their mission is to explore/recon a nearby asteroid belt and, if possible, locate the alien broadcast source; i.e. the device which is jamming the Confed spy eyes and feeding them false images.

Other squadrons (not Dane's Devil Squadron) will be detailed to fight or defend against the alien forces that are attacking the Kilrathi Reservation Planet.
As Dane wends his way through the asteroids, he encounters various enemy fighters.

Then, finally, he picks up some anomalous signals and tracks down a war-era Confed military buoy which has been converted by the aliens to use as their scrambling device.

Dane marks buoy for pickup by the Midway's comm techs, then returns to the carrier.

CONDITIONAL: If Dane fails to locate buoy (**before mission timer expires**), Stiletto will; an event which will be reported to us via comm. This will result in Dane suffering a great deal of derision at hands of shipmates -- especially from Maniac.

Mission Win / Lose Effects

Eject: Picked up by SAR
Killed: Funeral
Mission Won: goto E2 (player finds bouy first)
Mission failed: goto E3b (Stiletto finds bouy)
Special Notes: if the player ejects before the bouy is found, Stiletto will find it, if neither the player, nor Stiletto find the bouy (ejected prior to finding bouy), it will be found by a third party - part of the SAR team?

Wingman / Ship Selection Notes

Squadron:	Devil	
Fighter:	Panther	
Alpha Flight:	Flight Leader:	PLAYER
	Wingman:	STILETTO
Bravo Flight:	Flight leader:	Redshirt1

Wing Commander 5
Mission Specification

Mission : Mission F1

Description / Choreography

The player is called to defend a band of Kilrathi who are being slaughtered by aliens. After the player successfully defends them, he will have a choice whether or not to destroy them as a sort of payback for all the years and family members lost during their war. If he does this, there will be repercussions in Mission F6.

As Dane is launched, he is briefed on his next mission by Blair. Via a no longer jammed Confed spy eye, the Midway has located a nearby wing of Kilrathi fighters who are in a no-win engagement with a wing of alien fighters.

The mission of Dane's wing will be to cover the Kilrathi fighters and destroy all enemy in the area.

Dane and his Wing cover the fighters and jointly destroy all available enemy. By annihilating invasion force and supply convoy, Midway has drawn away part of the alien fleet.

This buys the Kilrathi time to defend themselves until Confed reinforcements arrive.

[Note: Dane will have OPTION at end of this Mission. His wingman recognizes Kilrathi fighters as part of Renegade Movement; in past, they have ambushed Confed ships, killed fellow pilots. Wingman suggests payback; they can take out these Kilrathi bastards here and now -- and no one will be the wiser. If Dane opts to go along with this, there will be CONSEQUENCES limited to this series.]

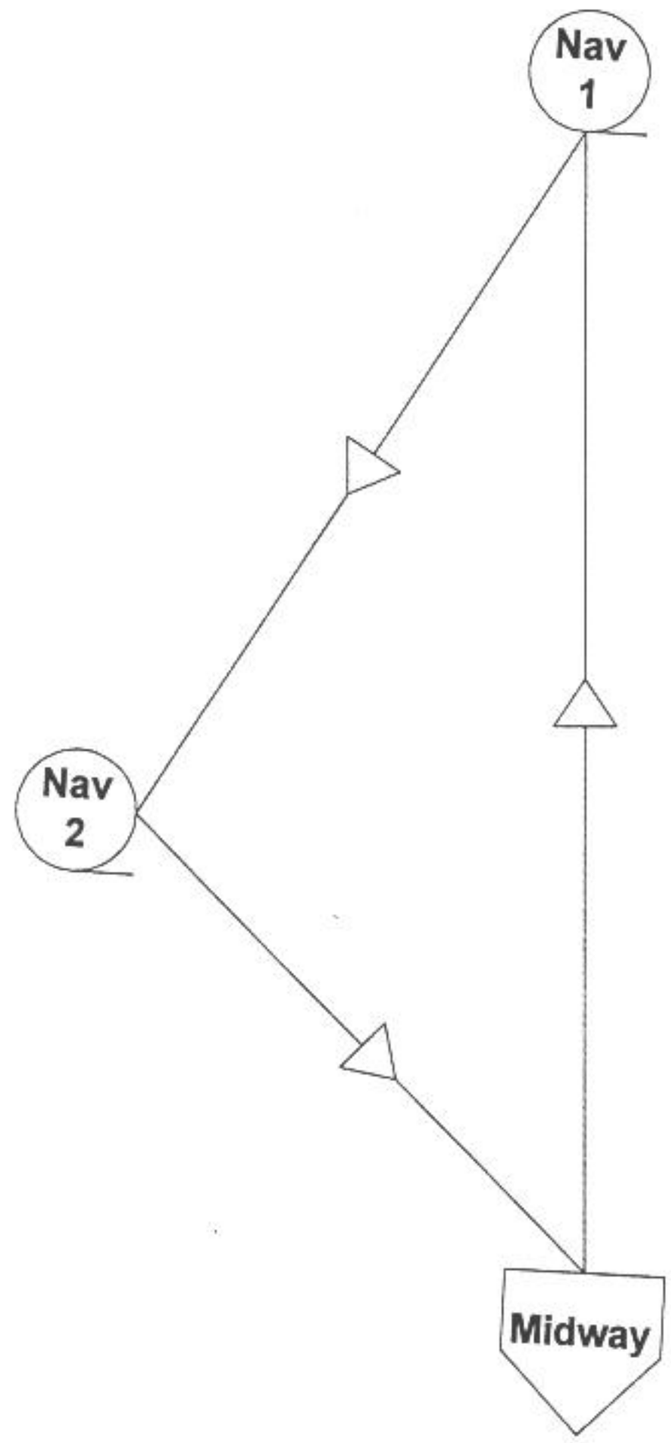
The player's mission objective is to escort the Kilrathi back to a Corvette waiting at **Nav 2**. IF the player has chosen to kill the Kilrathi at Nav 1, his wingman, without warning, will sound a death cry, go after the cruiser, and get his ass blown off. If the player chooses not to engage at this point, he will have failed the mission outright. If he chooses to engage the cruiser and *wins*, he will get a trinket medal for being the only survivor in what must have been an "amazing battle". Hopefully this will be comical.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

The player's wingman should be a hot-headed red-shirt who's been trying unsuccessfully to impress everyone on the ship. If he is developed this way from the beginning, his proposal to turn on the Kilrathi fighters would come as no surprise. He just wants some kills no matter how he can get them. He will die id the player decides to kill the Kilrathi. He will probably not be around much after this mission, never in a plot-critical place, anyway.

Mission Map



Mission Outline

1. Briefing in-flight
2. The attack begins at **Nav 1.**
3. When the attack is over, the player's wingman suggests they kill the cats for past injustices.
4. If the player attacks them and wins, he will
   a) have to face the Corvette at **Nav 2**, where his wingman will go after it in an obvious suicide attack and get hosed.
   b) choose by his actions whether or not to attack the cruiser.
      i) If he attacks and wins, he will go back to the Midway and find out about the distress signal the Corvette sent, which leads to "generic court-martial flick".
      ii) if he does not attack, he goes back to the Midway amidst many worried faces, who think the battle must have been furious for "all the cats and all the aliens to have been killed, even his wingman." He receives a medal for his "valor". It won't be a very honorable medal, though.
5. If the player does not attack, he will see the Kilrathi off to the Corvette and land, another regular mission come and gone.

Note: Choosing to attack the Kilrathi at **Nav 1** is choosing the wingman's death. This should be absolute.

Nav Points

All Nav Points:

2 Confederation Panthers (Player and wingman)

Launch:

Nav 1:

3 or 4 Kilrathi medium fighters (Phil?)
5 or 6 Alien Multi-role Fighters
1 Ace Conventional Space Superiority Fighter (optional depending on memory)

Nav 2:

1 Kilrathi Corvette-class cruiser

Landing:

Note: The actual number of fighters mentioned in the briefing should be more than the number present when the player arrives, due to some of them being destroyed, etc.

Success / Failure notes

Success is determined by whether or not the player and his wingman obliterate all enemy presence in the area. The bad guys are attacking the Kilrathi, and the success can be based on how many Kilrathi survive. After the new aliens are dead, the player's wingman suggests killing the cats as well.

Complete success - 100% of new aliens are dead. 50-100% of Kilrathi fighters survive.

Moderate success - 100% of new aliens are dead. 1-50% of Kilrathi fighters survive.

Failure - All Kilrathi are killed, no matter how.

Abject humiliation - Player bugs out and goes home because he's too damaged. Aliens survive and Kilrathi die.

Additional - All aliens are dead and player wipes out Kilrathi survivors means the Kilrathi will not help the player later in Mission F6, when he will need it.

Communication Events

Launch: The entire briefing will take place in-flight.

Nav 1:

- When the player's wing gets near the Kilrathi defenders (**Nav 1**), the player's wingman says something like "we're here, guys. We thought you kitties could use some Confederation help against these bastards",
- The Kilrathi will respond with ("We appreciate your help, you hairless ape"). The (optional) racism at this point needs to be an obvious jocularity.
- At **Nav 1** after the battle is over and the player has not attacked them, the Kilrathi will say "thank you for your help, we will now go to our Corvette to rearm and refuel."
- before the aliens engage, the wingman tells the player that these Kilrathi are all renegades, and that they have killed "many friends of ours". Doesn't the player want some revenge, in addition to the opportunity to kill some real cats to see how they really fly compared to "those stupid training drones we've been killing in the past"? "C'mon, Dane, the Captain will never know it was us!" The wingman is tired of the simulators and wants to test his mettle against some real Kilrathi opponents that he's heard about all his life. The game will then judge the player by his actions. If the player engages the Kilrathi by targeting them and firing a few shots, he'll trip the Mission F6 flag, meaning they will not help the Midway as it's backed up against an asteroid field waiting for backup. The Kilrathi will fight to the death.
- Also, if the player decides to engage the Kilrathi, they will be extremely pissed and start jibing and taunting the player and his wingman as "traitors, the worst kind of scum. Worse than the insult of being a hairless son of King Kong in the first place".
- Kilrathi death screams will be heard as they are blown up.

Nav 2:

- The wingman frantically suggests attacking the Corvette. He's got bloodlust now and will kill anything not human. He'll ignore the player's warnings and attack it anyway, screaming horribly as four heat-seeking missiles whack him simultaneously.
- The Corvette, after the wingman's demise, will make it clear the the player now has a choice. If he attacks now, he will die. If he does not, the Kilrathi will simply no longer come to the aid of the Midway, even if they are backed up against an asteroid field waiting for backup while thousands of aliens scream for blood.

Landing:

- Upon arrival at the **Midway**, if the player killed the Kilrathi and his wingman died against the Kilrathi Cruiser, the player will receive a small medal (probably a Purple Heart) for being the obly survivor in such a big battle. The player will then have to live with the guilt.
- If the player did well, she will comment as needed, "Well done, the betting pool was two to one against you", "Wish you could have saved more cats, Dane", etc.

Special Art / Objects

Kilrathi Corvette.

Special Sound Effects

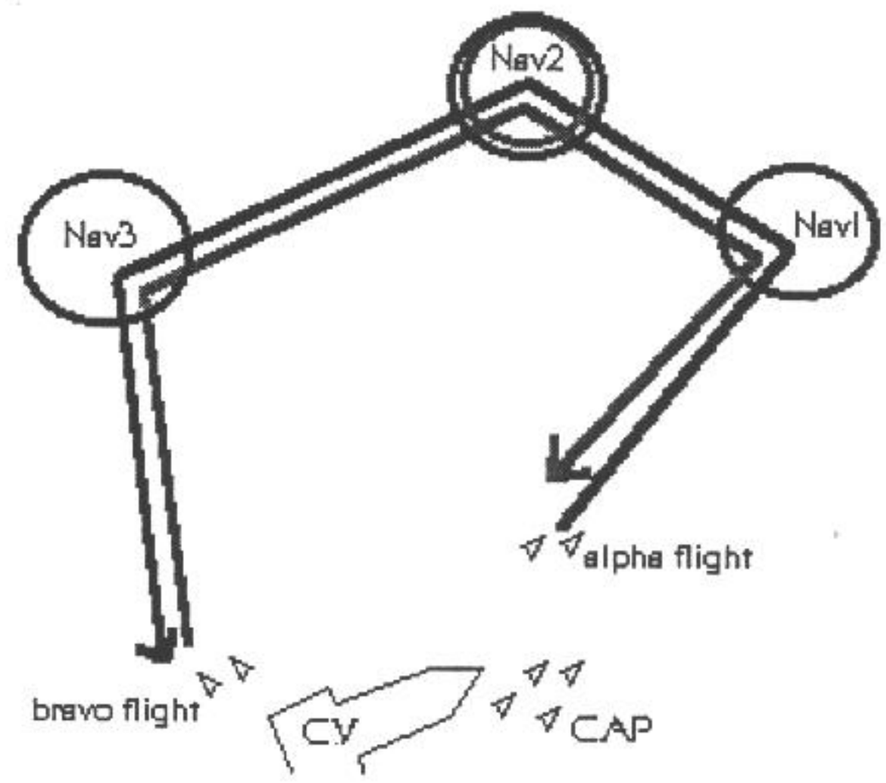
None of note.

Additional Comments

This mission should be moderately difficult. It should provide him with an opportunity to get more kills and experience against the aliens and to strengthen (or destroy) his relationship with the Kilrathi survivors.

Wingman: Redshirt2

Mission Map



Mission Outline

1. Alpha Flight to patrol through Nav1,2,3 sequentially
2. Bravo Flight to patrol opposite direction
3. AF proceeds to Nav1 from CV, BF proceeds to Nav3
4. At nav 1 AF encounters 3? PCC, receive comm from BF - encounter light Alien presence @nav3 both flights proceed to NAV2
5. At nav 2 AF and BF pass each other, comm from BF -reports "anomalous readings " at Nav3, AF to investigate further on their sweep. AF proceeds to Nav3, BF proceeds to Nav1
6. AF at Nav3, mission timer begins, Comm from BF -engaging enemy forces, AF engaged by 3? Alien FC, lots of "anomalous things" appear on radar (1 of which is buoy), if mission timer expires before PLAYER finds buoy then STILETTO will find it (comm: STILETTO - I beat ya' again flyboy!)
7. Return to MIDWAY - Land

If somehow the player manages to arrange it so that the buoy cannot be recovered (i.e. Stiletto killed or ejected and player ejected, buoy not found yet..) goto ***MISSNE3b***

Nav Points

LAUNCH: Midway, CAP (4 Panthers)

NAV1: Asteroid field, 5? Alien Plasma Cannon Clusters (PCC)

NAV2: A few LARGE asteroids, smaller asteroids..

NAV3: Asteroid field, 3? Alien Fighter Clusters (FC), Alien-Modified Comm Buoy, 10? "anomalous readings" objects (mines?), mission timer @Nav3 (if expires before buoy found by player, Stiletto will find buoy)

LANDING: Midway, CAP (4 Panthers)

Communication Events

Launch: Standard

Nav1:
Comm chatter from Bravo Flight (@Nav3), light enemy presence, situation under control

Nav2:
Comm from B.F. (also @Nav2), anomalous reading @Nav3, couldn't pin it down, check it out, okay?

Nav3:
Comm chatter from B.F. (@Nav1) med. Enemy presence
if mission timer expires before player finds buoy - comm from STILETTO "I beat ya' again flyboy"

Landing: Standard

Special Art / Objects

Cool Asteroids (Large and Small) / Asteroid Field
Alien-modified Confed Comm. Buoy - shows up on radar same as "anomalous objects"
Confed "Panther" Class Fighter
Alien Plasma Cannon Cluster
Alien Fighter Cluster
"anomalous readings" objects... alien mines?/alien chaff?/ alien ECM pods/mini-pods?
(some kind of small radar cluttering thing)
mission timer @Nav3 (if expires before buoy found by player, Stiletto will find buoy)

Special Sound Effects

Alien ship noises
Alien weapons noises
static? From alien mines/chaff/ecm-podlets?
alien "wuuuba-wuuuba" noise from buoy?

Additional Comments

possibly first instance where player must "identify" an object... player must target a specific object and close to within 500? Meters before the targeting scanners can identify it.. player must lock and identify each of the "thingies" at nav 3, hopefully finding the bouy, before the mission timer expires... the "thingies" will have shifting I.D.'s.. only the bouy will bear a definte I.D.

*tech note.. not sure where to put this... until we get a grip on alien technologies scanners cannot positively identify any alien objects.. scanners do not know how to classify them... scanners act.. confused?..

Wing Commander 5
Mission Specification

Mission : *E2*

Description / Choreography

Redshirt Rescue

After locating the bouy, Dane **returns to the MIDWAY,** shortly thereafter an emergency Comm comes in from the Red shirt(**Bravo Flight**), Dane is ordered escort a SAR team for the red shirt who has ejected from his damaged fighter. Dane can save red shirt; or one of those enemy probes can get to the poor guy first and tractor him off to captivity.

CONDITIONAL: If Dane fails to save red shirt we will later see what's left of him in the aliens' torture chamber/laboratory.

Additionally this mission gives us enough story time for the buoy to have been picked up and taken back to the Midway for analysis -- and for same to be reported to Dane when he returns to ship as follows.

Mission Win / Lose Effects

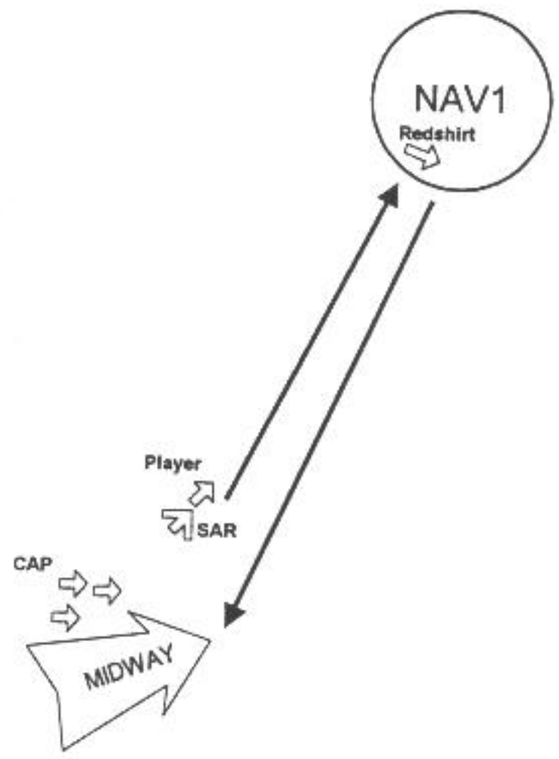
Eject: picked up by SAR, the "You don't ditch your craft..." speech..
Killed: funeral flic.. very sad.. boo hoo..
Mission Won: goto **E3**
Mission failed: goto E3
Special Notes:

Wingman / Ship Selection Notes

Squadron: Devil
Fighter: Panther

Flight Leader: PLAYER

Mission Map



Mission Outline

Mission Outline

1. After ***MISSNE1*** ends MIDWAY receives comm from BF: Engaged by enemy forces, Redshirt 1 is down, requesting SAR-shuttle and support from MIDWAY.
2. Launch, link up with SAR shuttle
3. PLAYER proceeds to Nav1, where he (hopefully) along with Redshirt2 destroys the 2 alien FC that are present, making sure to protect the shuttle (as it approaches the ejected pilot), if the shuttle is destroyed an alien ship will tractor the hapless pilot away to his doom...comm:redshirt1 -Ahhhhhhh!!!!!!!
4. (hopefully) the SAR shuttle will recover the pilot and proceed back to the carrier
5. Player proceeds back to Carrier and lands
6. end mission

Nav Points

LAUNCH: Midway, CAP (4 Hvy fighters), player, SAR shuttle

NAV1: Asteroid field, 2? Alien Plasma Cannon Clusters (PCC), Bravo2, Bravo1 (ejected)

LANDING: Midway, CAP (4 Hvy fighters)

Communication Events

Launch: Standard, Comm from SAR shuttle "Ready to go, sir."

Nav1:
Comm chatter from Bravo Flight "Damn glad to see you sir! Things are gettin a little hariy.."
combat chatter from Bravo2, SAR
comm from SAR "We're takin fire here.."
"Nice shootin' sir."
"Commencing pick-up"
"We got him, lets get the Hell out of here."
death comms for SAR, Bravo2, Bravo1 (if captured by aliens)

Landing: Standard

Special Art / Objects

SAR shuttle, Alien ships/weapons, ejected pilot, asteroids

Special Sound Effects

tractor beam, alien tractor beam

Additional Comments

Wing Commander 5
Mission Specification

Mission : *E3*

Description / Choreography

System Patrol/Rescue AWACS

Dane and his wingman are assigned a standard patrol route with orders to engage and destroy an enemy ships encountered. Shortly after Dane leaves on patrol, the MIDWAY received a distress call from an AWACS flight who was under heavy attack, shortly there-after, all contact was lost with the AWACS. Dane's flight (being the closest available fighters of course…) is diverted from their patrol, to the last known location of the AWACS, locate and defend the AWACS ship and escort it back to the midway.

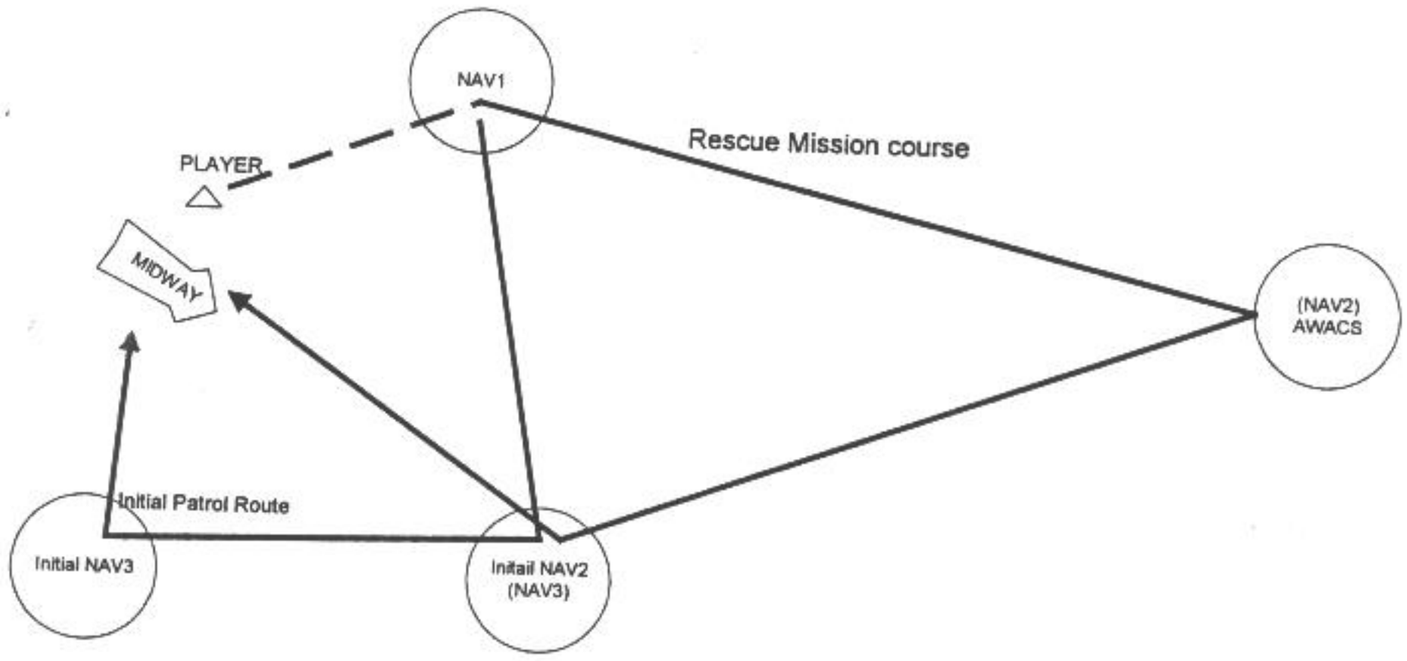
Mission Win / Lose Effects

Eject: @nav1 - picked up by SAR, @nav2
Killed: Midway destroyed by alien fleet
Mission Won: goto E4a (AWACS recovered)
Mission failed: goto E3b (AWACS lost)
Special Notes:

Wingman / Ship Selection Notes

Squadron: Devil
Fighter: Panther
Flight Leader: PLAYER
Wingman: Maestro
Wingman: Redshirt#1812

Mission Map



Mission Outline

1. Launch on Patrol Mission, proceed to NAV1, encounter light enemy presence, receive comm from MIDWAY: "Abort your present mission and standby to receive new NAV data… Proceed to (new) NAV2 and locate and defend an AWACS flight a all costs. Escort the AWACS back to the MIDWAY."
2. Proceed to NAV2 locate and defend the AWACS flight, engage moderate enemy forces, link up with the AWACS
3. Escort AWACS to NAV3, defend AWACS from moderate enemy forces
4. Escort AWACS to MIDWAY, land, debreif

Nav Points

Launch: Midway, CAP(4 panthers), player flight
Nav1: 4 alien multi-role fighters
Nav2: AWACS, 3 alien Plasma Cannon Cluster, 3 alien Fighter Cluster
Nav3: 4 alien Fighter Cluster, 2 Alien Multi-role fighters
MIDWAY: CAP(4 panthers),

Communication Events

Combat chatter from player wingmen
Comm from MIDWAY: "Abort your present mission and standby to receive new NAV data… Proceed to (new) NAV2 and locate and defend an AWACS flight a all costs. Escort the AWACS back to the MIDWAY."
Comm from AWACS "Sure glad you boys showed up."
Combat chatter from AWACS indicating various states of damage/distress
comm from MIDWAY "Excellent work pilot"
Comm from AWACS "Guess we owe y'all a steak dinner.."
death comm from AWACS
alien comm chatter

Special Art / Objects

AWACS, Alien fighters, Alien weapons

Special Sound Effects

AWACS related noises, Alien fighters, Alien weapons

Additional Comments

Wing Commander 5
Series Overview

Series: F

Series Objectives / Description

The objective of this series is to rescue Colonel Blair from the alien starbase. After this is accomplished, the Midway is ambushed near an asteroid field and a large group of Confederation reinforcements shows up to help out.

Mission F1 Objective

Help out a group of Kilrathi fighters who have been overwhelmed by alien forces. There will be a moral choice at the end where the player will decide whether or not to attack the Kilrathi. If he does, there will be consequences in Mission F6.

Mission F2 Objective

Escort an AWACS recon ship through a series of waypoints to gather information about the starbase holding Blair captive. Failure in this mission goes to mission F4b.

Mission F3 Objective

Destroy a lightly defended Communications array ship near the starbase. This will remove the eyes and ears of the starbase, meaning lighter defenses in mission F4 & F5.

Mission F4 Objective

Destroy light patrols on perimeter of starbase. At one point there will be an opportunity to help out another team performing the same mission at another Nav point.

Mission F4b Objective

Destroy medium to heavy patrols on perimeter of starbase in an attempt to weaken it further before the rescue/recon operation in Mission F5.

Mission F5 Objective

Rescue Blair from alien-inhabited starbase. The aliens have set a self-destruct sequence in motion, and the time is running out as the player escorts a band of marines to get the Colonel. The player will earn a medal for successful completion of this mission.

Mission F6 Objective

Defend the Midway from a new group of aliens entering the system. Confederation reinforcements will come to the rescue, but not after the situation begins to seem hopeless....

Mission F6b Objective

Hopelessly defend the Midway from a new group of aliens entering the system. Confederation reinforcements will not be coming the rescue, This is the absolute losing mission of the series.

Series Losing Path

- If every mission is completed successfully, the player will go straight through F1-F6.
- Failure at F2, F3, or F4 will take the player to mission F4b, where the player has a chance to redeem himself and go to mission F5.
- Failure at F4b or F5 will take the player to F6b, where Blair has died, and the player must defend the Midway

What's New in this Series

Mission F1:

- This mission will be the player's **first time in a Panther**, a heavier, faster, better armed ship than he has had in the past.
- There will be an **in-flight moral choice** (whether or not to attack the Kilrathi) which results in definite consequences in a later mission.

Mission F4:

- In this mission the player will be called to eliminate enemy patrol units within an action sphere near the alien starbase. Other squads from the Midway will be called upon to complete the same task at other points around the base. At one point another of these squadrons will call for help and a new, previously hidden nav point will appear on the nav map. This will force the player to, if he chooses to do so, **utilize the nav map** and learn how to change nav points on the fly.

Mission F5:

- This is a **timed mission**, with definite consequences for dawdling.

Mission F6:

- Building upon the **nav map utilization** from Mission F4, the player will once again be called upon to help out a fellow Midway squadron by changing destination points on the fly.
- The player will see **definite, specific results from a moral choice** made in mission F1. If he chose well, the Kilrathi will help him out, if he chose poorly, they will laugh at the humans from afar as their carrier dies a slow death.

Communication Events

Nav 2-Nav 3:

- The AWACS keeps the player updated about how long the scan has taken/will take, probably about every thirty seconds. "We need about a minute and a half, Dane, keep these guys off of us!" "We've completed the scan, Lieutenant, if you'll stop playing around and wax these guys we can go back home."

Nav 4:

- The AWACS informs the player that there are several enemy ships waiting in ambush between them and the Midway. "You go on ahead and get these guys, but watch our back, this may be a trap."

Special Art / Objects

AWACS ship

Special Sound Effects

In addition to the timed communications from the AWACS, we should have a specific sound, perhaps a radar ping, to let the player know that the AWACS is scanning. It will provide valuable feedback.

Additional Comments

Wing Commander 5
Mission Specification

Mission : Mission F3

Description / Choreography

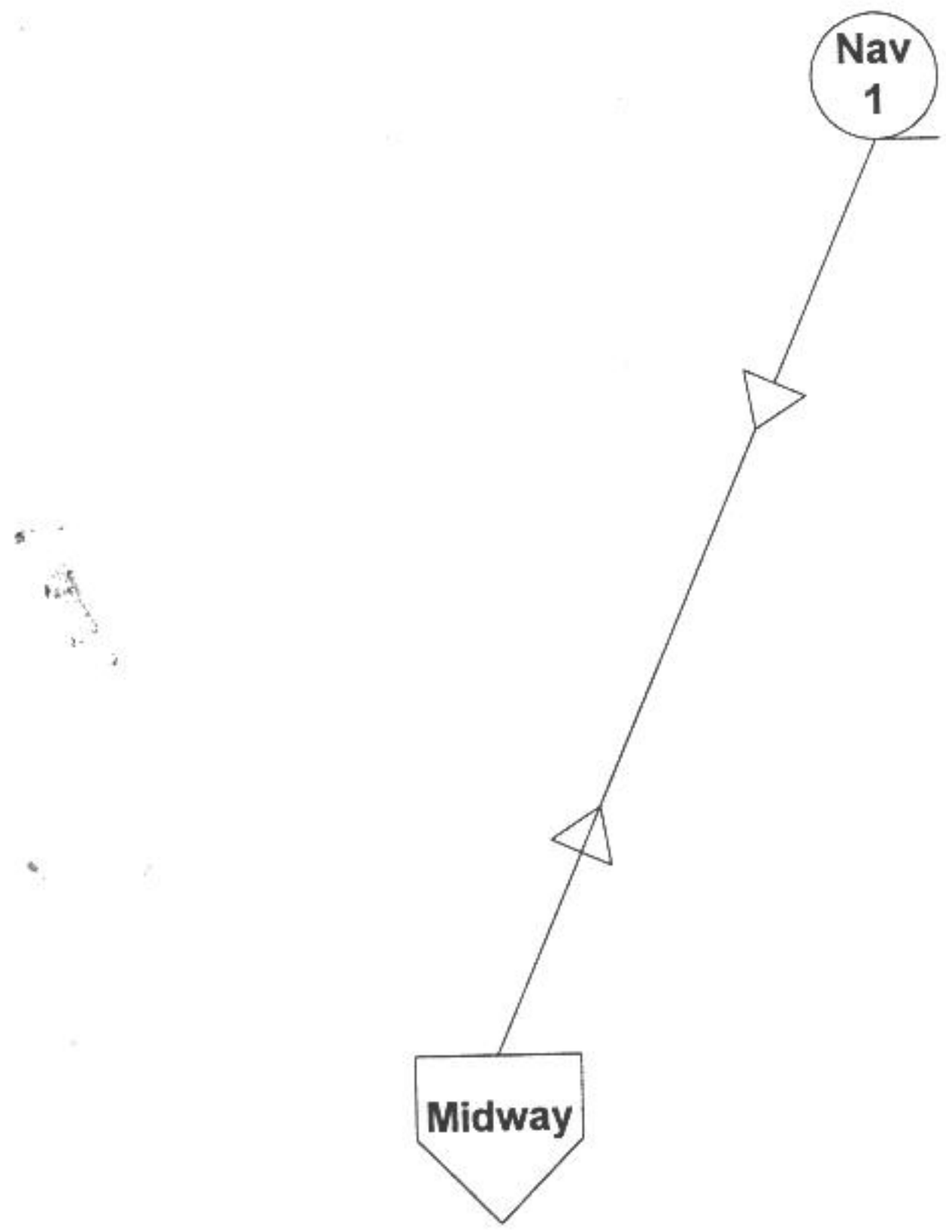
The starbase has a powerful, independently powered and mobile scanning array, and Nelson sends in the Devil squadron to penetrate the defenses and remove it. The player will have a fighter escort to the outer perimeter of the base, where the smaller fighters will keep the regular patrols busy.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Shrike

The player and his wingman will be flying Shrikes.

Mission Map



Mission Outline

1. Most of the activity around the starbase is in the form of outer perimeter patrol units and Fighter Clusters. They figure out the rate and timing of the patrols' passing, and time the mission so that the bombers can breach the perimeter during a window. Dane should not have very far to go before he gets to the scanning array ship [picture of **Nav 1** provided on the ship's monitor], and detonate it.
2. The fighter escort leader will give Dane the signal, after which the Shrike bombers will blow it up.
3. At this point, hell breaks loose and the player must get out of there before too many alien fighters come in to kill them.

Note: This mission is *extremely* time critical. The player will probably have less than two minutes to complete the mission once he and his wingman breach the perimeter of the base's defenses. The starbase is heavily patrolled, as will be seen in the next mission.

Nav Points

Nav 1:

- 2 or 3 Alien Conventional Space Superiority Fighters at any one time attacking the fighter escort. One or two turrets from the scanning ship will be taking potshots at the Shrikes but should not cause too much damage.
- The Scanning Array Vessel will be a strange-looking, clunky ship with things all over vaguely resembling radar dishes. It will have fairly large engines at the back which will continually attempt to rotate the ship out of the firing angle of the Shrikes.

Success / Failure notes

Success: The player destroys the scanning vessel and survives. It would be preferred if his wingman and fighter escorts survive.

Failure: The scanning vessel is not destroyed when the player lands on the Midway. The player is sent to Mission F4b

Communication Events

Nav 1:

- After the comm array is destroyed, the enemy fighters will appear from nearly every direction. The player's wingman will say that "there's too many of them, let's get the hell out of here".

Landing:

- With success, the praise he gets back on the Midway is substantial, now that the starbase has lost its eyes and ears, they can sneak in there like ninjas (don't actually write that).

Special Art / Objects

Special Sound Effects

The explosion of the scanning vessel's engine should be an odd-sounding explosion, more of a low rumble than a percussive hit.

Additional Comments

This mission will be a challenge to balance correctly.

Wing Commander 5
Mission Specification

Mission : Mission F4

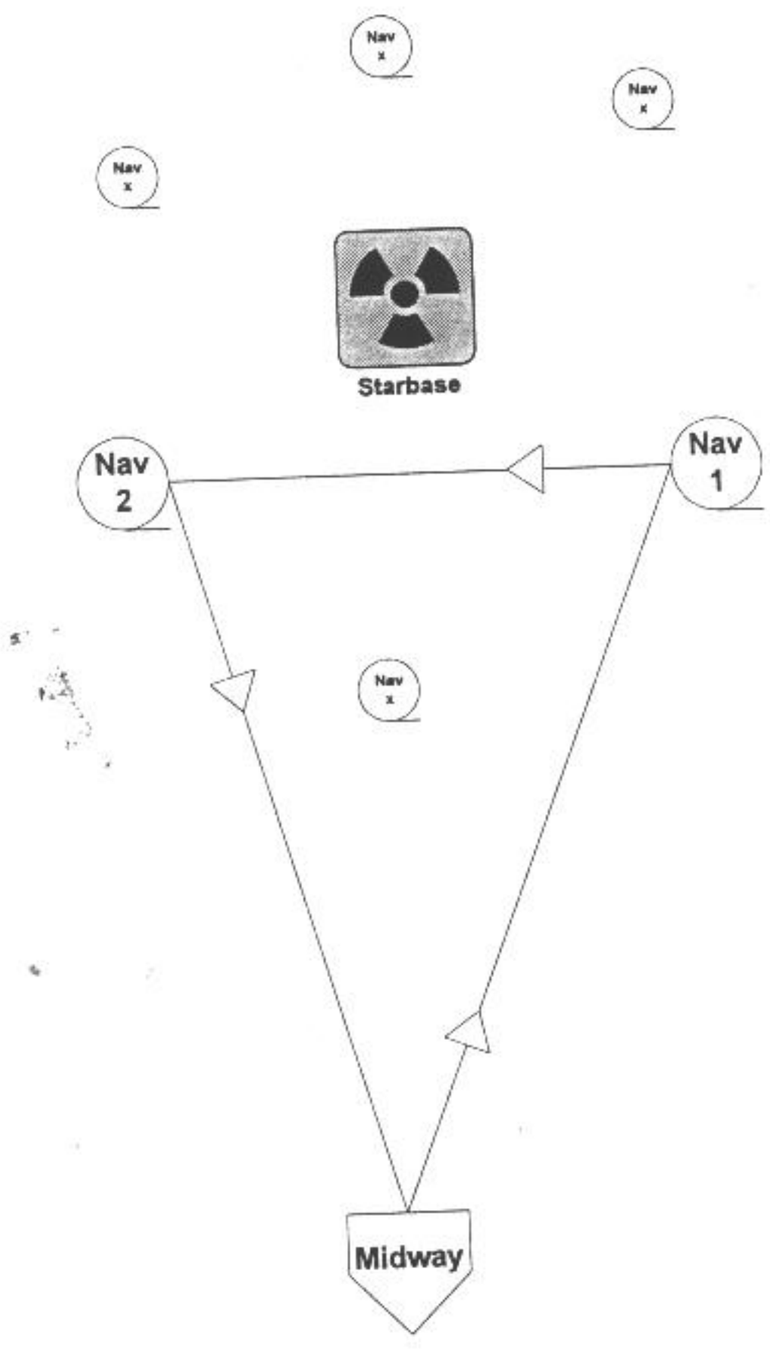
Description / Choreography

With the majority of the enemy carrier's communications array down, the Midway is in a good position for surprise attacks. Now they need to further weaken the alien defenses by removing their scout patrols. The player and three other fighter wings from various Midway squadrons will be deployed to take control of specific intercept regions, destroying their smaller fighters around the perimeter of the base.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

Mission Map



Note: The smaller nav points where other squads from the Midway have been deployed to perform the same function as the player.

Mission Outline

1. The player flies to his assigned area (**Nav 1**), and will probably have enough to stay busy for a while. There are many light patrols, so each wing sent from the Midway will be responsible for 4-8 fighters.
2. After this is done, the player will receive an SOS from another wing at **Nav 2**. He will have the option of assisting this wing in destroying more aliens. If he chooses to do so, he will go to the nav map to change his destination to the new waypoint
3. The wingleader who sent the distress call thanks the player and after they land, recommends that a medal be given. The captain doesn't think that's a good idea yet, but after Mission F5 he'll change his mind.

This is a high-kill mission.

With this mission complete, the player should be able to escort a marine shuttle near the base in the next mission without much difficulty.

Nav Points

Nav 1: 3 groups of 3 Alien Conventional Space Superiority Fighters will attack the player one after another, either at timed intervals or when the previous group is dead.

Nav 2: The distress call sent by another wing at another nav point will be fighting against the slightly more difficult multi-role clusters, probably 2 groups of 2.

Success / Failure notes

Success: The player destroys his assigned fighters and successfully assists the other wing who sent the distress call.

Failure: If this other wing dies, or if the player can't destroy his own allotment of bad guys within the time allowed, the player will not have "destroyed enough ships, and must try again in Mission F4b.

Communication Events

Nav 1:

- There should be a lot of chatter between the other assault wings at other areas around the starbase. "Got the slimy bastard!", "Have some more of this!", etc. At some point an SOS will come from **Nav 2**, which will not appear on the Nav map beforehand. It comes from another fighter wing which has met with more resistance than the player. "Dane, help me out here! I can't get these guys off my back!! There were more than I expected," etc.

Nav 2:

- After all aliens are dead, if the pilot who called in the SOS is still alive "Thanks for helping me out. I thought I was going to die there for a minute."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

This mission will have a timer, which will be a good opportunity for sweaty palms and children telling each other how long it took them to destroy ***x*** number of fighters.

Wing Commander 5
Mission Specification

Mission : Mission F4b

Description / Choreography

This mission is simply a more difficult version of Mission F4.

The Midway is in desperate need to further weaken the alien defenses by removing their scout patrols. The player and three other fighter wings from various Midway squadrons will be deployed to take control of specific intercept regions, destroying their smaller fighters around the perimeter of the base.

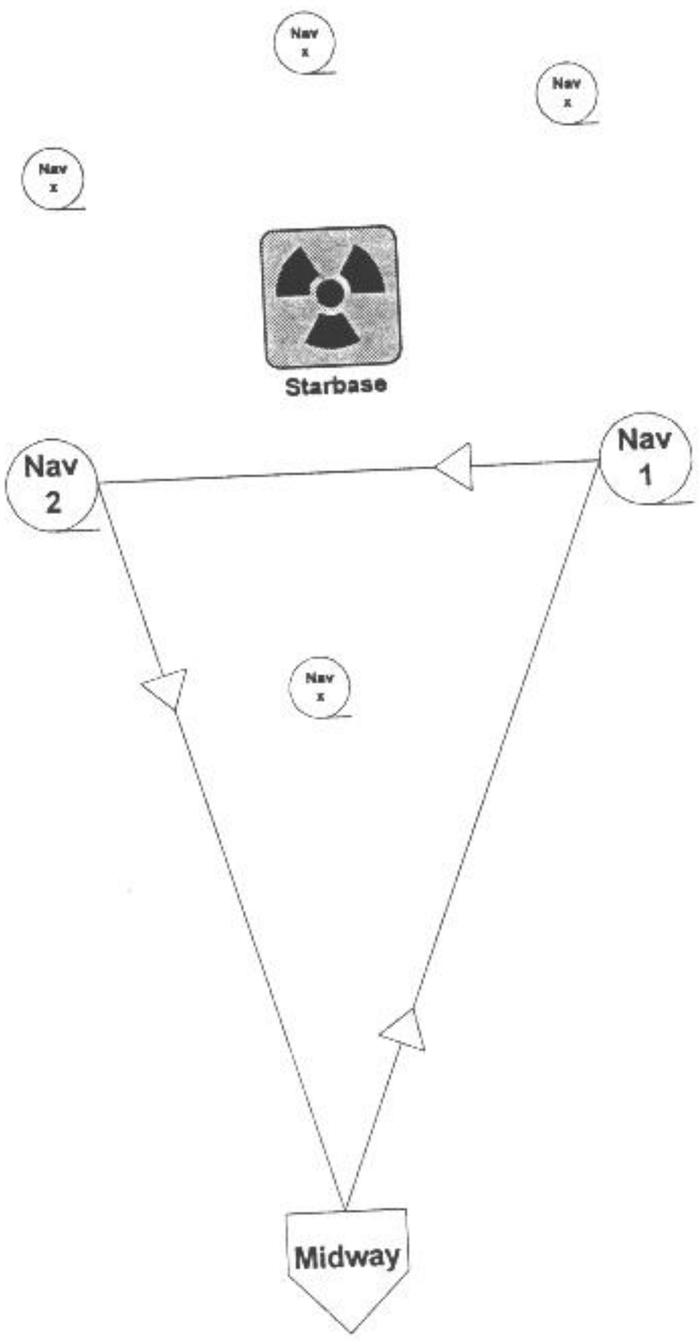
If the scanning array in Mission F3 was not destroyed, it will be a secondary objective at **Nav 2**. If the player destroys it, it will mean bonus points, perhaps a better medal after Mission F5, but not as good as if the player had successfully completed all missions to this point.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

Wingman should be Stiletto, or someone else fairly good.

Mission Map



Note: The smaller nav points where other squads from the Midway have been deployed to perform the same function as the player.

Mission Outline

1. The player flies to his assigned area (**Nav 1**), and will probably have enough to stay busy for a while. There are many medium to heavy patrols, so each wing sent from the Midway will be responsible for 6-10 fighters.
2. After this is done, the player will receive an SOS from another wing at **Nav 2**. He will have the option of assisting this wing in destroying more aliens. If he chooses to do so, he will go to the nav map to change his destination to the new waypoint
3. If the player, for whatever reason, did not destroy the scanning array during Mission F3, it is at **Nav 2** and acts as sort of a secondary objective.
4. The player returns to the Midway to find a few (3-4) heavy alien fighter clusters attacking her. These must be destroyed as well.

This is a high-kill mission.

With this mission complete, the player should be able to escort a marine shuttle near the base in the next mission without much difficulty.

Nav Points

Nav 1: 3 groups (4 Alien Conventional Space Superiority Fighters and 1 multi-role cluster) of alien fighters will attack the player one after another, either at timed intervals or when the previous group is dead.

Nav 2: The distress call sent by another wing at another nav point will be fighting against more multi-role clusters, probably 2 groups of 3. The scanning array from Mission F3 will be there if it was not destroyed.

Landing: There are 3-4 heavy fighter clusters attacking the Midway.

Success / Failure notes

This mission takes place if the player failed at either Mission F2, F3, or F4.

The failure in previous mission(s) has put the aliens more on the offensive.

Success: The player destroys his assigned fighters and successfully assists the other wing who sent the distress call.

Failure: If this other wing dies, or if the player can't destroy his own allotment of bad guys within the time allowed, the player will not have "destroyed enough ships, and will die trying to redeem himself in Mission F6b.

Communication Events

Nav 1:

- There should be a lot of chatter between the other assault wings at other areas around the starbase. "Got the slimy bastard!", "Have some more of this!", etc. At some point an SOS will come from **Nav 2**, which will not appear on the Nav map beforehand. It comes from another fighter wing which has met with more resistance than the player. "Dane, help me out here! I can't get these guys off my back!! There were more than I expected," etc.

Nav 2:

- After all aliens are dead, if the pilot who called in the SOS is still alive "Thanks for helping me out. I thought I was going to die there for a minute."

Landing:

- Upon returning to the Midway, the comm officer of the Midway will tell the player about the clusters attacking, and order him not to land until they are all dead.

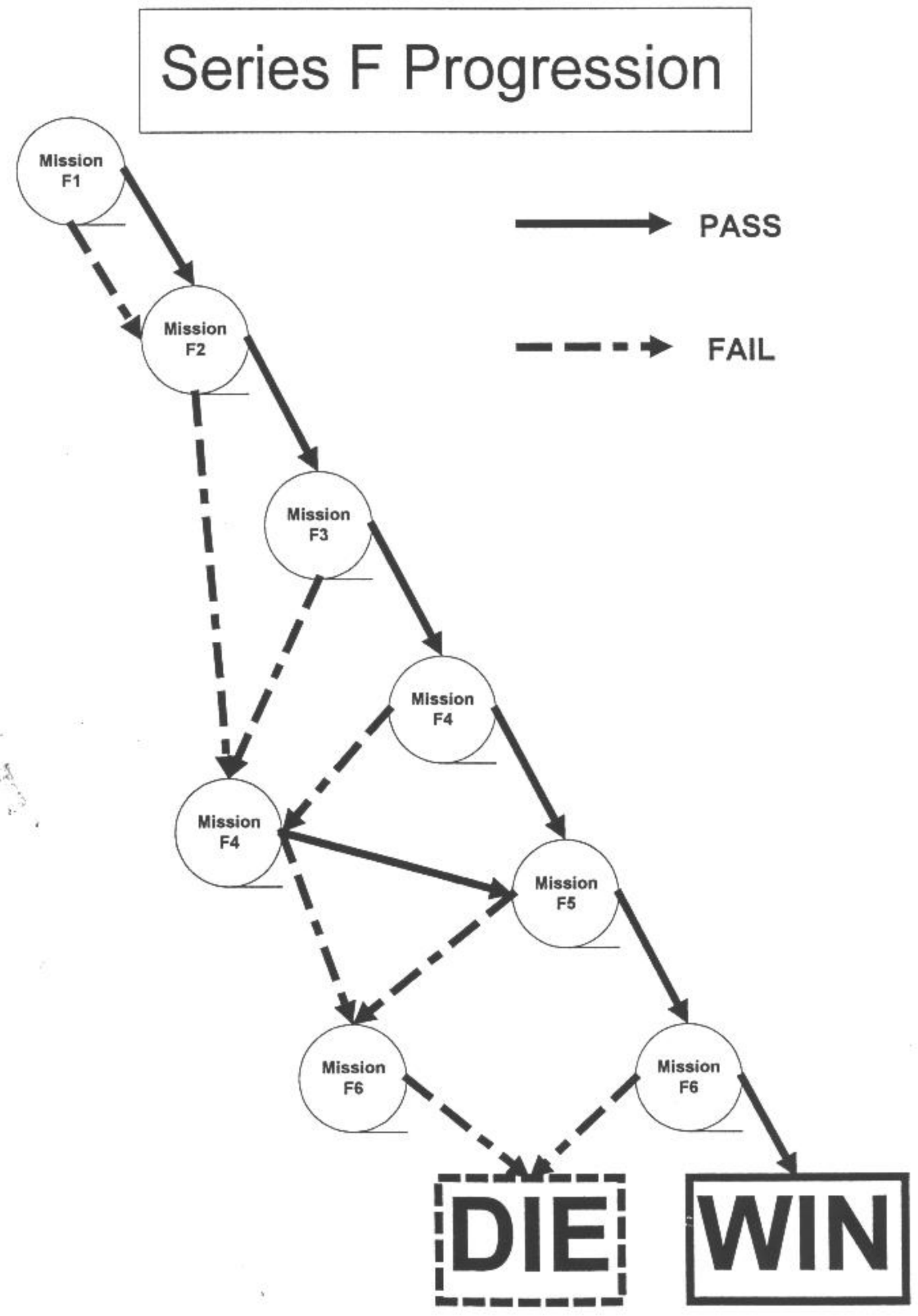
What's Being Built on in this Series

Missions F6 and **F6b**:

- There is a **small probe, not unlike the one in Series C**, hovering near the Midway which will provide considerable annoyance to the player until he destroys it. He will have a fairly generous time limit in which to kill this probe, and if he does so, will dramatically change the aliens' attack strategy against the Midway. It should be something the player will remember from Series C, and can be used again later, if necessary.

Series Flowchart

This is the basic pass/fail progression of the series.



Special Art / Objects

The scanning array ship from Mission F3 will be present if it was not killed already.

Special Sound Effects

None of note.

Additional Comments

This mission will have a timer, which will be a good opportunity for sweaty palms and children telling each other how long it took them to destroy ***x*** number of fighters.

Wing Commander 5
Mission Specification

Mission : Mission F5

Description / Choreography

The player has to escort a marine shuttle into the alien-held starbase and defend himself until they are done. The starbase is set to self-destruct, and if the marines diffuse it, more aliens come in to destroy it and whatever Confederation ships are nearby.

Dane battles his way past the Starbase's satellite defenses. These small, automated devices whip about in space; launching fast, lethal attacks that Dane just barely manages to fight off.

Via VDU, Dane learns Dekker and his Marines have picked up the life signs of human prisoner on the Kilrathi Starbase. Establish time clock as they race to where the prisoner is located -- while the base's reactor core melts down.

We INTERCUT between Dane and Marines as they save prisoner and fly their shuttle off the base -- just before it explodes.

But before Marines can withdraw, alien fighters show up.

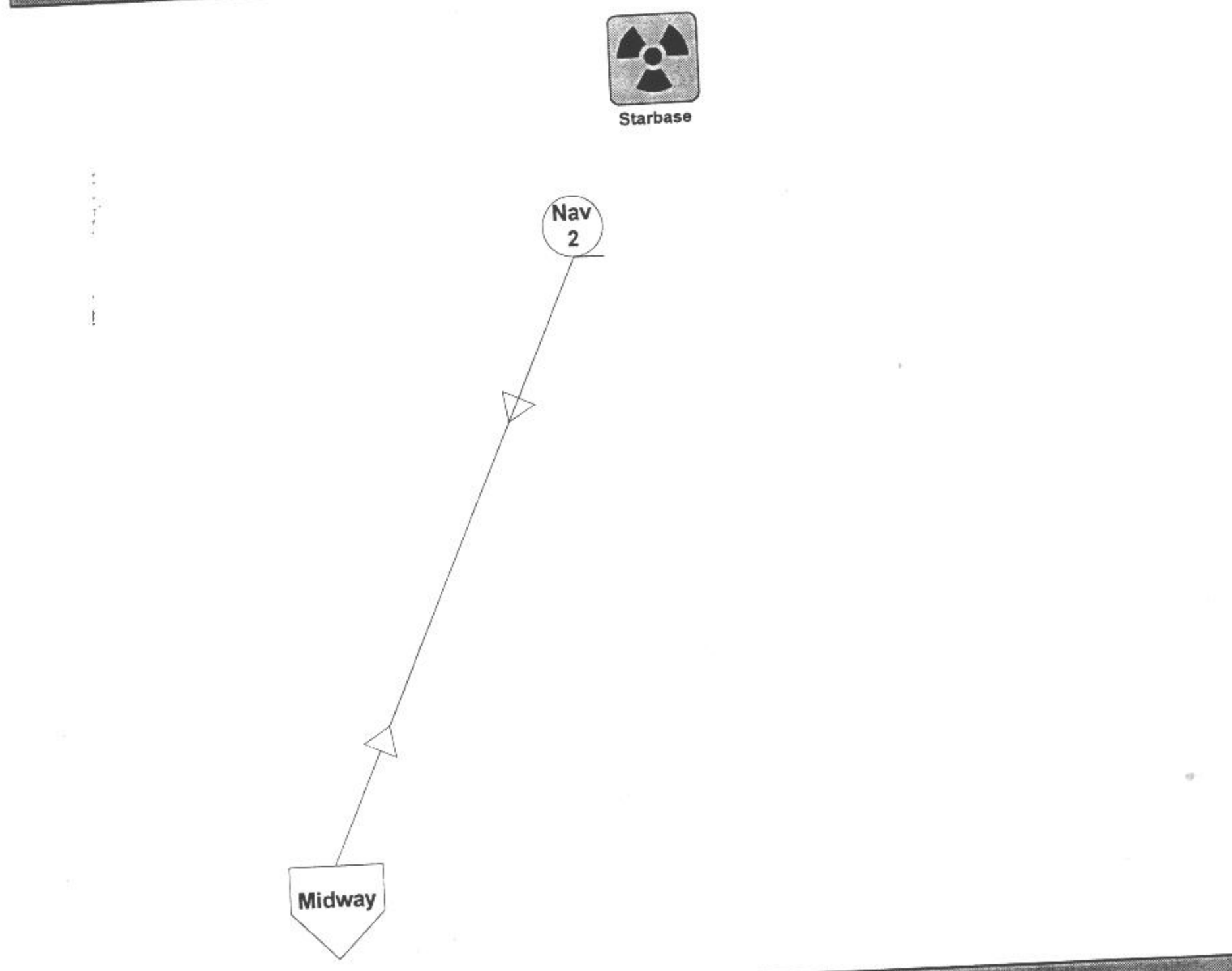
Dane and his squadron wipe out the alien fighters.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

The player's wingman needs to be skillful and obedient.

Mission Map



Mission Outline

1. Before reaching the starbase at **Nav 2**, the player and the marine shuttle will be attacked by a small, ragged band of patrol aliens leftover from Mission F4 or F4b. If this takes too long, the marines will not have enough time to disable the self-destruct on the starbase.
2. Escort marine shuttle to dock with starbase, where they have only ***x*** amount of time (and a cut scene) to disable the self-destruct sequence and rescue Blair. If the marines are held up for too long at **Nav 1**, they will not be able to diffuse the self-destruct, and will have to scramble to get off in time to avoid the blast from the starbase.
3. Meanwhile the player is defending himself against small drones which make up for a lack of skill by the large number present.
4. The marines communicate their findings, and take off again.
5. If the player does not get them there in time to disable the self-destruct sequence the base will explode.
6. There is a small band (2-3) of medium or heavy alien fighters waiting between the starbase and the Midway to ambush the Marine shuttle (they know the prisoner is on board). This will be considerably difficult to complete. The player will hopefully be able to maneuver between the attackers and the shuttle, blowing one or two away with missiles immediately.

Nav Points

Nav 1:

- Small drones which can move quickly, who blow up easily and are small enough facecount-wise to allow many on screen at once.
- Kilrathi Starbase, heavily damaged-looking.
- Ginormous explosion when the starbase is blown up.

Success / Failure notes

Success is determined by whether or not the player successfully escorts the Marine shuttle to the starbase. This will be a timed mission, so perhaps the Marines need to get to the starbase before a certain time to make sure they are off when it explodes.

Complete success - Marine shuttle survives, all aliens destroyed

Moderate success - Marine shuttle survives, not all aliens destroyed

Complete failure - Marine shuttle does not survive.

Communication Events

There needs to be banter between the Marines and the player, keeping each other updated on the progress of their missions.

Special Art / Objects

1. Small drones which can move quickly, who blow up easily and are small enough facecount-wise to allow many on screen at once.
2. Kilrathi Starbase, heavily damaged-looking.
3. Ginormous explosion effect when the starbase is blown up.

Special Sound Effects

1. The small drones guarding the perimeter of the base should make higher-pitched whining sounds as they fly around. This could be a much higher-pitched version of the sound the Dragon makes when it cloaks.
2. Ginormous explosion sound when the starbase is blown up.

Additional Comments

This mission should be more difficult than the last one, but mostly suspenseful. Can he get to the starbase in time, can he save the shuttle? We probably want him to think the getting the shuttle to the base in the first place is difficult, and that the only alien ships nearby are the ones in the beginning.

We also need to make sure the player is **never** without a target, especially when he is waiting for the Marines to finish their business.

Wing Commander 5
Mission Specification

Mission : Mission F6

Description / Choreography

The player reports to the briefing; learns enemy aliens have cornered the Midway near an asteroid field or nebula. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes. The good news is Confed reinforcements are enroute. The bad news is that the player and other pilots must defend the Midway for several minutes until help arrives.

Dane and his buddies must now employ guerrilla warfare; hit and run tactics to simply stay alive until Confed reinforcements arrive.

F-95. EXT. SPACE/INT. DANE'S COCKPIT/INT. MIDWAY

After several harrowing minutes, the Confed reinforcements arrive just as it seems the Midway is done for -- and blow the hell out of the alien fleet.

CONDITIONAL: If the Midway suffers 50% damage before the Confed reinforcements arrive, and Dane successfully defended the Kilrathi pilots, then the Kilrathi wing comes to the aid of the Midway. Obviously, if Dane allowed massacre of Kilrathi pilots earlier, they won't show up.

Note: The launch bays of the starbase were damaged in the last mission, allowing the aliens to launch fighters only two at a time at long intervals. This proves a significant advantage to the Confederation, who can then deploy four- or six-fighter wings to intercept them as they enter the system. Midway through the assault, another group of alien attackers appears and makes the situation much worse, removing the advantage.

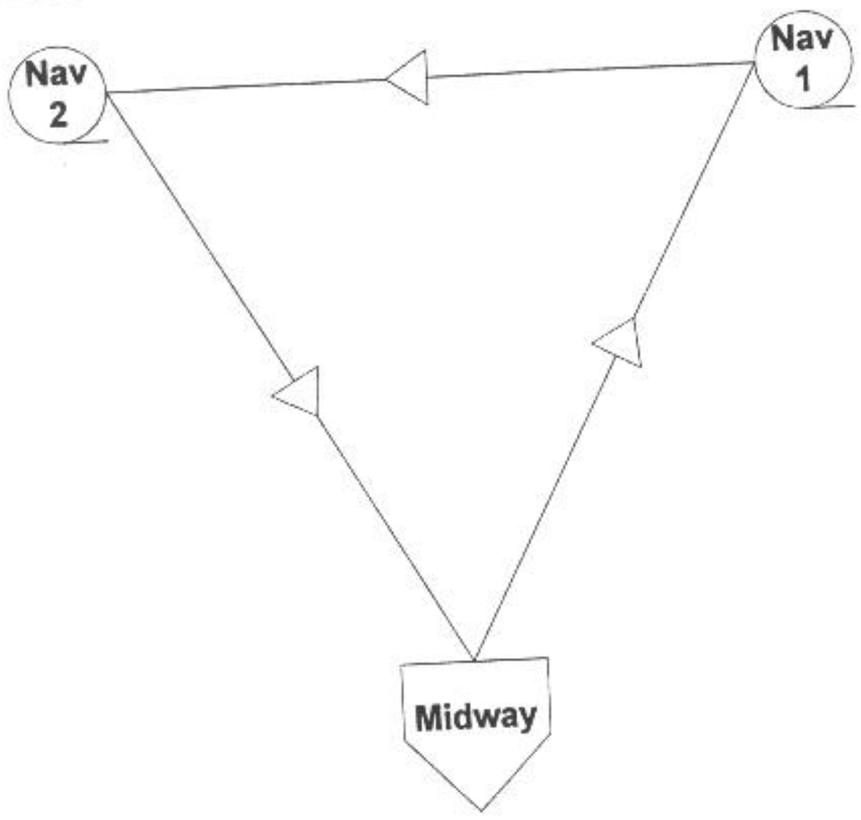
Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

Four to six Confederation fighters should be present for the assault waves at Nav 2.

His wingmen should be extremely good, the elite of the group, maybe even Maniac. But if Maniac goes, he probably won't remain in formation and throw the whole strategy into disarray.

Mission Map



Mission Outline

Launch: Near the Midway, there is a small probe which allows aliens to track specific damage to the Midway: with this thing alive, the Alien Command back at the starbase can put specific fighters onto specific areas of the Midway. The player has a very limited time to do this (20 seconds?), and it will be difficult and annoying. If he cannot do it, he is told to go on with the mission anyway. If he lingers, the aliens are able to form more formidable formations at **Nav 1**. If he destroys it, he goes to **Nav 1** and the aliens begin attacking the Midway via a direct frontal assault (much more difficult for them). If he cannot destroy it and goes on, he may be able to take out a good number of the aliens, but when they finally make it to the Midway they attack vulnerable areas first, making the mission considerably more difficult. This probe will not figure into the success/failure of the mission proper.

Nav 1: This is where the player and his wingmen wait in solid formation to pick off the alien light-to-medium fighters as they come into the area two by two. This should work for the first two or three pairs of fighters that come along, but then another set of (probably 3 heavy) alien fighters will come along from the formation's left flank and throw them off. After that it becomes a complete melee.

Nav 2: When most (all but 1 or 2) of the alien attackers are destroyed at **Nav 1**, the player receives a comm from the Midway that the Confed Squadron at **Nav 2** has been overwhelmed and needs assistance. The player can either run straight there after giving the word to his squad to join his formation, or he can kill the remaining fighters at **Nav 1**. The only difference it will make is in how many of the aliens from **Nav 2** will make it to the Midway and start causing damage before the player arrives. From **Nav 2** the alien attackers go directly for the Midway according to the status of the probe at the Midway.

Landing: The player defends the Midway and the mission ends according to success/failure notes below.

Nav Points

Launch: A small probe which whips around quickly and is difficult to kill. It will fly according to a pattern, however, and sharp pilots will be able to pick up on this pattern and destroy it.

Nav 1: 8 alien light- or medium- fighters arriving two at a time at timed intervals TBD by game balance. When only two remain to come in, a band of 3 heavy alien fighters come in, and, after a minute or two, the remaining two from the original eight.

Nav 2: A multitude of two types (medium and heavy) of fighters coming to attack the Midway.

Landing: Before landing, the player will have to fight a few more (5-6) Conventional Space Superiority Fighters.

Success / Failure notes

Success is determined first by whether or not the Midway survives the Alien onslaught. Given her survival, degrees of success are determined by how much damage the Midway takes before Confed reinforcements arrive.

Complete success - Midway takes less than 50% damage, aliens all die, and Confed reinforcements arrive without much to do (see Communications Events below). (Note: if the player attacked the Kilrathi in Mission F1, this success will not be absolute. See Additional Comments below.)

Upper moderate success - Midway takes 50% damage or more, Kilrathi wing shows up to assist and kicks ass. Everyone is fine, repairs are underway, and they prepare for their next jump.

Lower moderate success - Midway takes 50% damage or more, and player killed Kilrathi survivors in Mission F1, so he takes some of the blame for their not helping out. They should make it very clear that they would have come to the rescue if they hadn't been so insulted.

Complete failure - Midway doesn't survive, it's time for losing Mission F6b and a movie.

Communication Events

Landing:

- The player's wingman should have a flippant, excited attitude about the probe at Nav 1. He'll say stuff like "Damn, Dane, maybe you should let me have a hand at that little bastard". Basically he's treating it like a game.

Nav 1:

- There will be detailed instructions about how to line up in formation coming from the squadron leader. It would be nice if he could tell the player exactly where to go and then correct his movements if he's not in the right place, but that might be frustrating. What will be important is that all the ships in the formation target the same ship and fire at the same time. This way, they should be able to blow up both ships in the formations that come before the next groups arrive. "There they are, lock your heavy lasers on the left target and fire on my go… three, two one, FIRE!!!"
- A wingman will say something like says "Woohoo, sir, that was beautiful, I can't believe they keep falling for it.
- There will be a lot of room for idle banter and talking shit during this phase of the mission.

Landing:

- When the Confederation reinforcements arrive, they will announce it to the player by saying something like "We're here to assist you, TCS Midway, just tell us where the bugs are and we'll step on 'em".
- If the player succeeds with ultimate victory (he kills all of the aliens before the reinforcements jump in), the captain of the Confed Armada should commend him over the comm radio, something like "I thought you guys said you were about to die! What happened?"
- When the Kilrathi help arrives (if it does arrive), they will announce their presence similarly, probably with a bit of racist banter. "You hairless apes are undeserving of our skill, but we'll help anyway."
- If the player allowed (or participated in) the slaughter of the Kilrathi in Mission F1, there will be a comm from the leader of the Kilrathi saying plainly that they "would have been glad to come to the rescue of the Midway, but that they'd rather splinter the Allies into indefensible groups than help out a traitor." At this point the player will probably have a morale choice about whether or not to tell the truth.

Special Art / Objects

Special Sound Effects

None of note.

Additional Comments

This mission is significant because of a decision the player made in the previous mission. His choice to attack the Kilrathi wing in Mission F1 will lead to a lesser degree of success in this mission no matter what happens. Even if the Midway is only slightly damaged, there will be some sort of "I thought the Kilrathi would help us out, but for some reason they are pissed" sentiment.

Wing Commander 5
Mission Specification

Mission : Mission F6b

Description / Choreography

The player will not win this mission. The player learns that the aliens have cornered the Midway near an asteroid field. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes. The bad news is that Confed reinforcements are unable to assist, due to an ambush that will hold them up indefinitely. The really bad news is that the player and other pilots must defend the Midway for as long as they can....

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

It doesn't really matter who is Dane's wingman, does it? They're gonna die.

All squadrons will be deployed for this mission, but that will not be enough to save them.

Mission Map



Mission Outline

Launch: Near the Midway, there is are three small probes positioned all around the Midway which allow aliens to track specific damage to the Midway: with these things alive, the Alien Command back at the starbase can put specific fighters onto specific areas of the Midway. The player must destroy them, even though he has a very limited time to do this (20 seconds?), and it will be difficult and annoying. If he cannot do it, he is told to "just go after the fighters". If he destroys all three of them, the aliens begin attacking the Midway via a direct frontal assault (much more difficult for them). If he cannot destroy them and goes on to attack the fighters, he may be able to take out a good number of the aliens, but when they will attack vulnerable areas first, making the mission considerably more difficult. This probe will not figure into the success/failure of the mission, because nothing will! There's no way to destroy an infinite number of aliens coming from all directions!!

Landing: The player defends the Midway to the best of his ability, and still won't be able to save it. The Kilrathi may come by to help, if he didn't shoot at them in Mission F1, but they will die too.

Nav Points

Launch: A small probe which whips around quickly and is difficult to kill. It will fly according to a pattern, however, and sharp pilots will be able to pick up on this pattern and destroy it. An infinite number of alien light- or medium- fighters arriving two at a time at timed intervals.

Success / Failure notes

Success is determined first by whether or not the Midway survives the Alien onslaught. Basically, she will not. This is a no-win losing mission.

Complete failure - Midway doesn't survive, it's time for losing movie.

Communication Events

Launch: Many wingmen will die immediately. "There's way too many of them! I can't kill them all Midway! AAAAAAAA!" <death>

Landing:

- When the Kilrathi help arrives (if it does arrive), they will announce their presence similarly, probably with a bit of racist banter. "You hairless apes are undeserving of our skill, but we'll help anyway."
- If the player allowed (or participated in) the slaughter of the Kilrathi in Mission F1, they will assist the aliens in the destruction of the Midway. There will be a comm from the leader of the Kilrathi saying plainly that they "would have been glad to come to the rescue of the Midway, but that they'd rather splinter the Allies into indefensible groups than help out a traitor."

Wing Commander 5
Mission Specification

Mission : Mission F1

Description / Choreography

The player is called to defend a band of Kilrathi who are being slaughtered by aliens. After the player successfully defends them, he will have a choice whether or not to destroy them as a sort of payback for all the years and family members lost during their war. If he does this, there will be repercussions in Mission F6.

As Dane is launched, he is briefed on his next mission by Blair. Via a no longer jammed Confed spy eye, the Midway has located a nearby wing of Kilrathi fighters who are in a no-win engagement with a wing of alien fighters.

The mission of Dane's wing will be to cover the Kilrathi fighters and destroy all enemy in the area.

Dane and his Wing cover the fighters and jointly destroy all available enemy. By annihilating invasion force and supply convoy, Midway has drawn away part of the alien fleet.

This buys the Kilrathi time to defend themselves until Confed reinforcements arrive.

[Note: Dane will have OPTION at end of this Mission. His wingman recognizes Kilrathi fighters as part of Renegade Movement; in past, they have ambushed Confed ships, killed fellow pilots. Wingman suggests payback; they can take out these Kilrathi bastards here and now -- and no one will be the wiser. If Dane opts to go along with this, there will be CONSEQUENCES limited to this series.]

The player's mission objective is to escort the Kilrathi back to a Corvette waiting at **Nav 2**. IF the player has chosen to kill the Kilrathi at Nav 1, his wingman, without warning, will sound a death cry, go after the cruiser, and get his ass blown off. If the player chooses not to engage at this point, he will have failed the mission outright. If he chooses to engage the cruiser and *wins*, he will get a trinket medal for being the only survivor in what must have been an "amazing battle". Hopefully this will be comical.

Special Art / Objects

None of note. Lots of death.

Special Sound Effects

None of note.

Additional Comments

It should not take long for the player to figure out that there is no way to win this one. He should basically get his ass kicked as soon as he launches.

Wing Commander 5
Mission Specification

Mission : Mission F6b

Description / Choreography

The player will not win this mission. The player learns that the aliens have cornered the Midway near an asteroid field. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes. The bad news is that Confed reinforcements are unable to assist, due to an ambush that will hold them up indefinitely. The really bad news is that the player and other pilots must defend the Midway for as long as they can....

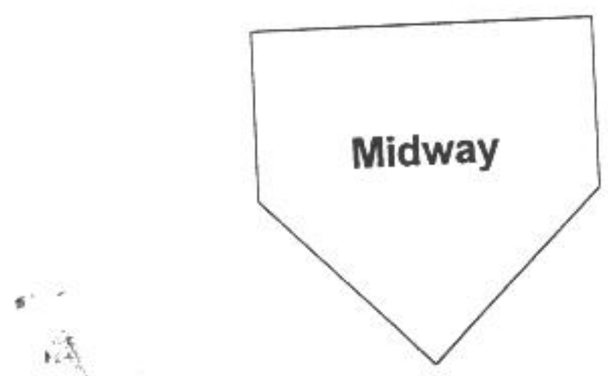
Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

It doesn't really matter who is Dane's wingman, does it? They're gonna die.

All squadrons will be deployed for this mission, but that will not be enough to save them.

Mission Map



Mission Outline

Launch: Near the Midway, there is are three small probes positioned all around the Midway which allow aliens to track specific damage to the Midway: with these things alive, the Alien Command back at the starbase can put specific fighters onto specific areas of the Midway. The player must destroy them, even though he has a very limited time to do this (20 seconds?), and it will be difficult and annoying. If he cannot do it, he is told to "just go after the fighters". If he destroys all three of them, the aliens begin attacking the Midway via a direct frontal assault (much more difficult for them). If he cannot destroy them and goes on to attack the fighters, he may be able to take out a good number of the aliens, but when they will attack vulnerable areas first, making the mission considerably more difficult. This probe will not figure into the success/failure of the mission, because nothing will! There's no way to destroy an infinite number of aliens coming from all directions!!

Landing: The player defends the Midway to the best of his ability, and still won't be able to save it. The Kilrathi may come by to help, if he didn't shoot at them in Mission F1, but they will die too.

Nav Points

Launch: A small probe which whips around quickly and is difficult to kill. It will fly according to a pattern, however, and sharp pilots will be able to pick up on this pattern and destroy it. An infinite number of alien light- or medium- fighters arriving two at a time at timed intervals.

Success / Failure notes

Success is determined first by whether or not the Midway survives the Alien onslaught. Basically, she will not. This is a no-win losing mission.

Complete failure - Midway doesn't survive, it's time for losing movie.

Communication Events

Launch: Many wingmen will die immediately. "There's way too many of them! I can't kill them all Midway! AAAAAAAA!" <death>

Landing:

- When the Kilrathi help arrives (if it does arrive), they will announce their presence similarly, probably with a bit of racist banter. "You hairless apes are undeserving of our skill, but we'll help anyway."
- If the player allowed (or participated in) the slaughter of the Kilrathi in Mission F1, they will assist the aliens in the destruction of the Midway. There will be a comm from the leader of the Kilrathi saying plainly that they "would have been glad to come to the rescue of the Midway, but that they'd rather splinter the Allies into indefensible groups than help out a traitor."

Special Art/ Objects

None of note. Lots of death.

Special Sound Effects

None of note.

Additional Comments

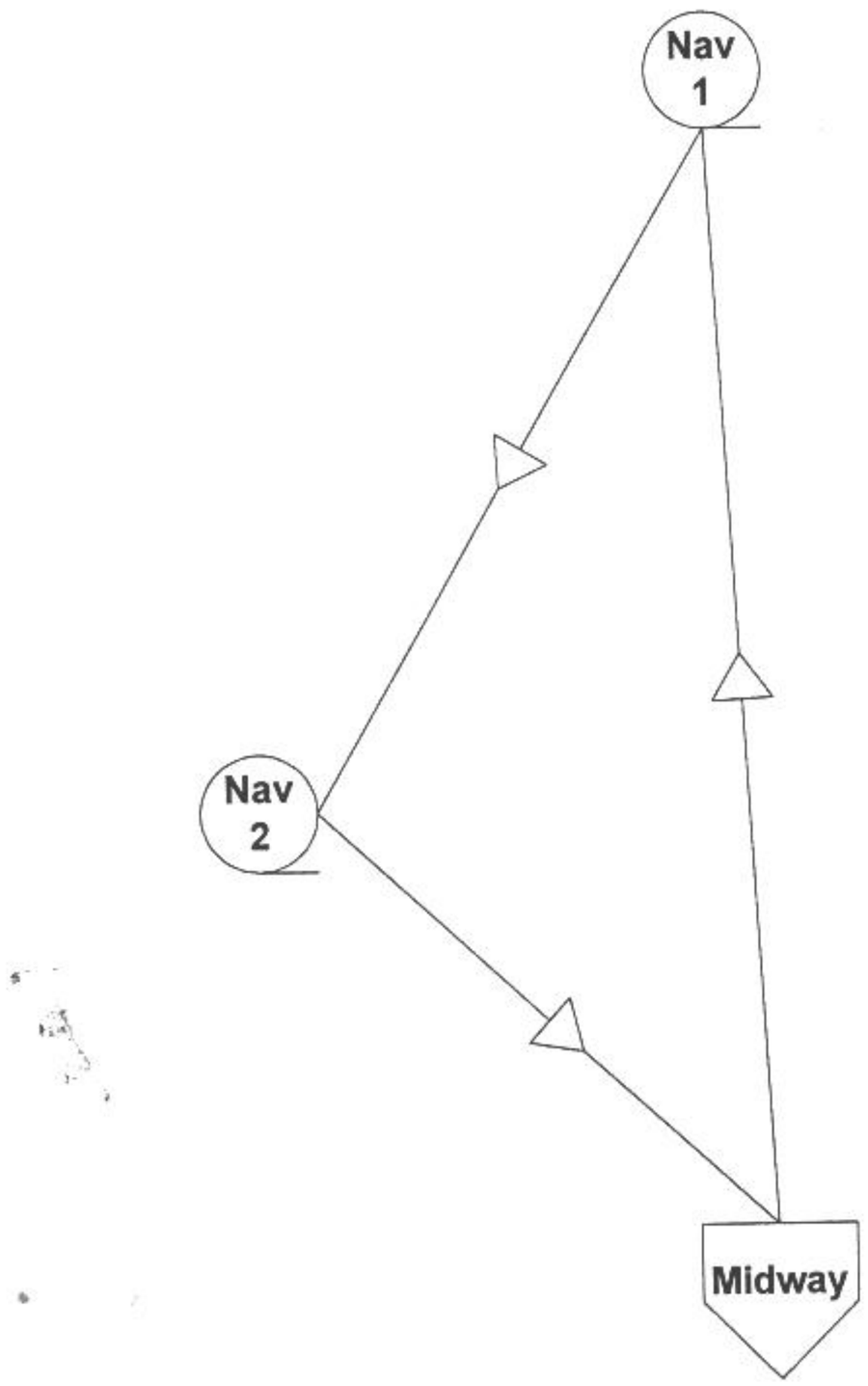
It should not take long for the player to figure out that there is no way to win this one. He should basically get his ass kicked as soon as he launches.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

The player's wingman should be a hot-headed red-shirt who's been trying unsuccessfully to impress everyone on the ship. If he is developed this way from the beginning, his proposal to turn on the Kilrathi fighters would come as no surprise. He just wants some kills no matter how he can get them. He will die id the player decides to kill the Kilrathi. He will probably not be around much after this mission, never in a plot-critical place, anyway.

Mission Map



Mission Outline

1. Briefing in-flight
2. The attack begins at **Nav 1.**
3. When the attack is over, the player's wingman suggests they kill the cats for past injustices.
4. If the player attacks them and wins, he will
    a) have to face the Corvette at **Nav 2**, where his wingman will go after it in an obvious suicide attack and get hosed.
    b) choose by his actions whether or not to attack the cruiser.
        i) If he attacks and wins, he will go back to the Midway and find out about the distress signal the Corvette sent, which leads to "generic court-martial flick".
        ii) if he does not attack, he goes back to the Midway amidst many worried faces, who think the battle must have been furious for "all the cats and all the aliens to have been killed, even his wingman." He receives a medal for his "valor". It won't be a very honorable medal, though.
5. If the player does not attack, he will see the Kilrathi off to the Corvette and land, another regular mission come and gone.

Note: Choosing to attack the Kilrathi at **Nav 1** is choosing the wingman's death. This should be absolute.

Nav Points

All Nav Points:
2 Confederation Panthers (Player and wingman)

Launch:

Nav 1:
3 or 4 Kilrathi medium fighters (Phil?)
5 or 6 Alien Multi-role Fighters
1 Ace Conventional Space Superiority Fighter (optional depending on memory)

Nav 2:
1 Kilrathi Corvette-class cruiser

Landing:

Note: The actual number of fighters mentioned in the briefing should be more than the number present when the player arrives, due to some of them being destroyed, etc.

Success / Failure notes

Success is determined by whether or not the player and his wingman obliterate all enemy presence in the area. The bad guys are attacking the Kilrathi, and the success can be based on how many Kilrathi survive. After the new aliens are dead, the player's wingman suggests killing the cats as well.

Complete success - 100% of new aliens are dead. 50-100% of Kilrathi fighters survive.

Moderate success - 100% of new aliens are dead. 1-50% of Kilrathi fighters survive.

Failure - All Kilrathi are killed, no matter how.

Abject humiliation - Player bugs out and goes home because he's too damaged. Aliens survive and Kilrathi die.

Additional - All aliens are dead and player wipes out Kilrathi survivors means the Kilrathi will not help the player later in Mission F6, when he will need it.

Communication Events

Launch: The entire briefing will take place in-flight.

Nav 1:

- When the player's wing gets near the Kilrathi defenders (**Nav 1**), the player's wingman says something like "we're here, guys. We thought you kitties could use some Confederation help against these bastards",
- The Kilrathi will respond with ("We appreciate your help, you hairless ape"). The (optional) racism at this point needs to be an obvious jocularity.
- At **Nav 1** after the battle is over and the player has not attacked them, the Kilrathi will say "thank you for your help, we will now go to our Corvette to rearm and refuel."
- before the aliens engage, the wingman tells the player that these Kilrathi are all renegades, and that they have killed "many friends of ours". Doesn't the player want some revenge, in addition to the opportunity to kill some real cats to see how they really fly compared to "those stupid training drones we've been killing in the past"? "C'mon, Dane, the Captain will never know it was us!" The wingman is tired of the simulators and wants to test his mettle against some real Kilrathi opponents that he's heard about all his life. The game will then judge the player by his actions. If the player engages the Kilrathi by targeting them and firing a few shots, he'll trip the Mission F6 flag, meaning they will not help the Midway as it's backed up against an asteroid field waiting for backup. The Kilrathi will fight to the death.
- Also, if the player decides to engage the Kilrathi, they will be extremely pissed and start jibing and taunting the player and his wingman as "traitors, the worst kind of scum. Worse than the insult of being a hairless son of King Kong in the first place".
- Kilrathi death screams will be heard as they are blown up.

Nav 2:

- The wingman frantically suggests attacking the Corvette. He's got bloodlust now and will kill anything not human. He'll ignore the player's warnings and attack it anyway, screaming horribly as four heat-seeking missiles whack him simultaneously.
- The Corvette, after the wingman's demise, will make it clear the the player now has a choice. If he attacks now, he will die. If he does not, the Kilrathi will simply no longer come to the aid of the Midway, even if they are backed up against an asteroid field waiting for backup while thousands of aliens scream for blood.

Landing:

- Upon arrival at the **Midway**, if the player killed the Kilrathi and his wingman died against the Kilrathi Cruiser, the player will receive a small medal (probably a Purple Heart) for being the obly survivor in such a big battle. The player will then have to live with the guilt.
- If the player did well, she will comment as needed, "Well done, the betting pool was two to one against you", "Wish you could have saved more cats, Dane", etc.

Special Art / Objects

Kilrathi Corvette.

Special Sound Effects

None of note.

Additional Comments

This mission should be moderately difficult. It should provide him with an opportunity to get more kills and experience against the aliens and to strengthen (or destroy) his relationship with the Kilrathi survivors.

Wing Commander 5
Mission Specification

Mission : Mission F2

Description / Choreography

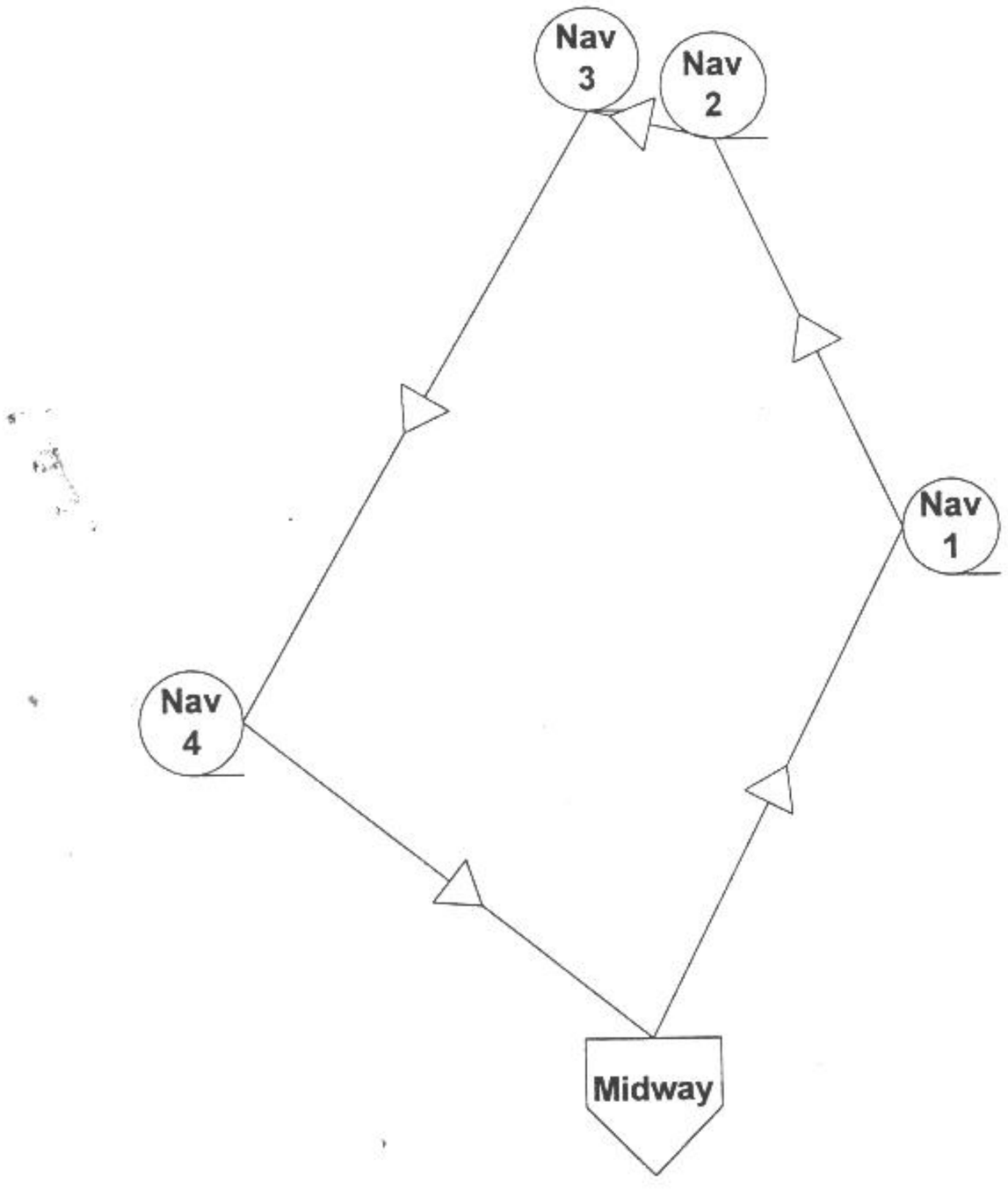
Dane is told to escort an AWACS reconnaissance vessel to just within long-scanner range of the starbase. He must defend the vessel until its course is run, where he will return to the Midway and wait for a tactical attack/rescue plan. He and the AWACS vessel will be attacked by a few light fighters along the way.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

Same wingman as in previous mission (unless he's dead, in which case it should be someone else (or no wingman) who has little experience).

Mission Map



Mission Outline

1. The player arrives at **Nav 1** to find an alien Fighter Cluster waiting for him. He and his wingman have to fend them off, and will manage to without tremendous difficulty.
2. The reconnaissance vessel begins its scanning pattern at **Nav 2** and the player must destroy a patrol of 2 multi-role clusters coming in to attack her as she does her work.
3. **Nav 3** is close by, probably a three minute flight away (in the same action sphere), which is where the AWACS completes its scan.
4. Depending on how long it took the player to defeat the first patrol of multi-role clusters, they may encounter two more multi-role clusters. This time one of the clusters will target the AWACS exclusively. After this is won, they head to **Nav 4**.
5. **Nav 4**: The AWACS locates a group of fighters (presumably preparing to ambush the Midway) between the player (and escort) and the Midway (15k away). As the player and his wingman intercept the aliens (within 3k), a multi-role cluster will avoid the Confed escort and go in straight for the AWACS.
6. After they are all dead, the player and his wingman go back to the Midway and see the results of the reconnaissance mission. Nelson & co. are pleased with the information, and can now begin to formulate a tactical plan for the attack/rescue on the starbase.

Nav Points

Throughout: The player and his wingman, and one AWACS reconnaissance vessel.

Nav 1: 1 Fighter Cluster.

Nav 2, Nav 3: While the AWACS is making his sweep, two Multi-role fighters appear to attack the reconnaissance vessel. They are a regular patrol unit, and if the player takes longer than ~4 minutes to kill them and run away with the AWACS in tow, two more will appear.

Nav 4: The AWACS sees three Multi-role fighters and a Fighter Cluster waiting for them. They picked up the scanners and plan to ambush the vessel before the information can be brought back to the Midway. As the player engages the fighters, they attempt to lead his attention away from the cluster, who attempts to maneuver around the battle and destroy the AWACS.

Success / Failure notes

Success: The AWACS reconnaissance vessel retrieves the necessary information and returns to the Midway intact. Go to Mission F4.

Failure: The AWACS reconnaissance vessel is destroyed at any time. If this happens, the player is put into Mission F4b, a losing path which can lead to a victory in Series F if he passes the rest of the missions.

Wing Commander 5
Series Overview

Series : G

Series Objectives / Description

With newly arrived Confed re-enforcements backing them up(and possibly some Kilrathi friends as well), it's now time for the Midway to go on the offensive. The Midway will push forward to Gmar, one step away from Kilrah and site of one of the Aliens largest bases. From here, the Aliens have been supplying their assault on the Kilrathi homeworld, and Confed must take this space in order to stage it's attack on the invading fleet. If all goes well, the player will succeed in procuring Gmar and gain vital information from the captured Alien Ship Killer.

Mission G1 Objective

Lure the bulk of the Gmar 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 thru the jump-point and decimate a very surprised Alien task force.

Mission G2 Objective ...

Patrol/Mop up area - player will patrol area and eliminate all Alien stragglers from the previous conflict and incoming ace scouts.

Mission G3 Objective ...

Attack Main Alien Supply/Ship Base
Find Ship Killer Drydock

Mission G4 Objective ...

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

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.)

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.

Wing Commander 5
Mission Specification

Mission : G4

Description / Choreography

G-(2)-102. MISSION: RAID ON SHIP KILLER (CONTINUOUS)

Dane leads daring assault on fleeing Ship Killer and takes out her engines, leaving her a sitting duck. Time clock on mission is that the vessel's awesome Plasma Weapon is being warmed up and prepared for use.

Dane must immediately take out the ship killer's engines before it can power up its main weapon.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

A wing - Flight Leader/Player
Wingman -anyone left from G3

Mission Map

Mission Outline

1. Nav 1 - Outside base, Ship Killer running away
2. Player must evade its defenses, penetrate shield, and bring down its engines
3. Start Timer, player has (x) seconds to take out engines or Dane gets fried
4. if an Ace got away in G2, here come (2) Bad Ass Aces in Superiority Fighters to protect the Ship
   Killer
4. Ship is disabled, run Dekker takes 'em alive flic
5. Escort Shuttles back to Midway
4. Landing at Nav 0

Special notes - .

The Ship Killer has got to be really cool, or this mission will be lame!

Nav Points

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

NAV1: possible random alien light

LANDING: Midway and patrolling vampires

Communication Events

Launch: Blair Comm to go after Ship Killer without return to Midway

Nav1: Dekker Comm, cool ship killer main weapon powering up to kick some Confed butt sfx

Landing: Your the man, save the day, atta boy, collect a medal welcome back

Special Art / Objects

1. Ship Killer
2. Elite Alien Superiority Fighters(optional)
3. Base/Drydock

Special Sound Effects

1. Mucho pissed off Ace Alien speak and cool SFX for their fighters.

Additional Comments

Wing Commander 5
Mission Specification

Mission : G1

Description / Choreography

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

Dane's squadron lures the main wing of the alien's force into an ambush by waiting Confed forces.

A massive fight ensues, and Terrans manage to win the day; thanks to the element of surprise -- and having a valiant, albeit weakened, Kilrathi Task Force on their side.

Most of the remaining aliens flee, and Terrans mop up area.

Confed decides to use it's combined strength to strike a serious blow to the alien fleet. The Midway will enter the Gmar 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.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

A Wing- Flight Leader/Player
Wingman - generic
Wingman - generic
Wingman - generic

B Wing - Flight Leader/Stiletto/Generic - Shrike Bombers
Wingman Generic
Wingman Generic
Wingman Generic

Mission Map

Mission Outline

1. Launch at Nav 0, (4)Vampire Parolling Midway Area
2. Player links with Shrike Wing

3. Nav 1 - Comm/Radar Site - protected by (2) Shield Killer, (2) Fighter Clusters, (6) Multi-role Fighter

(x)turrets

4. Player must protect bombers and attack for 180 sec. Priority is the small base's comm equipment - if the player manages to take out comm stuff, mission G3 just got quite a bit easier. If not, an alien
   Fighter Destroyer will show up at the supply base to defend it.
5. At 180 sec, Midway comm recalling player to Midway
6. (8)Alien. Space Superiority Fighters enter, attack, and pursue - high AI, but not Aces
7. Player returns to Midway, (1) Destroyer now by it's side
8. (4) Vampires attack pursuing aliens, followed by (4) Panthers, ... timed as frame rate and playability allows.(May want a flic to show off a big fight here)
9. Comm from Midway "Keep those bastards off the Midway at all costs"
10. Multiple Waves of Alien Fighters attack as frame rate and playability allow
11. Midway gives they all clear/landing speech.

Special notes

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.

As always, all numbers and time limits will have to be play balanced.

Optional: I can add some Kilrathi into the scenario if Dane made friends in the f series.

Nav Points

LAUNCH: Dane and crew along with 4 patrolling Vampires

NAV1: Comm/Radar Site - protected by (2) Shield Killer, (3) Fighter Clusters, (6) Multi-role Fighter

(x)turrets

LANDING: Dane and remnants of crew, pursuing Alien Sup. Fighters, multiple spawning waves of Confed and Alien craft as frame rate allows

Communication Events

Launch: Encouragement from Midway, link up with Shrikes

Nav1: Bomber to fighter chatter, "Keep 'em off my ass, and I'll do the rest, etc".
Midway Recall of fighters
Comms from other attack sites "Holy shit, here they come - bug out!" "Multiple incoming hostiles!" etc.
Weird alien chatter - very "confident"

Landing: Comm from Midway signaling attack, protect, etc.
Much "Take some of that you slimy bastard!" pilot chat
Weird "Oh shit I've been ambushed!" alien chatter.
Victory says that's it all clear, we did it!
Cheering and beer drinking songs for all.

Special Art / Objects

1. Scout Station
2. Confed Destroyer

Special Sound Effects

1. ...
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : G2

Description / Choreography

Most of the remaining aliens flee, and Terrans mop up area.

It is imperative that all remnants of the alien attack force be eliminated. Even though the scout post is rendered useless, fleeing alien craft may make it back to the supply base in time to warn them of the large Confed Force on the way. All aliens must die - dead aliens tell no tales!

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

A wing - Flight Leader/Player
Wingman - Generic

Mission Map

Mission Outline

1. Launch at Nav 0
2. Nav 1 -all clear, possible random patrol - alien light
3. Nav 2 - all clear, possible random patrol - alien light
4. Nav 3 - area around Scout Post, (3) Billy Bad Ass Aces, elite unit space superiority fighters
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.
7. Nav 4 - all clear, possible random encounter - alien light
8. Landing

Special notes -

If any Alien Ace successfully escapes, the Fighter destroyer will show up(even if the comm stuff was
shut down in G1), and two Aces will show up to aid the ship killers 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 scout base

Nav 4: possible random alien light

LANDING: Midway and patrolling vampires

Communication Events

Launch:

Nav1:

Nav2:

Nav3: Mucho pissed off Alien Ace speak - threats, taunts, charge! etc.

Landing:

Special Art / Objects

1. Burned up alien scout base
2. Elite Alien Superiority Fighters

Special Sound Effects

1. Mucho pissed off Ace Alien speak and cool SFX for their fighters.

Additional Comments

Wing Commander 5
Mission Specification

Mission : G3

Description / Choreography

G-99. INT. MIDWAY - BRIEFING ROOM

Now that the alien force has been brought to its knees, Dane gets new info. Long range sensors have located the Alien Ship Killer in a dry dock floating in space; it is being repaired by various robotic drones.

Obviously the Kilrathi managed to damage the Ship Killer before it took out their fleet.

Blair then runs a computer recreation of the Ship Killer's weapons being used against the Kilrathi fleet. Their next objective is to reach this ship, capture it, and learn the secret of its powerful Plasma Weapon before it can be used against the Midway.
G-(2)-100. MISSION: RAID ON SHIP KILLER/DRY DOCK

The dry dock is adrift in deep space; a huge, spectacular target lit by work lights and with robotic drones buzzing around it like bees. Dane eliminates its defenses; missiles, gun towers, lasers, etc.

Dane will escort Dekker and his Marines to the Dry Dock and provide cover until the Ship Killer is secured.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

A wing - Flight Leader/Player
Wingman - Generic
Wingman - Generic

Dekker aboard one of two Marine Landing Craft

Mission Map

Mission Overview

1. Launch at Nav 0, link with Marine Shuttles
2. Nav 1 -all clear, possible random patrol - alien light
3. Nav 2 - Ship/Supply Base, (4)Vampires in the distance chasing down fleeing alien craft.
4. Dane must suppress the base's ground defenses around the dry dock and order the Marines to attempt the landing (x)turrets (x) missile launchers, etc
5. If Dane screwed the pooch on G1 or G2, the Destroyer makes its entrance and makes him its number one priority.
6. Marines Land and assault Ship Killer
7. Run Dekker flic, Ship killer starts to break out of dry-dock
8. goto G4

Special notes -

Need to re-affirm why alien fighter cover is suppressed, Vampires, comms ,etc

If special conditions were satisfied in G1/G2, then Dane will have a Destroyer and some aces to deal with

I like the additional destroyer, but we'll need to see if it's too much. This mission should be hard either
way.

Nav Points

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

NAV1: possible random alien light

NAV2: Dry Dock/Supply Base, Vampires and Aliens playing in the distance

LANDING: Midway, Destroyer, and patrolling vampires

Communication Events

Launch: link with Dekker, much oorah Marine stuff

Nav1:

Nav2: Dane's speech, other pilots taking down fleeing aliens , possible acknowledgment of Destroyer,
maybe other Marines taking rest of base , Blair tells Dane no time to re-arm Attack and disable
ship killer at all costs

Special Art / Objects

1. base/dry dock
2. Ship Killer
3. destroyer

Special Sound Effects

Cool sound as Ship Killer breaks dry dock and take off

Wing Commander 5
Series Overview

Series : *H*

Series Objectives / Description

The main goal of this series is for the Midway to make its way through the jump point leading to the alien gate at Kilrah. Information about the aliens gained from previous series will be used by Confed to help even the playing field. The long stretch of space from the Midways starting position to the jump point will provide plenty of opportunity for testing this information.

Mission # Objective

MISSH1Y: Player chooses to fly a Vampire as a Wild Weasel against carrier based defenses to soften up the carrier for bomber torpedo run carried out by accompanying Devestators. Devestators ultimately complete the mission but with players help from Wild Weasel role.

MISSH1Z: Same as MISSH1Y except the player has chosen to play the role of the bomber in a Devestator and will get help from accompanying Wild Weasel Vampires against the carrier based defenses.

MISSH2Y: Player chooses or is forced to fly a Vampire in a fighter role to disrupt an alien mine laying operation in the path of the Midway.

MISSH2Z: Player chooses or is forced to fly a Devestator to remove a cruiser group that threatens a Confed reinforcement group.

MISSH3: Player flying a Vampire will lead a patrol to several nav points in the path of the Midway. Important recon info (enemy ship killer) to be gained in the mission as well as encounters with aces.

MISSH4: Player flying a Devestator must destroy the enemy ship killer and as many of its support ships as possible.

MISSH5: Player flying a Vampire must repel and enemy attack on the beam weapon mounted on the Midway.

MISSH6: Player flying a Devestator must attach a targeting disk to one of the enemy fleets inner starships so the Midway can fire its beam weapon and destroy most of the fleet.

Series Losing Path

The player should lose the game if he does not successfully repel the enemy attack on the beam weapon mounted on the Midway in MISSH5. Beyond that, the series can only be lost by allowing the destruction of the Midway. Also, if the player fails to attach the targeting disk in MISSH6 it will almost surely result in the destruction of Midway. Failures in both H5 and H6 could be handled with movies.

What's New in this Series (Springboards)

First time for:

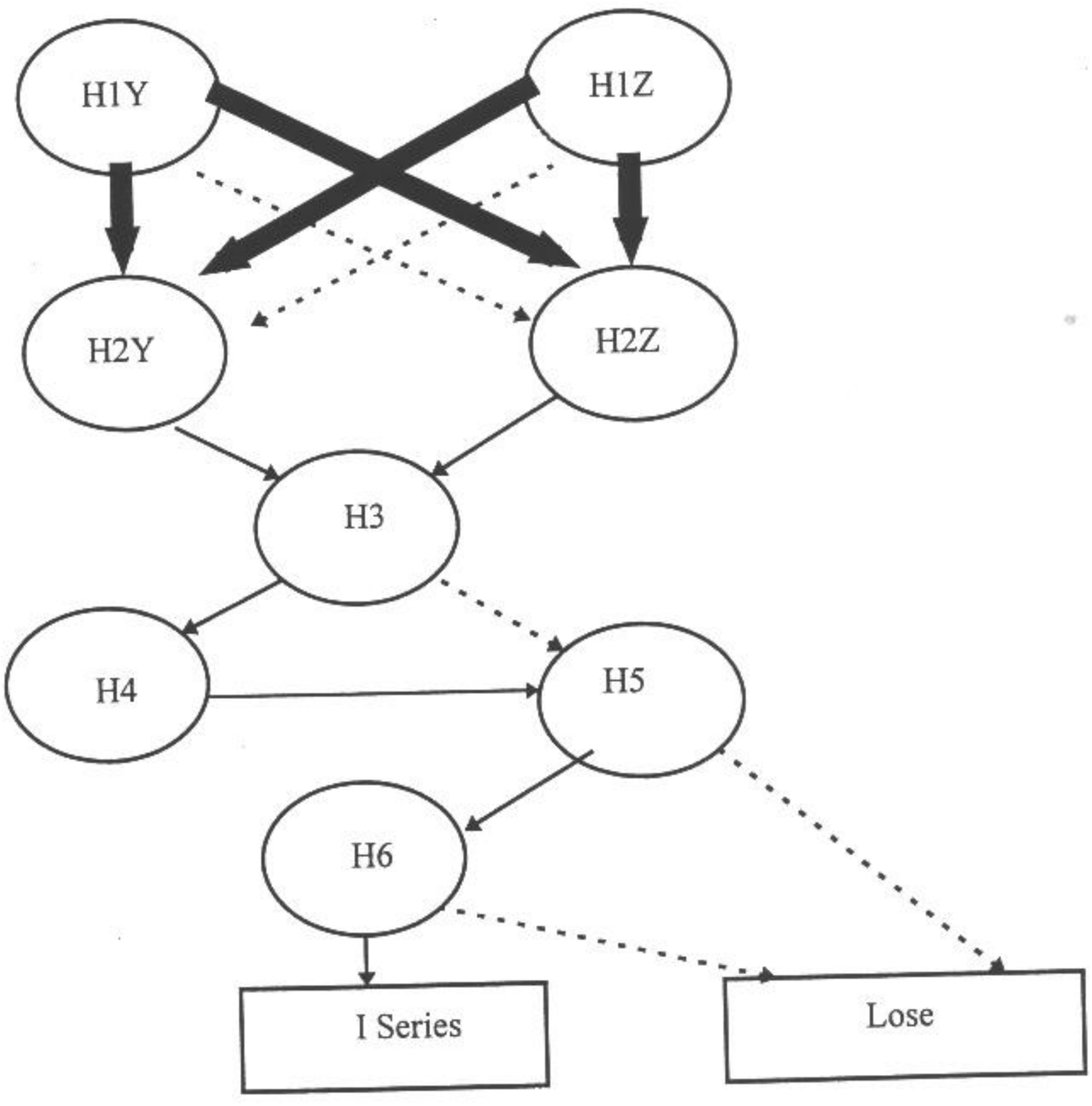
Player to fly Devestator and Vampire.
Ability to translate/understand some alien in-flight comm messages.
Midway to use Alien Anti-ship beam weapon.
Player to fly in Phoenix Sqaudron.

What's Being Built on in this Series

Alien beam technology gained in series G is understood and used in this series

Mission Flowchart / Tree

LOSE
WIN
Win and Choose



Wing Commander 5
Mission Specification

Mission : MISSH2Z

Description / Choreography

SHORT DESCRIPTION

NEW MISSION
Temporary description:

The players assignment is to assist in the destruction of an enemy cruiser group at Nav 2 which poses a threat to weak Confed reinforcements in that area. The player will fly a Devestator with fighter cover in the form of Tigersharks from the Diamondback squadron. The players group will meet a Wild Weasel group (with its own fighter cover) from the nearby Confed reinforcements. They will meet at Nav 1 and then proceed to directly to the cruiser group at Nav2. When they are finished the groups will head to their respective carriers via instructed nav routes.

Mission Win / Lose Effects

Success occurs upon the destruction of both cruisers at Nav2.
Greater success can be gained if the player decides to destroy the carrier hiding in the asteroids.

If the player fails this mission he will be reminded in the debriefing and/or briefing of next mission that his failure cost Confed reinforcements in a big way.

If the player does not destroy the carrier, MISSH3 will be more difficult do to these ships attacking the Midway at the start of the mission.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Devestator**

Players wing consists of 4 Devestators with Torpedo load out

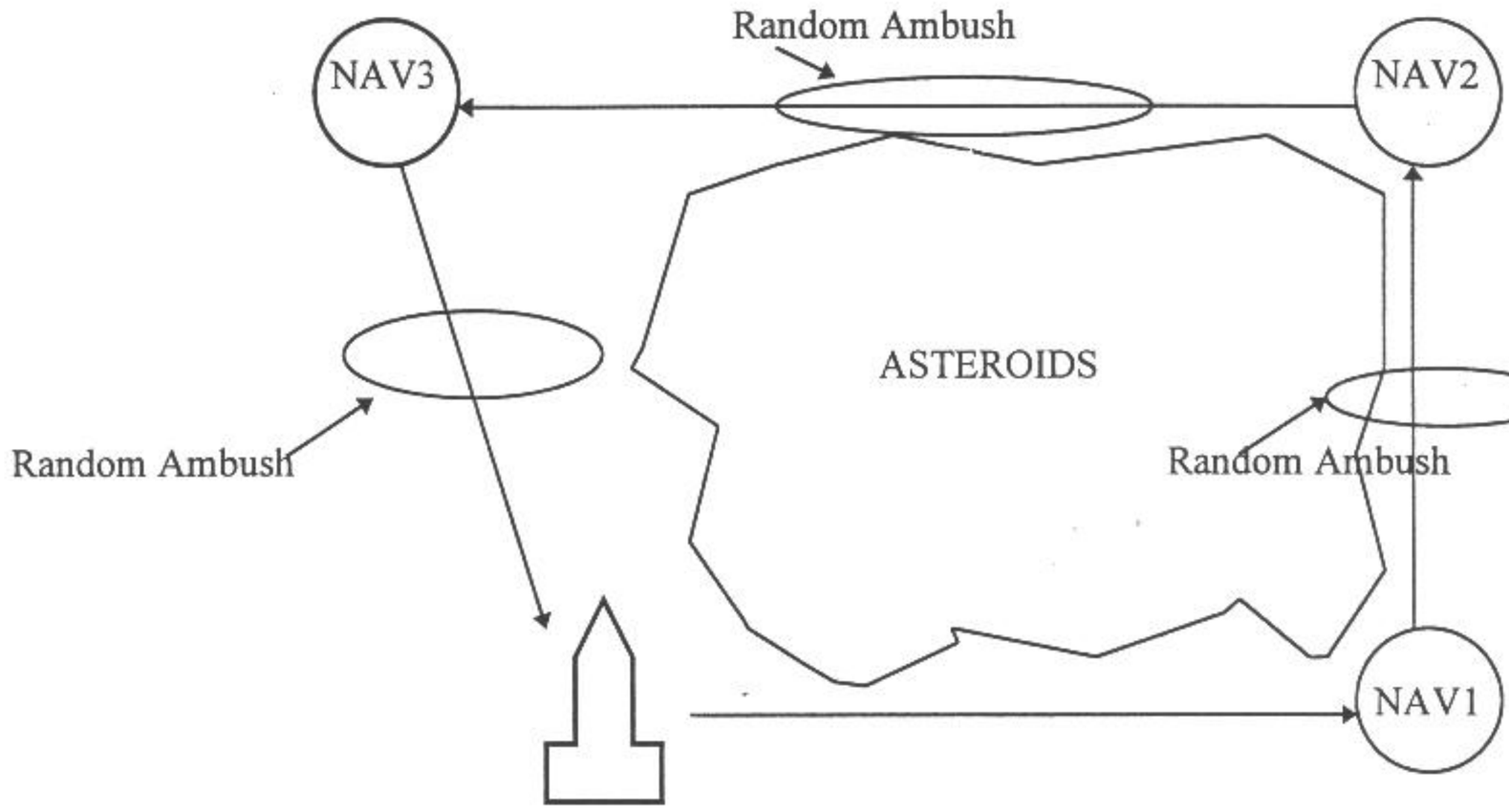
Fighter escort wing consists of 4 Tigersharks from Diamondback Squadron with Fighter load out

Group from other carrier:

Wild weasel wing - # and type TBD

Fighter escort wing - # and type TBD

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The players flight group must meet up with the wild weasel flight group at Nav 1. This combined group should immediately proceed to Nav 2. The wild weasel group will make their run and signal the players group when they have destroyed 75% of the turrets on both cruisers. **The player must destroy both (100% of the) cruisers for success.**

SECONDARY OBJECTIVES:

During the Torpedo runs on the cruisers, one of the fighter cover pilots will be lured into the asteroids and will discover a carrier. The player will be told about this and have an opportunity to take the carrier out if he wants. **The player must destroy the carrier for secondary success. Another secondary objective is to destroy 75% of the fighters flying from this carrier.** When the work is complete at this Nav point the Players group will split from the Confed reinforcement Wild weasel group and return to the Midway via Nav 3.

Special notes...

Random Ambush Note:

These are areas in between nav points that will randomly contain enemy fighters ambushing from the carrier in the asteroids.

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Tigershark, 4X Devestator(includes Player)

NAV1: Reinforcement Wild Weasel group - TBD

Random Ambush Encounter

NAV2: 2X Alien Cruiser, Fighter cover TBD
In the asteroids: Alien Carrier holding fighters TBD

Random Ambush Encounter

NAV3: Clear

Random Ambush Encounter

LANDING: Midway, 4X Vampire (CAP), Player and remainder of flight group

Communication Events

Launch:

Nav1:

Nav2:
After Wild Weasels have removed defenses: "You can bring in the torpedoes anytime."

When the last Cruiser goes down: "Sir, there is a carrier hiding in the asteroids. Whats your call?" Player then has chance to responds: "Lets take it out" or "I don't have enough left, lets head home".

Nav3:

Landing:
Success debriefing: "Nice work. You are cleared for landing."
Extra success debriefing: As above plus: "Yada Yada Yada good work on the carrier"

Failure debriefing: "We've lost communications with the reinforcements in this area. Better luck next time. Commence landing procedure."

Special Art / Objects

1. ...
2. ...
3. ...
4. ...
5. ...

Special Sound Effects

1. ...
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSH3

Description / Choreography

SHORT DESCRIPTION

CURRENTLY NO DETAILED DESCRIPTION
Temporary description:

The player will lead a wing of Vampires on patrol in front of the Midways path. If the player flew missH2Z and did not take out the carrier in the asteroids his mission will be altered as soon as he launches. Once out of the Midway, the player will be told to deal with incoming fighters from the asteroids. When he is finished he may proceed with the original patrol. If the player did not fly MISSH2Z it is assumed that someone else removed the carrier. If the player did take out the carrier he will not have to fight fighters from the asteroids. This mission will serve as the first chance to use missiles modified for use against these aliens.

Mission Win / Lose Effects

Success is gained by hitting all nav points in order, removing as many enemy as possible, gaining targeting confirmation of any enemy Starships and return to the Midway in one piece.

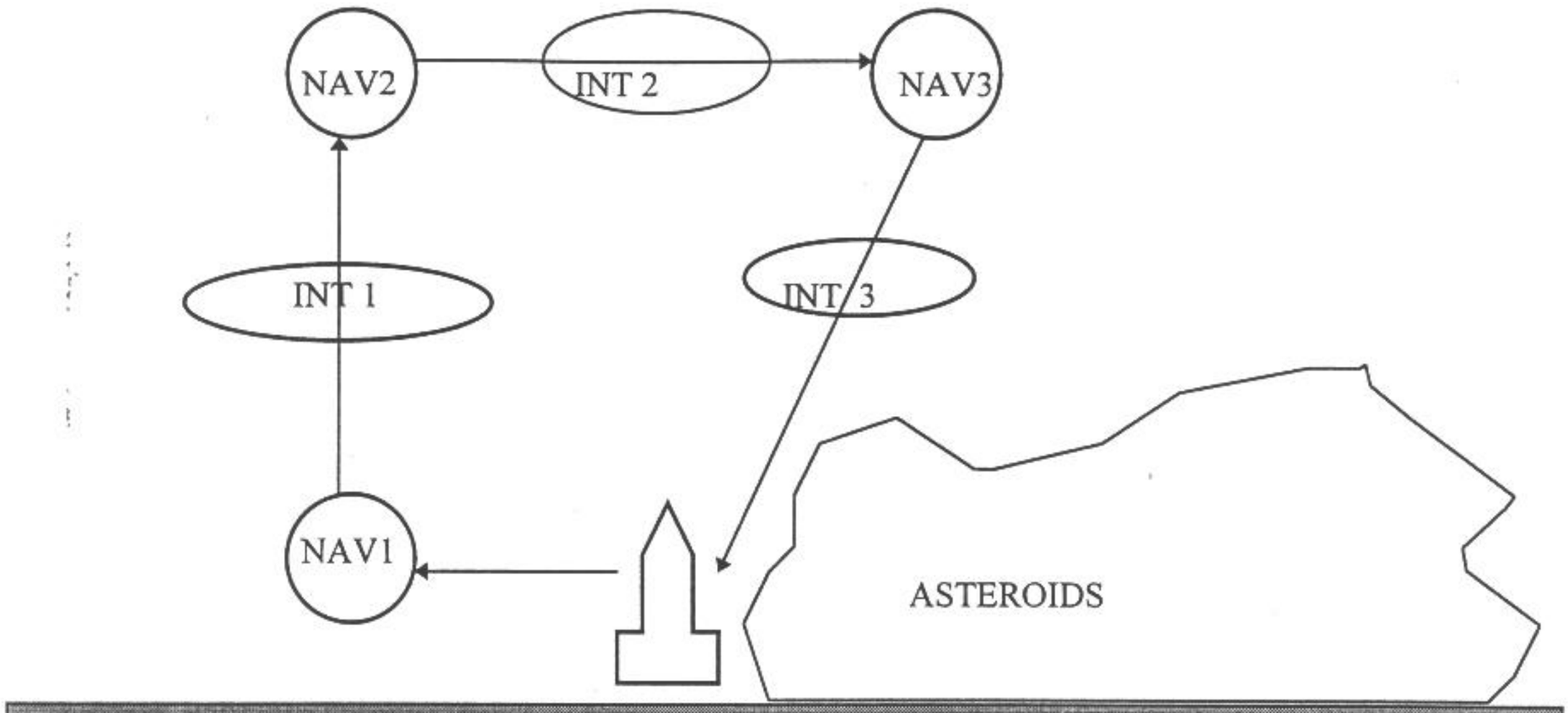
Failure will occur if the player does not hit intercept 2 and gain target confirmation on the ship-killer and its group. Since most players will hit all nav points in the correct order, failure will most likely come from player death.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Vampire**

Players wing consists of 4 Vampires with fighter loadout which has conventional weapons replaced with alien tech modified missiles. These missiles track better and do more damage but still have some glitches. When they work right they work really good.

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The player will fly to the 3 nav points, **destroy 75% of the enemy fighters encountered** and return to the Midway. If the player flew H2Z and did not destroy the carrier in the asteroids, he will have to fight some incoming fighters from the asteroids at the beginning of the mission. At intercept 2 the player will encounter 2 enemy aces and will see a ship killer and supporting ships pulling out in the direction of the jump point. **Seeing the ship killer will effectively complete another primary objective because the player should report this info in gameflow and/or debriefing**. The player will encounter 4 aces at nav 3 but 2 of them will immediately escape into the asteroids to fight another day.

SECONDARY OBJECTIVES:

None currently planned.

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (includes Player)
If Player flew MISSH2Z and did not take out carrier add:
(4X TBD), (4X TBD) which attack Midway fighter cover.

NAV1: Clear

Intercept 1: Enemy fighters TBD

NAV2: Clear

Intercept 2: Ship Killer, Supporting Starships TBD, 2X Ace in ships TBD, 2X Shield Killer 2X Armor Killer

NAV3: Clear

Intercept 3: 4X Ace in ships TBD, 4X TBD
Note: 2 aces will escape into the asteroids as soon a battle begins.

LANDING: Midway, 4X Vampire (CAP), Player and remainder of flight group

Communication Events

Launch:
If Player flew MISS2Z and did not take out carrier:
"Sir, please wait on current mission and help remove fighters emerging from the asteroids."

After fighters are destroyed:
"You may proceed with original mission."

Nav1:

Nav2:

Nav3:

Landing:
Success debriefing: "Heard you got to play with some aces. I'm receiving your data on the ship killer. You are cleared to land."

Failure debriefing: "Those enemy aces are tough. Better luck next time. You're cleared to land."

Special Art / Objects

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Special Sound Effects

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5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSH4

Description / Choreography

SHORT DESCRIPTION

CURRENTLY NO DETAILED DESCRIPTION
Temporary description:

If the player is flying this mission he must have hit intercept 2 in the previous mission. This means he saw the ship killer and reported it. That is what this mission is about. The player has the task of destroying the ship killer and as much of its group as possible. This will be the first test of new shields gained from information about the aliens.

Mission Win / Lose Effects

Success occurs upon the destruction of the ship killer. Further success is recognized by destroying any additional enemy in the group.

Failure occurs by returning to the Midway without destroying the ship killer.

Regardless of the outcome, all or most of the remaining enemy ships will be a problem in MISSH6.

Wingman / Ship Selection Notes

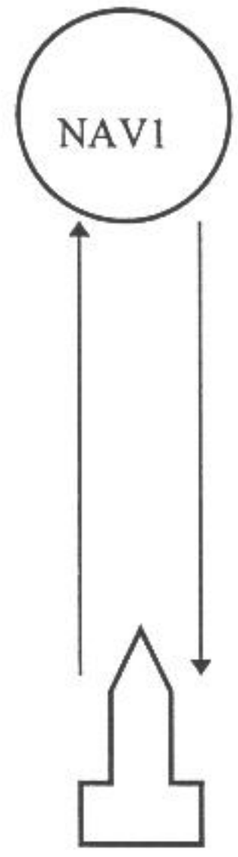
Squadron: **Wolf Pack**
Fighter: **Devestator**

Players wing consists of 4 Devestators with Torpedo load out

Wild Weasel wing consists of 4 (???TBD) from (???TBD) squadron with Wild Weasel load out

Fighter cover wing consists of 4 Vampires from Wolf Pack squadron with fighter load out

Mission Map



Mission Outline

PRIMARY OBJECTIVES:
The players wing and escort must proceed directly to the position of the ship killers group and destroy the ship killer. Vampires from another carrier will arrive to assist near the end of the mission if too many of the players fighter cover are destroyed. These pilots will return to Midway where they will stay on as pilots to serve in future missions.

SECONDARY OBJECTIVES:
Destroy 75% of the enemy fighter cover.
Each additional starship destroyed counts as a secondary objective.

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire, 4X Devestator (includes player) 4X TBD

NAV1: Ship Killer, Support ships as per MISSH4/intercept 2
If battle goes badly 4X Vampire from another carrier show up to assist.

LANDING: Midway, 4X Vampire (CAP), Player and remainder of flight group

Wing Commander 5
Mission Specification

Mission : MISSH1Y

Description / Choreography

SHORT DESCRIPTION

NEW MISSION
Temporary description:

The players group is assigned to take out and enemy carrier holding bombers. The player is given the choice of flying a Vampire in Wild Weasel load out or Devestator in a bomber role. In this mission the player has chosen to fly the Vampire. The players job is to remove any threat to the bombers with starship defenses taking priority. This carrier and group do not pose an immediate threat to the Midway but instead threaten Confed reinforcement group that are located in that direction.

Mission Win / Lose Effects

Success occurs upon the destruction of the carrier at Nav 2.
If the player wins this mission he will be allowed to choose ships again next mission.

If the player fails this mission he will be forced to fly "the other ship" and will be reminded in the debriefing and/or briefing of next mission that his failure cost Confed reinforcements in a big way.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Vampire**

Players wing consists of 4 Vampire with "standard" Wild Weasel load out

Bomber wing consists if 4 Devestators from Wolf Pack Squadron with Torpedo load out

Fighter escort wing consists of 4 Panthers from Black Widows Squadron with Fighter load out

Communication Events

Launch:

Nav1:

Landing:
Success debriefing: "Good work on that ship killer. You are cleared to land."

Failure debriefing: "Sounds like you went through hell. Looks like we're all about to with these odds. You're cleared to land."

Special Art / Objects

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Special Sound Effects

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4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSH5

Description / Choreography

SHORT DESCRIPTION

Dane learns that as Midway nears jump point it will be met by the strongest force of this series -- which includes one or more ENEMY ACES.

[Note: Combat prowess of Enemy Aces will be established during first two acts. At first they are only recognizable by their ship's distinctive insignia; then as aliens began to learn more about us -- and us about them -- we begin to actually converse during battles.]

This time, aces are in jump capable heavy fighters or fast bombers. Their objective will be to take out a version of the Ship Killer plasma weapon which is being installed on the bow of the Midway.

Fortunately, Dane will have a new piece of alien technology to battle aces; something which gives him an edge over ace attributes and/or tactics.

DESIGNER NOTE:

The current planned alien tech are missiles that now work without glitches.

Mission Win / Lose Effects

Success occurs upon repelling the final attack on Midways beam weapon.

Failure to prevent the beam weapon from being destroyed should result in losing the game. This would be best accomplished with a movie showing a big force move in and destroy the Midway and then go to standard lose endgame. A movie will tell the player he can no longer affect the outcome so he can go back to a save game and try again.

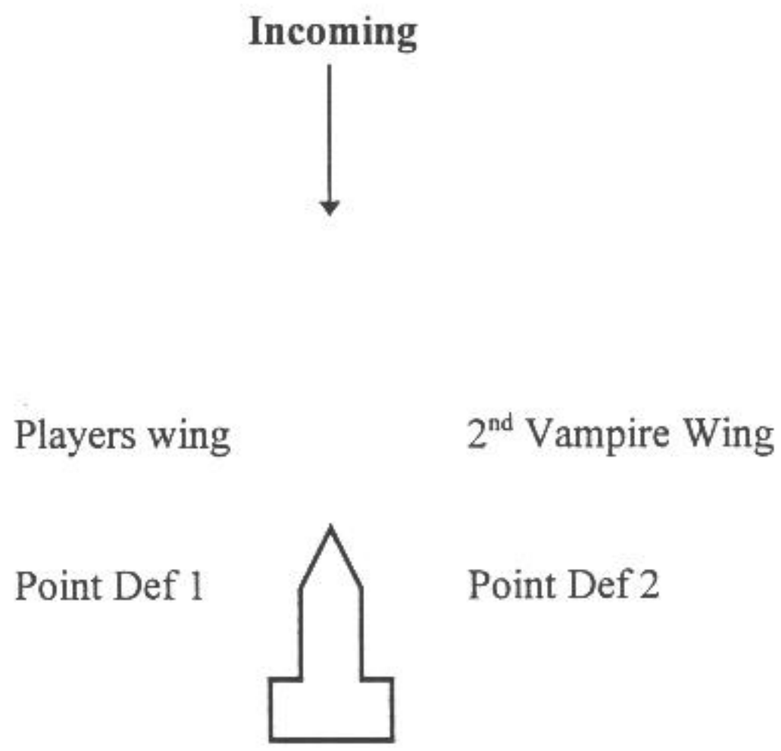
Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Vampire**

Players wing consists of 4 Vampires with fighter load out
Also, missiles now work w/o glitches

Another wing consists of 4 Vampires with fighter load out
2 Point Defense group consists of 4 Wasps each with fighter load out

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The player will scramble to deal with incoming bombers. **The player must make sure that incoming enemy ships do not destroy the beam weapon on the Midway.**

SECONDARY OBJECTIVES:

The player must destroy 75% of the enemy fighters.
The player must destroy 75% of the enemy bombers.
The player must shoot all of his new missiles (at targeted enemy) for research purposes.

Special notes...

Nav Points

LAUNCH: Midway, 4X Wasp, 4X Wasp, 4X Vampire, 4X Vampire(includes player)

AFTER LAUNCH: Aces in ships TBD, additional non-ace ships

LANDING: Midway, Player and remainder of flight group

Communication Events

Launch:

Landing:
Success debriefing: "You saved our ass. You are cleared to land."

Failure debriefing: "We're in big trouble now. Cleared for landing."

Special Art / Objects

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Special Sound Effects

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4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSH6

Description / Choreography

SHORT DESCRIPTION

```
Exact nature TBD.  Dane battles way to designated point;
plants disc.

The Midway discharges the Ship Killer's plasma weapon -- at
great cost to her key power systems.
```

Mission Win / Lose Effects

Success occurs soon after the player attaches the targeting disk and the Midway fires the beam weapon.

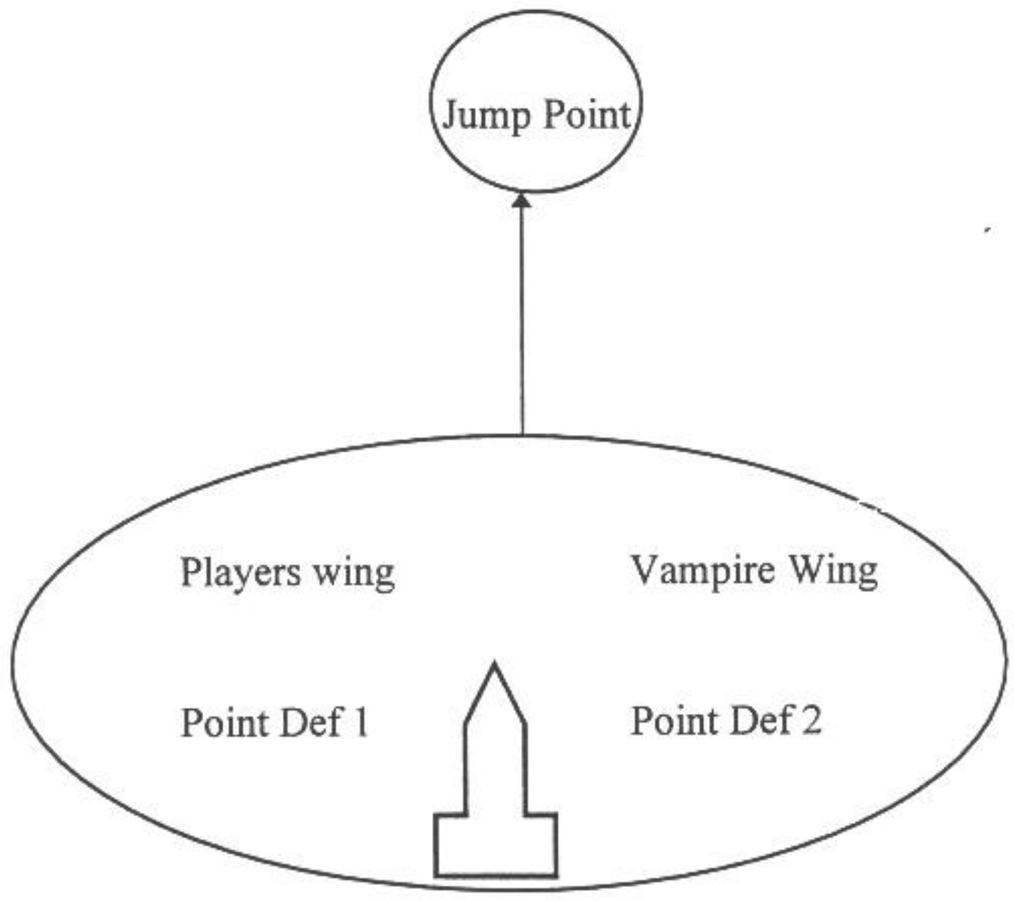
Failure will almost surely occur if the player fails to attach the disk quickly enough. (time limit TBD)

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Devestator**

Players ship will be outfitted with targeting disk.

Mission Map



Mission Outline

PRIMARY OBJECTIVES:
The fighters listed at launch will escort the Midway to the jump point. Once there, **the player must break for one of the Starships in the middle of the group (TBD) and attach the targeting disk** so that the Midway can fire its beam weapon and destroy most of the fleet. Once complete, the player will land and the Midway will go through the jump point.

SECONDARY OBJECTIVES:
Each additional wounded starship that is destroyed will count as a secondary objective.

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire, 4X Vampire, 4X Vampire, 4X Devestator (includes player)

JUMP POINT: As per above, most of remaining ships from MISSH4, Additional starships and fighters TBD

LANDING at Jump Point: Midway, Player and remainder of flight group

Communication Events

Launch:

Landing:
Success debriefing: "That was amazing, sir. You are cleared to land."

Special Art / Objects

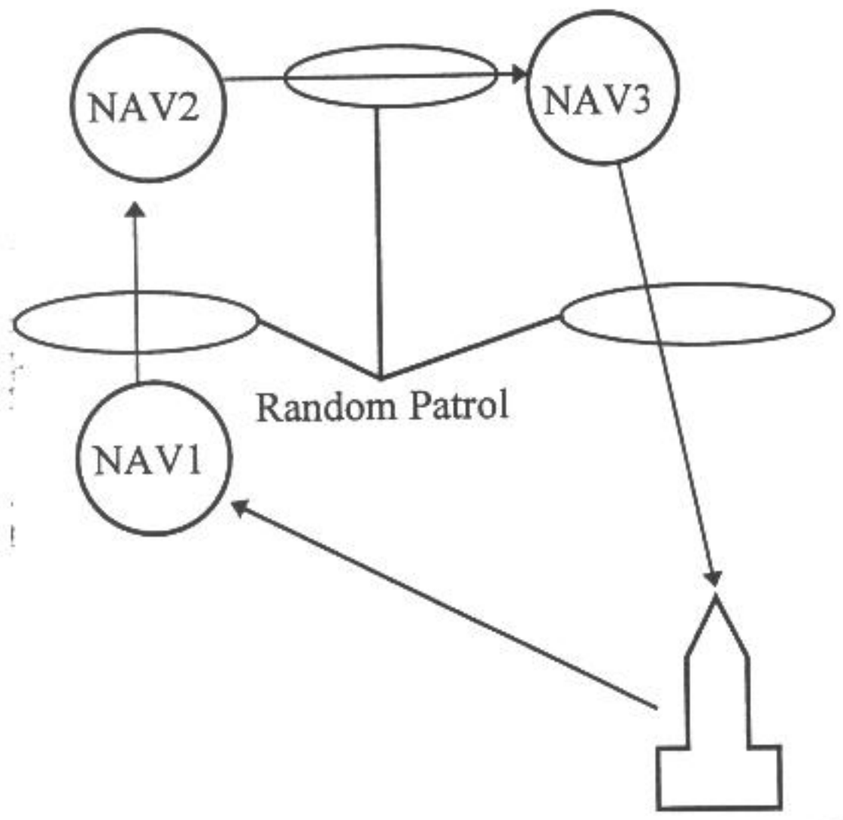
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Special Sound Effects

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Additional Comments

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The flight group must travel the designated nav points and return to the Midway. The Alien carrier is located at Nav2. The players wing will move in before the bombers with half of the fighter support. **The player must remove 75% of the turrets for success**. The CONFED bombers will not move in until this is accomplished. **Even though the player will not personally destroy the carrier, it is the ultimate goal of the mission and must occur for success**.

SECONDARY OBJECTIVES:

After rendering Starship defenses harmless the players wing will assist the Panthers from Black Widows squadron in removing the remaining enemy fighter cover. **75% of the enemy fighters must be destroyed for success.**

Special notes…

Random Patrol Note:

These are areas in between nav points that will randomly contain enemy patrols.

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire(includes player), 4X Devestator, 4X Panther

NAV1: Clear

Random Patrol Encounter

NAV2: Alien Carrier, 4X Alien Interceptor, 2X Shield Killer, Fighter Cluster

Random Patrol Encounter

NAV3: Clear

Random Patrol Encounter

LANDING: Midway, 4X Vampire (CAP), Player and remainder of flight group

Communication Events

Launch:

Nav1:

Nav2:
After player has removed 75% of the defenses: "Good work. Now commencing torpedo run."

Nav3:

Landing:
Success debriefing: "Nice work, sir. That new ship must fit you like a glove."

Failure debriefing: "Tough luck, sir. Confed reinforcements are taking heavy losses from those bombers."

Special Art / Objects

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Special Sound Effects

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5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSH1Z

Description / Choreography

SHORT DESCRIPTION

NEW MISSION
Temporary description:

The players group is assigned to take out and enemy carrier holding bombers. The player is given the choice of flying a Vampire in Wild Weasel load out or Devestator in a bomber role. In this mission the player has chosen to fly the Devestator. The players job is to Destroy the carrier after the Vampires have removed most of the carrier defenses. This carrier and group do not pose an immediate threat to the Midway but instead threaten Confed reinforcement group that are located in that direction.

Mission Win / Lose Effects

Success occurs upon the destruction of the carrier at Nav 2.
If the player wins this mission he will be allowed to choose ships again next mission.

If the player fails this mission he will be forced to fly "the other ship" and will be reminded in the debriefing and/or briefing of next mission that his failure cost Confed reinforcements in a big way.

Wingman / Ship Selection Notes

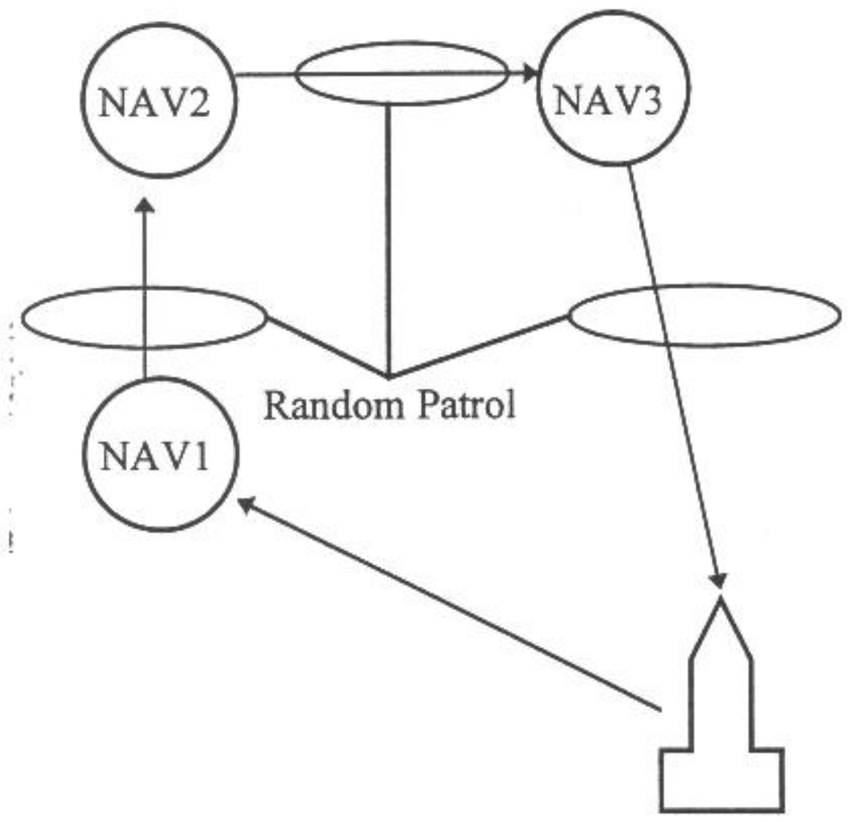
Squadron: **Wolf Pack**
Fighter: **Devestator**

Players wing consists of 4 Devestators with Torpedo load out

Wild Weasel wing consists if 4 Vampires from Wolf Pack Squadron with Wild Weasel load out

Fighter escort wing consists of 4 Panthers from Black Widows Squadron with Fighter load out

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The flight group must travel the designated nav points and return to the Midway. The players target is the Alien carrier is located at Nav2. A Vampire Wild Weasel wing will remove 75% of the turrets to make it easier on the player and other bombers.The players wing will move in for the Torpedo run after getting the signal from the Vampire wing. **The player must destroy the carrier for success.**

SECONDARY OBJECTIVES:

None currently planned.

Special notes...

Random Patrol Note:

These are areas in between nav points that will randomly contain enemy patrols.

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire, 4X Devestator(includes Player), 4X Panther

NAV1: Clear

Random Patrol Encounter

NAV2: Alien Carrier, 4X Alien Interceptor, 2X Shield Killer, Fighter Cluster

Random Patrol Encounter

NAV3: Clear

Random Patrol Encounter

LANDING: Midway, 4X Vampire (CAP), Player and remainder of flight group

Communication Events

Launch:

Nav1:

Nav2:
After Vampires have removed defenses: "You are clear to deliver the goods, (player rank or call sign)."

Nav3:

Landing:
Success debriefing: "Nice work, sir. That new ship must fit you like a glove."

Failure debriefing: "Tough luck, sir. Confed reinforcements are taking heavy losses from those bombers."

Special Art / Objects

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Special Sound Effects

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Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSH2Y

Description / Choreography

SHORT DESCRIPTION

```
NEW MISSION
Temporary description:

The player must disrupt an alien mine laying operation in
the path of the Midway.
```

Mission Win / Lose Effects

Success occurs upon the destruction of 75% of the mine layers and mines.

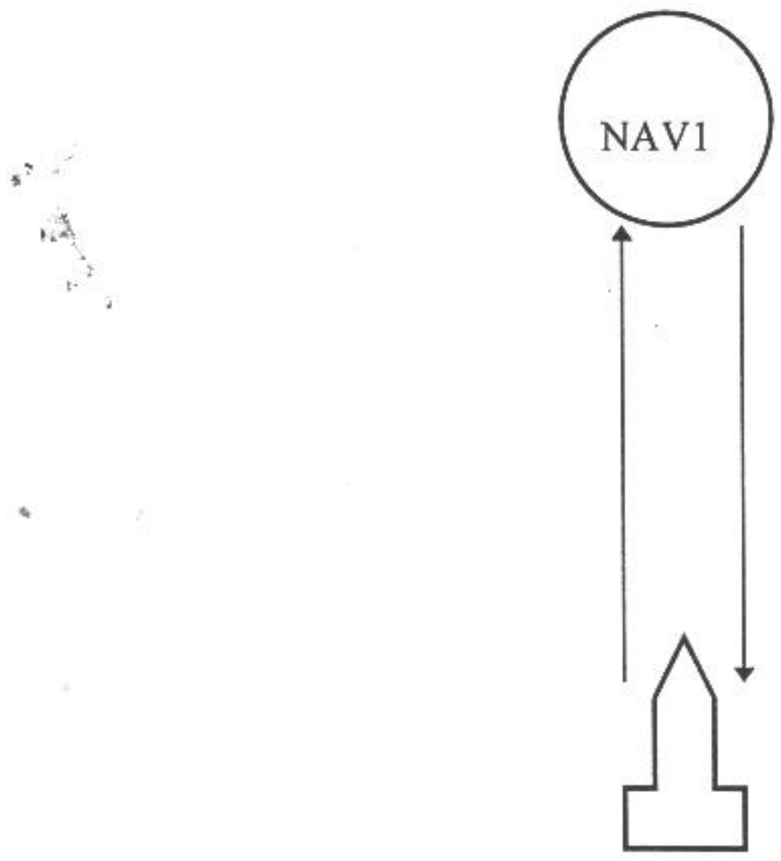
Failure in this mission **may** result in the Midway taking some damage in the next mission. Failure in this type of mission is almost always due to player death.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Vampire**

Players wing consists of 4 Vampire with fighter load out

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The players wing must fly to Nav 1 some distance ahead of the Midway. The player arrives to see many mine layers just starting their work. **The player will have destroy 75% of the mine layers and mines.** When finished, his wing will return to the Midway for a landing.

SECONDARY OBJECTIVES:

75% of the enemy fighter cover must be destroyed.

Special notes…

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire(includes player)

NAV1: 10X Alien Mine Layers, ??# Alien fighter cover TBD.

LANDING: Midway, 4X Vampire (CAP), Player and remainder of flight group

Communication Events

Launch:

Nav1:

Landing:

Success debriefing: "Nice job clearing our path. You are cleared to land."

Failure debriefing: "Are their mine layers that tough? Hope they didn't lay enough to put this ship down"

Special Art / Objects

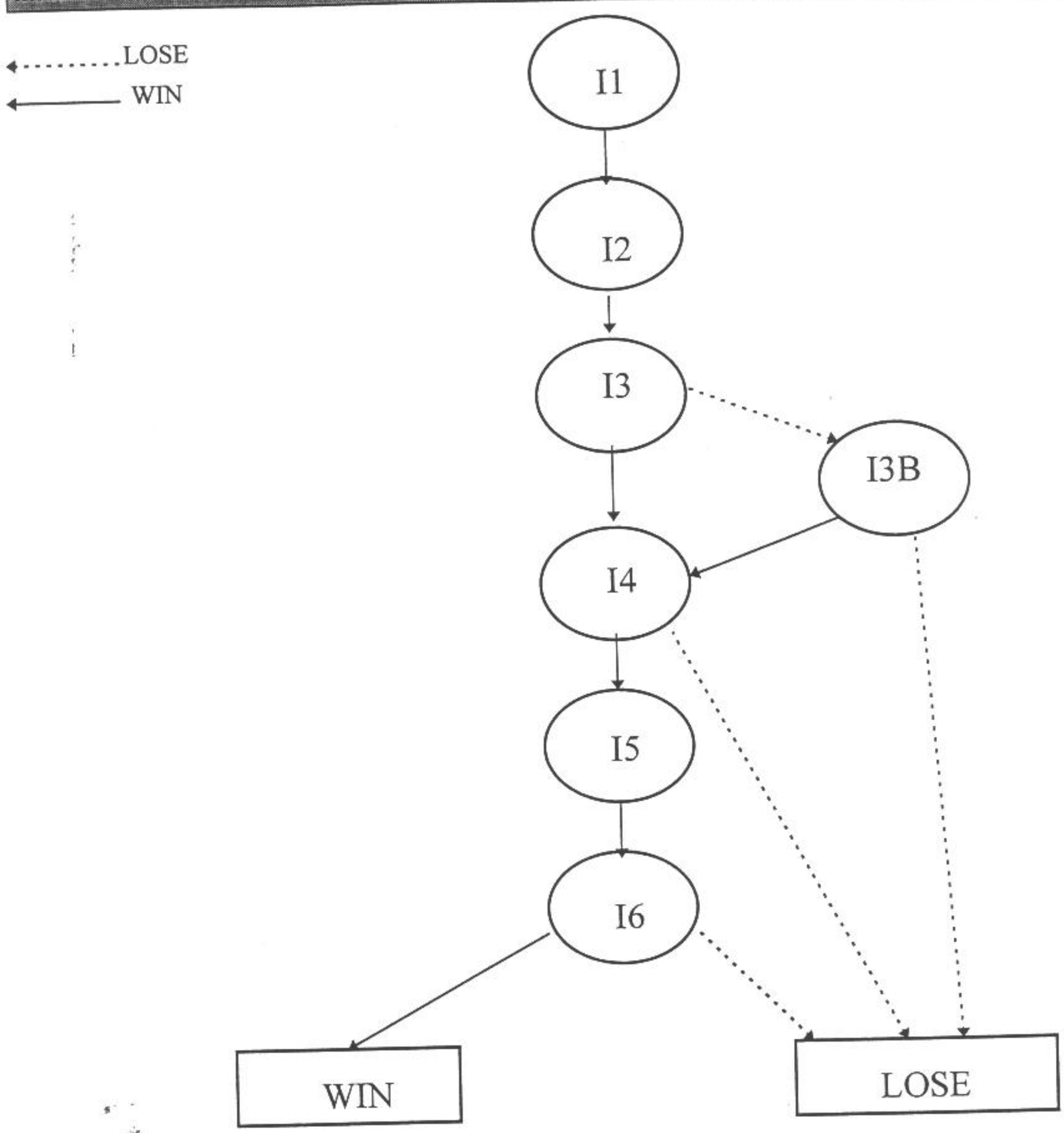
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Special Sound Effects

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Additional Comments

Mission Flowchart / Tree



Wing Commander 5
Series Overview

Series : I

Series Objectives / Description

The main goal of this series is to figure out a way to close the wormhole gate and then do it. This is the last series in the game and will probably contain some of the most difficult missions. This is the players chance to beat back the alien threat and save the day.

Mission # Objective

MISSI1: Player flying a Vampire as fighter cover for Devestators will attempt to destroy the fresh ships waiting on this side of the jump point while another group takes out the remnants from H6.

MISSI2: Player flying a Wasp will have to defend Midway from incoming long range missiles from the Dreadnought and then have to deal with bombers and fighters that slipped by unnoticed.

MISSI3: Player flying Devestator is assigned to remove supporting cruiser group while another group deals with another enemy starship group. Player will be called to assist second group.

MISSI3B: This mission is run if the player failed to complete I3. Player flying a Devestator will complete the last mission by destroying the second starship group from I3 while another group takes on yet another enemy starship group.

MISSI4: The player flying a Wild Weasel Vampire is assigned to remove the defenses from the Dreadnought.

MISSI5: The player flying a Devestator is assigned to finish off the Dreadnought while another group does recon on the wormhole gate.

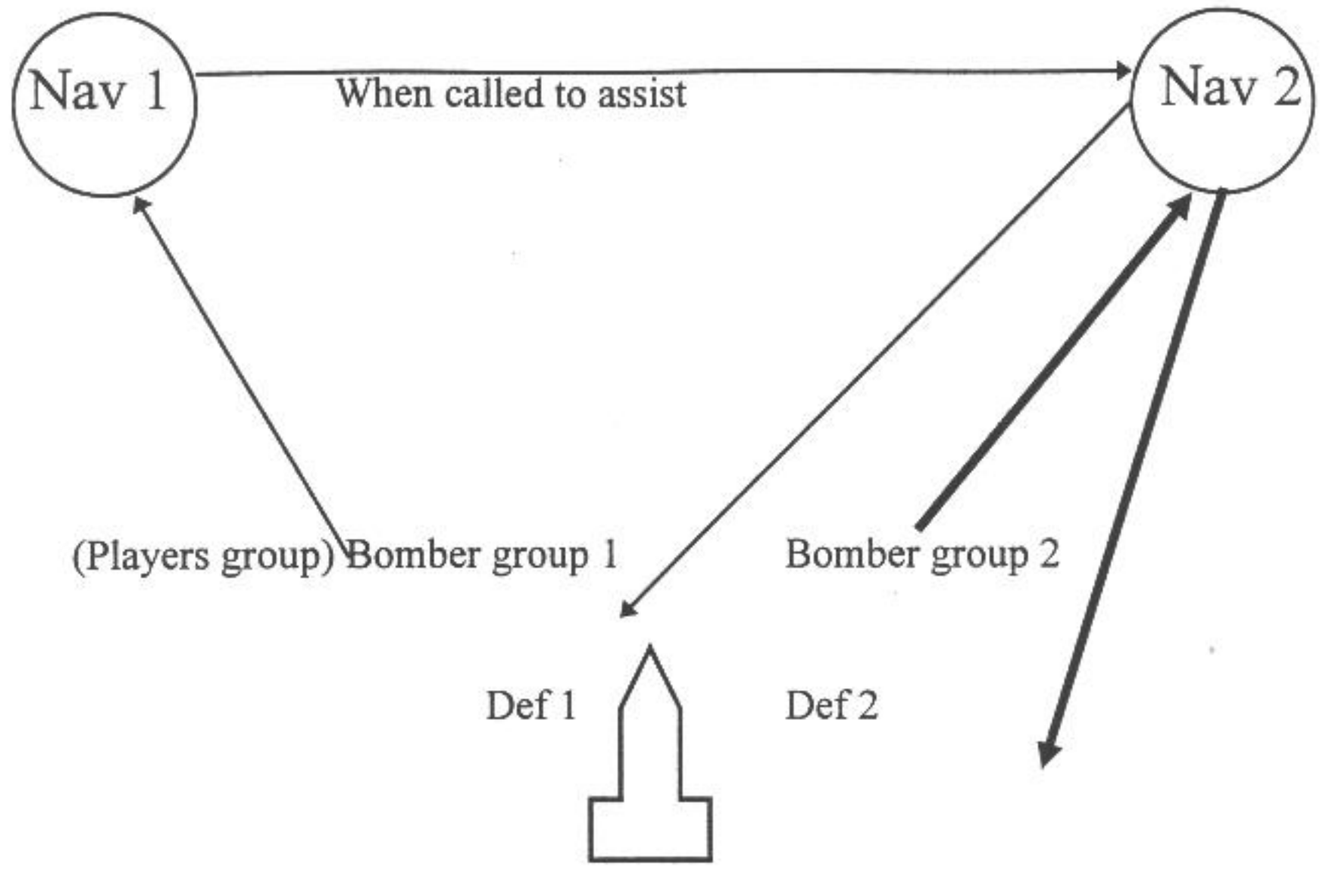
MISSI6: The player flying a Vampire with fighter load out must escort marine shuttles to the command center inside the wormhole gate. Initial mission will fail and Blair will land to take over and lower shields on the wormhole gate towers. The player must destroy these towers while dealing with a constant threat of enemy fighters to win the game.

Series Losing Path

This series can first be lost in MISSI3B and/or MISSI4 depending on the path the player takes. These missions involve removing support ships/defenses and are too important to fail. Go to losing endgame of massive force coming through wormhole gate.

The same results for MISSI6 (last mission) if the player does not take down the towers in time.

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The players bomber group is assigned to take out some starships at Nav 1 while another group heads to Nav 2 to do the same. **The player must destroy all enemy starships at Nav 1.**

SECONDARY OBJECTIVES:

Once again the player will be called upon to assist the other group which is having problems. **The player must fly to Nav 2 and destroy all remaining enemy starships.**

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire, 4X Devestator (includes player), 4X Vampire, 4X Devestator

NAV 1: 1X Cruiser, 1X Starship TBD, support fighters TBD

NAV 2: 1X damaged cruiser, 1X slightly damaged carrier, support fighters TBD, remainder of 2nd Confed bomber group

LANDING: Midway, Player and remainder of both bomber groups

Communication Events

Launch:

Nav 1:
2nd bomber group at Nav 2: "We're getting our asses kicked. Please assist when possible."

Nav 2:
Any of the remaining pilots from 2nd group: "Good to see you boys."

Landing:
Success debriefing: "Nice work on those starships. You are cleared to land."

Failure debriefing: "Tough break, sir. Looks like we're going to have to try that one again."

Special Art / Objects

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Special Sound Effects

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5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSI3B

Description / Choreography

SHORT DESCRIPTION

Destruction of key enemy starships will be critical for success in the next mission.

DESIGNER NOTE:
This mission if flown only if MISSI3 was a failure. It is a clean up of that mission.

Mission Win / Lose Effects

Success occurs when the player has destroyed the carrier and cruiser at Nav 1.

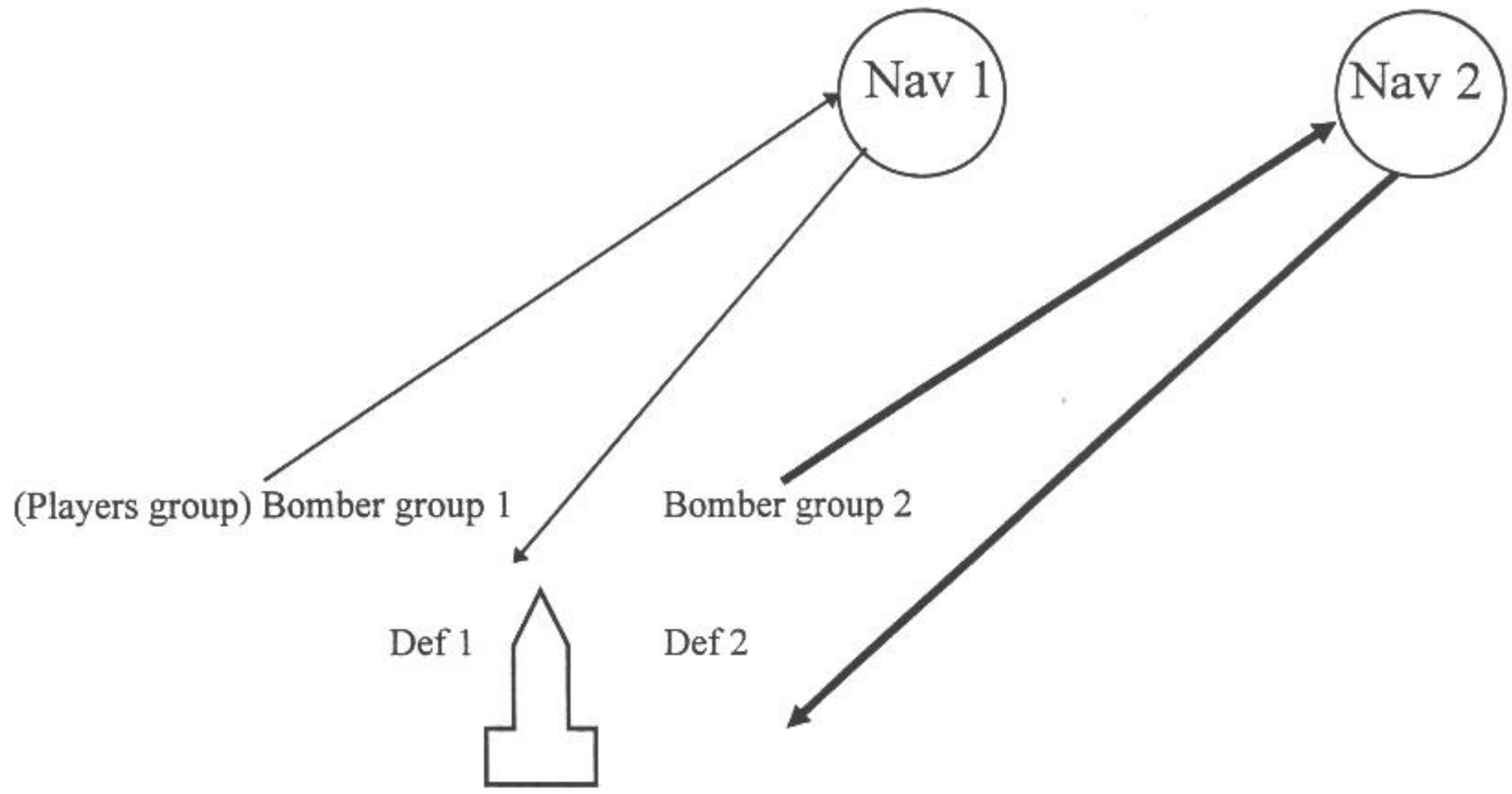
Failure will occur if the player does not manage to destroy the carrier and cruiser.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Devestator**

Each group contains	2X Vampire	(wild weasel)
	2X Vampire	(fighter)
	4X Devestator	(torpedo)

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The players group will finish off the carrier and cruiser from MISSI3 and return to the Midway. At the same time another bomber group will attack yet another set of starships. The player must destroy both the carrier and the cruiser for success. The other bomber group will not need assistance this time.

SECONDARY OBJECTIVES:

None planned at this time.

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire, 4X Devestator (includes player), 4X Vampire, 4X Devestator

NAV 1: 1X damaged cruiser, 1X slightly damaged carrier, support fighters TBD

NAV 2: Starships and support fighters TBD

LANDING: Midway, Player and remainder bomber group

Communication Events

Launch:

Nav 1:

Landing:
Success debriefing: "Nice work on those starships. You are cleared to land."

Special Art / Objects

1. ...
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Special Sound Effects

1. ...
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Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSI4

Description / Choreography

SHORT DESCRIPTION

This will involve the destruction of at least the huge ship's anti-fighter turrets.

Greater success will involve destruction of another component like bridge or engines.

Inability to remove the anti-fighter turrets will result in a failure in the last mission because the enemy Dreadnought will easily hose down the Marines' shuttle on its way to the Wormhole Gate. (See LOSING ENDGAME in next beat.)

Mission Win / Lose Effects

Success occurs when the player has destroyed 90% of the turrets on the Dreadnought.

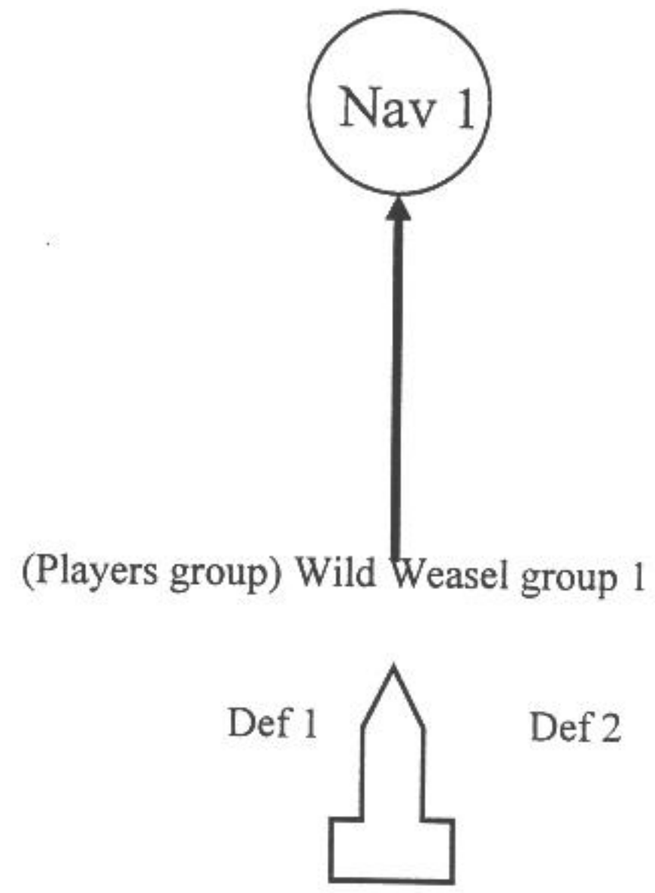
Failure will occur if the player does not manage to destroy enough turrets on the Dreadnought. Go to losing endgame.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Vampire**

The group contains	4X Vampire	(wild weasel)
	4X Vampire	(fighter)

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The players group will proceed to Nav 1 and destroy 90% of the turrets on the Dreadnought for success. Destroying other components of the ship could help in the next mission. When complete the players group will return to the Midway for a landing.

SECONDARY OBJECTIVES:

See special notes below

Special notes...

I am thinking about adding another objective which is shooting down more Dreadnought missiles before they reach the Midway.

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire, 4X Vampire (includes player

NAV 1: Dreadnought, Supporting ships TBD

LANDING: Midway, 4X Vampire (CAP), 4X Vampire (CAP), Player and remainder of group

Communication Events

Launch:

Nav 1:

Landing:
Success debriefing: "That Dreadnought must not be as tough as it looks. You are cleared to land."

Special Art / Objects

1. ...
2. ...
3. ...
4. ...
5. ...

Special Sound Effects

1. ...
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSI5

Description / Choreography

SHORT DESCRIPTION

New Mission:

The players group and another group will attempt to finish off the Dreadnought while another group does recon at/in the wormhole gate.

Mission Win / Lose Effects

Success occurs when the player has destroyed the Dreadnought.

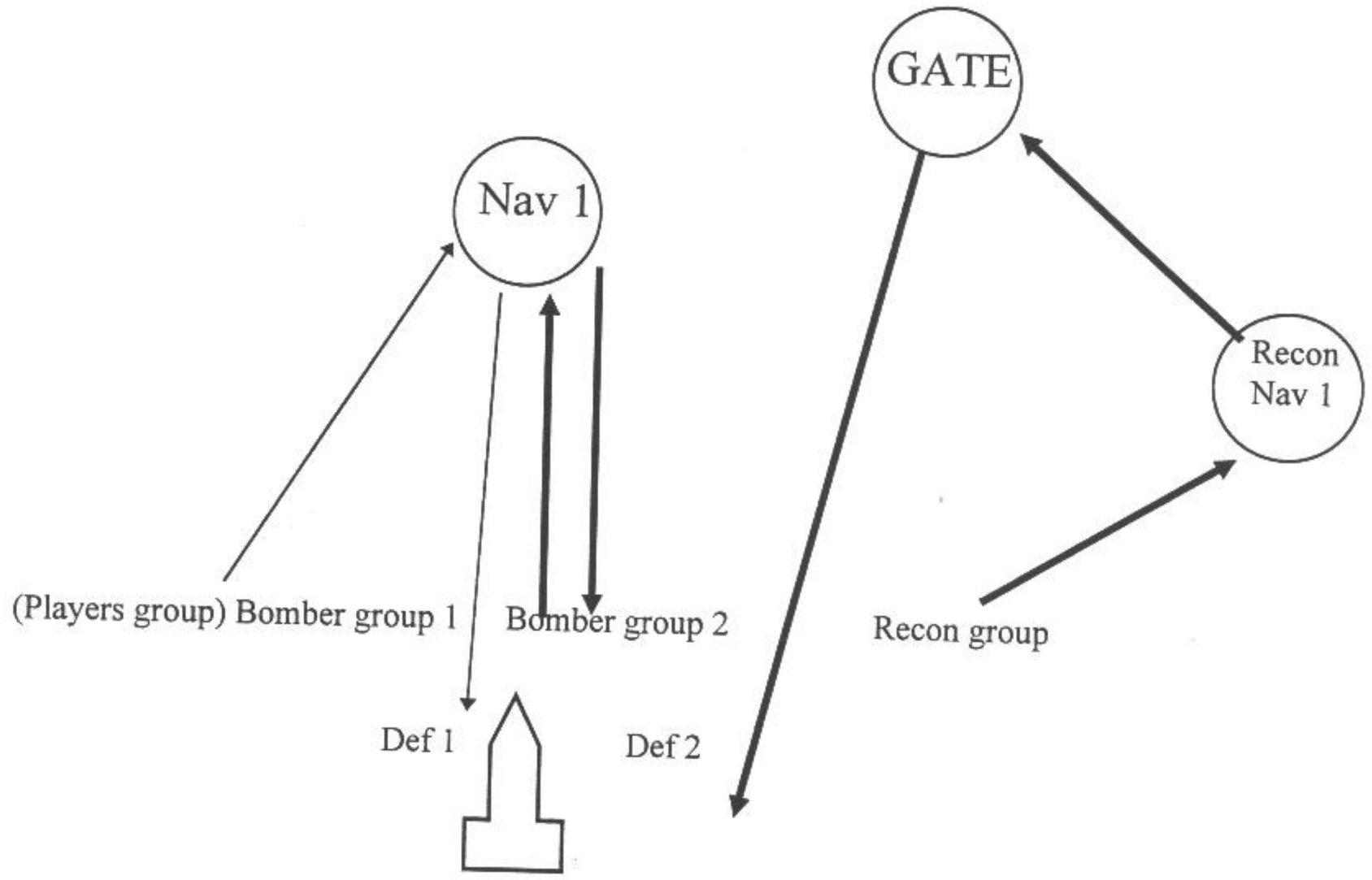
Failure will occur if the player does not manage to destroy the Dreadnought. This is not critical because the more important goal of this mission is to provide a distraction for the group doing recon in the wormhole gate.

Wingman / Ship Selection Notes

Squadron: **Phoenix**
Fighter: **Vampire**

Each of the 2 bomber groups contain	4X Devestator	(torpedo)
	4X Vampire	(fighter)
Recon group contains	TBD	

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The players group and the other bomber group will proceed to Nav 1 and destroy the Dreadnought. The player will have to deal with some of the heaviest fighter cover to date. At the same time a recon group will head to the wormhole gate via recon Nav 1. When complete all ships will return to the Midway for a landing.

SECONDARY OBJECTIVES:

None planned at this time.

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire, 4X Devestator, 4X Vampire, 4X Devestator (includes player)

NAV 1: Dreadnought, Supporting ships TBD

LANDING: Midway, 4X Vampire (CAP), 4X Vampire (CAP), Player and remainder of group

What's New in this Series (Springboards)

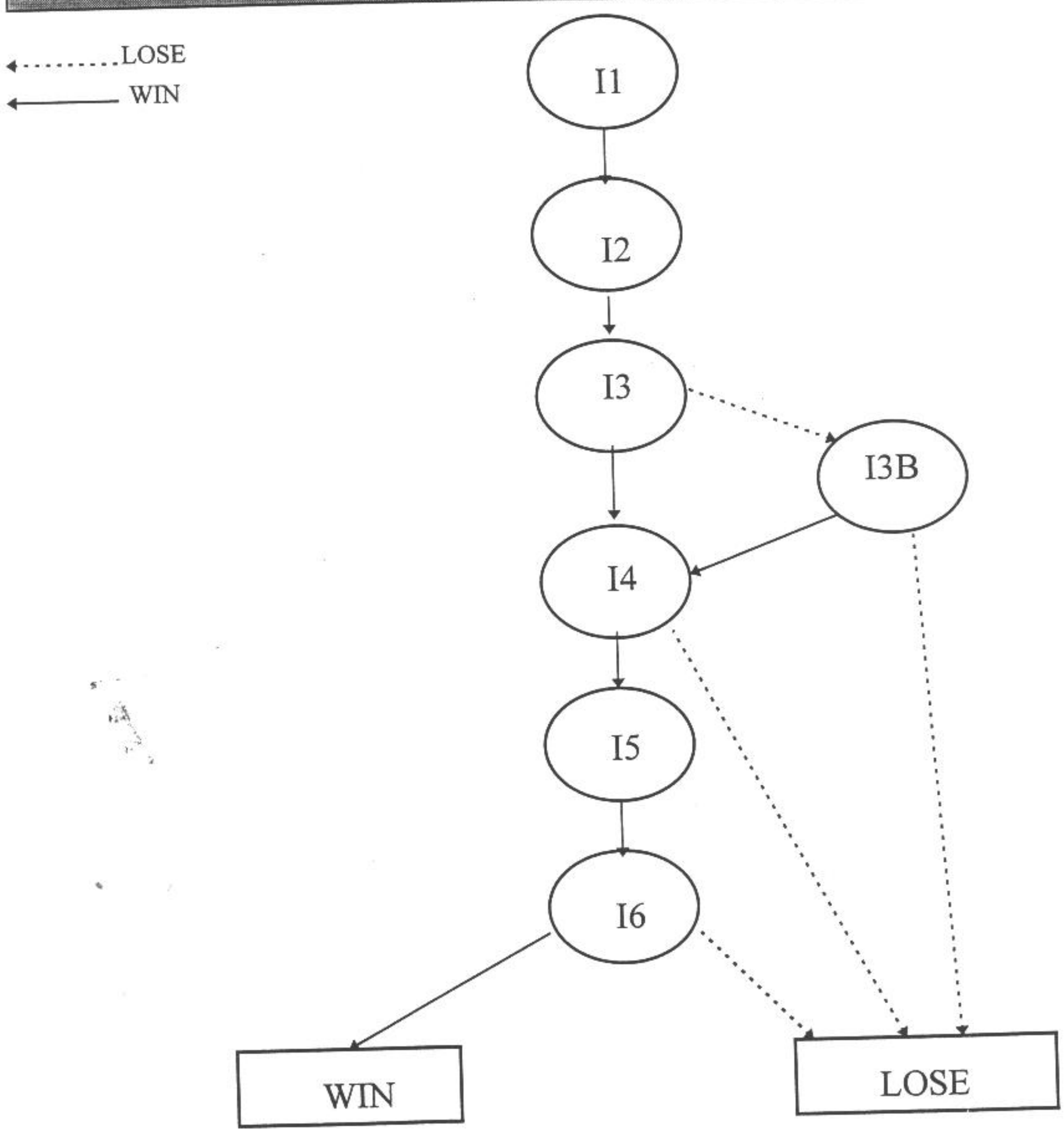
First time for:

Player to see and fly against the alien dreadnought.
Possibly improved ability to translate/understand some alien in-flight comm messages.
Player to see wormhole gate.
Chance to shut down the wormhole gate.

What's Being Built on in this Series

This series is the climax of the game and a culmination of all the player has learned since he started playing.

Mission Flowchart / Tree



Communication Events

Launch:

Nav 1:

Landing:
Success debriefing: "Nice work on that Dreadnought. You are cleared to land."

Failure debriefing: "Tough break, sir. Don't worry, the recon group made it back safely with some interesting data."

Special Art / Objects

1. ...
2. ...
3. ...
4. ...
5. ...

Special Sound Effects

1. ...
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSI6

Description / Choreography

SHORT DESCRIPTION

Our Dane beats off alien forces long enough for the Marine shuttle to land at the Wormhole Gate's COMMAND CENTER; a small space station located not far from the two(four), huge Towers.

[Note: Both the Command Center and the Towers are actually in the middle of the swirling wormhole tunnel, halfway between our universe and that of the aliens.]

Once the Marines board the Gate's Command Center, they face stiffer resistance than expected. While all the aliens within are killed, only Dekker and a couple of his men survive, badly injured, and the shields are not dropped.

What's more, Dekker reports that a massive alien armada is now entering the Wormhole tunnel, headed from their universe to ours. There is little time. The Gate must be closed.

Aftermath to this grim situation. Only hope now is for two fighter pilots to land and take over where Dekker and the Marines left off.

To everyone's surprise, Blair reveals he's going to personally lead this mission; and Maestro insists on going with him.

Justification for this is that Maestro, having been an alien prisoner, knows more about how to get around inside their facilities than anyone else. Besides, this is an important opportunity for Maestro to redeem and/or free himself from the Alien Warlord's influence forever.

Blair and Maestro land to complete the job. Maestro gets seriously wounded Dekker and other Marines onto their shuttle. Blair deals with the shields, making it possible for Dane to launch an attack against the Stabilizer Towers.

Dane's task is made difficult by the surviving alien aces, who reappear to greatly interfere with his efforts.

End mission with Blair ordering Dane to destroy the Second Tower as soon as he and Maestro are clear.

Maestro rejoins Blair. Suddenly, there is a flash of light and a peculiar sound -- same flash and sound as earlier when the Alien Warlord teleported aboard Midway.

The humans find themselves confronted by the Warlord, the same who previously abducted Maestro. And who is now trying to repower the shields.

Maestro resists mind control; tries to take out the Warlord, but is picked up and thrown across the room. Blair again orders Dane to destroy the Second Tower; despite the fact he now knows this will lead to the destruction of the Command Center as well.

He then charges the Warlord; shooting at him pointblank.

As Dane destroys last Tower, he will have to afterburn out of the wormhole's tunnel-like passage to avoid being caught in the explosion.

As he does, the Wormhole tunnel spectacularly implodes, destroying the remaining alien forces positioned outside the Wormhole Gate in an ever-expanding cloud of star ship debris.

Among these remaining alien forces is the Dreadnought -- the destruction of which will be shown in a glorious fireball explosion.

Mission Win / Lose Effects

Success occurs when the player has destroyed the last of the 4 stabilizing towers on the wormhole gate command center.

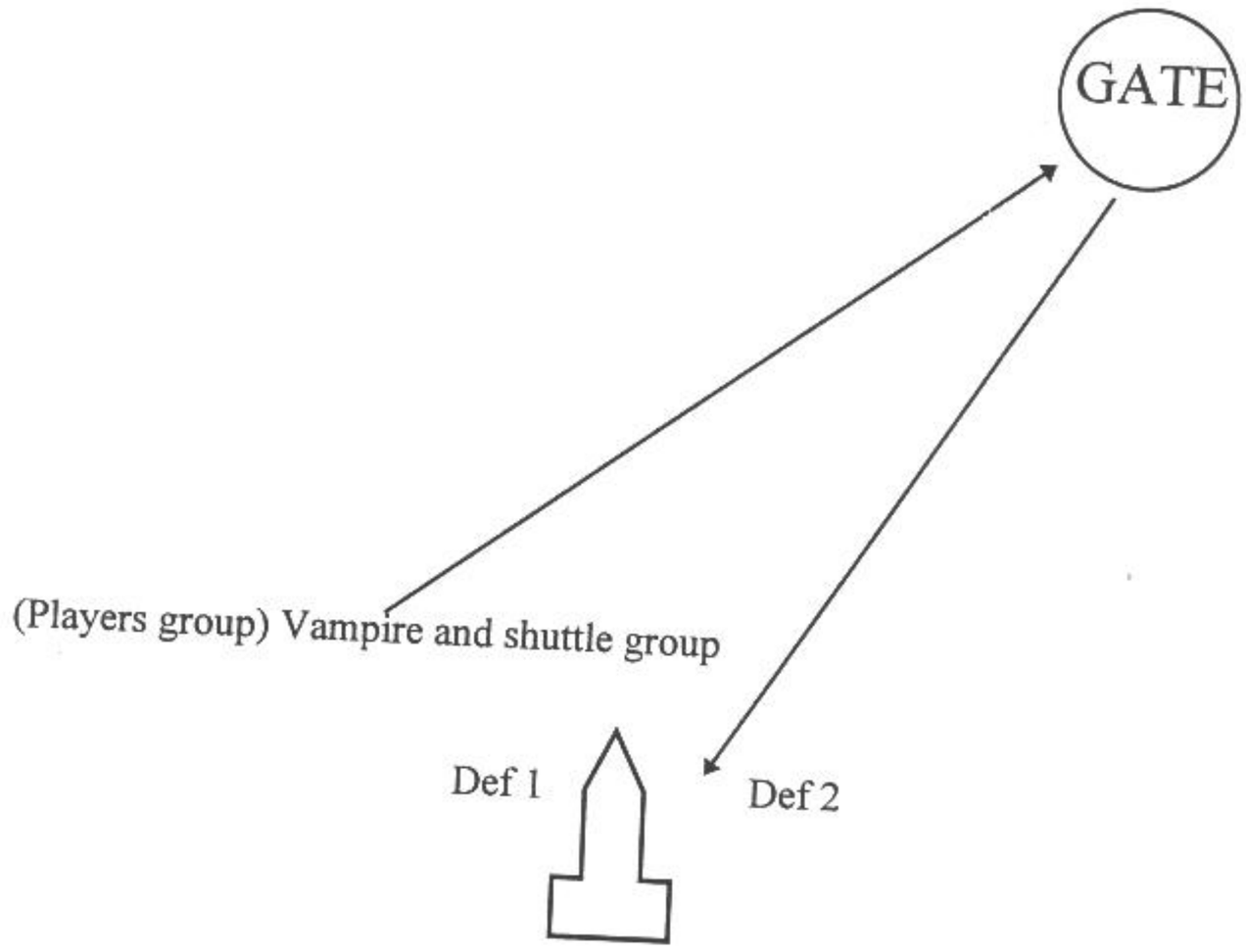
Failure will occur if the player does not manage to destroy the 4 stabilizing towers in enough time. Failure will also occur if the player allows the marine shuttles to be destroyed.

Wingman / Ship Selection Notes

Squadron: **Phoenix**
Fighter: **Vampire**

Four Vampires (fighter) will escort 2 marine shuttles

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

The player will meet stiff resistance as he escorts the marine shuttles to the wormhole gate. **The player must insure that the shuttle lands safely.** Once the marines have landed we will cut to a movie showing Dekkers team getting all but annihilated as they finish off the aliens on board. Dekker will also report that a massive alien armada is on their way through the gate.

THIS PART IS STILL UNCLEAR AS OF THIS TIME: The reason it is currently unclear is because the changes sent to the writers were incomplete and occurred while I was out. I assume that Blair and Maestro are either flying a Vampire with the player or show up after the Dekker movie in shuttles escorted by another group. Whatever happens, Blair soon lands and we possibly see a movie of the happenings inside or it may be handled with inflight comms (unknown at this time) but by some manner Blair will tell the player that he is working on the shields and to wait to destroy the last tower until he and Maestro are clear.

The player will receive comms from Blair as each towers shields are lowered. **The player must destroy each tower soon after being instructed to do so.** After Blair sends the comm about the last tower we cut to a movie showing Blair and Maestro having problems which leads to Blair telling the player to destroy the last tower now even though they won't make it off in time. After the last tower is destroyed we show a movie of the player just barely escaping the explosion of the wormhole gate and then we go to the winning endgame.

SECONDARY OBJECTIVES:

None planned at this time.

Special notes...

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire(includes player), 2X Marine shuttle

GATE: Gate command center and 4X stabilizing towers, constant enemy harassment which include aces TBD

LANDING: Midway, 4X Vampire (CAP), 4X Vampire (CAP), Player and remainder of group

Communication Events

Launch:

Gate:
After Blair has landed,
BLAIR: "I've got one of them lowered. Go get it, kid."
BLAIR: "Two down, two to go."
BLAIR: "I've got the third one down. Hurry!"
BLAIR: "Shields are down on the last tower. Give us a chance to escape before you take it out."

Landing:
No debriefings. Last mission in game. If you win or lose it cuts to respective endgames.

Special Art / Objects

1. ...
2. ...
3. ...
4. ...
5. ...

Special Sound Effects

1. ...
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSI1

Description / Choreography

SHORT DESCRIPTION

Dane takes on the remnants of the enemy starship group that jumped ahead of the Midway. Wipes out same.

Mission Win / Lose Effects

Success is gained destroying the remnants of the enemy starship group as well as the fresh ships that have been waiting on the other side. If the player performs well in his fighter cover role the bombers should not have a big problem doing their job.

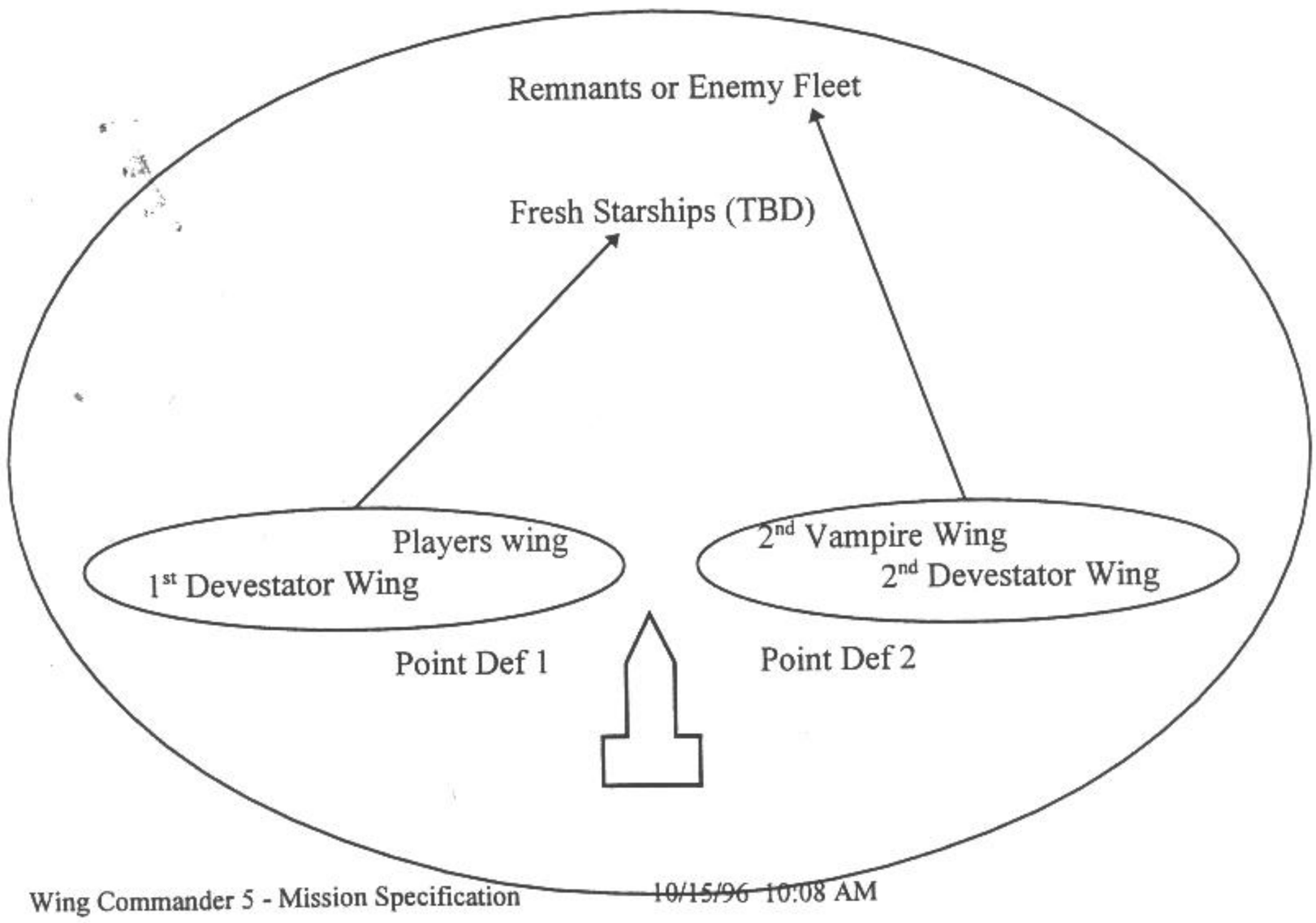
Failure will most likely occur if the player takes to long because the Midway will come under heavy attack and be destroyed.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Vampire**

Players wing consists of 4 Vampires with fighter load out which has conventional weapons replaced with alien tech modified missiles. NO GLITCHES

Mission Map



Mission Outline

PRIMARY MISSION:
The Players wing will provide fighter cover for a bomber group and attack the Starships that were waiting on this side of the jump point. **The player must insure that the bombers survive long enough to destroy the assigned Starships.**

SECONDARY MISSION:
At the same time another 'mirror' group will take out the remnants of the fleet from H6. At some point that mission will not go as planned and the player will be called to help in that area. **The player must destroy the remainder of the starships at the second area. Shooting all new missiles at targeted enemy will fulfill another secondary objective.**

Special notes...

Nav Points

LAUNCH: (at jump point) Midway, 4X Wasp, 4X Wasp, 4X Vampire (includes player), 4X Devestator, 4X Vampire, 4X Devestator

Enemy: (at jump point) remnants of alien fleet from H6, New/fresh starships TBD

LANDING: (at jump point) Midway, Player and remainder of flight group

Communication Events

Launch:

During Battle:
If things are going bad in the 2nd groups mission(need to give them a name): " Second group in trouble. Can you assist?"

Landing:
Success debriefing: "We're really taking it to them now. You are cleared to land."

Special Art / Objects

1. ...
2. ...
3. ...
4. ...
5. ...

Special Sound Effects

1. ...

2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSI2

Description / Choreography

SHORT DESCRIPTION

Dane and wingman (possibly Nemesis) attack the Dreadnought, which will launch its long range anti-ship missiles.

The alien bombers and their fighter escorts will split into multiple groups and wait for the Midway to send most of its defense in the direction of the missiles -- at which point they will attack the Midway from both flanks and possibly the rear.

Dane and defense wing must first destroy most of the anti-ship missiles -- then tackle bombers.

Mission Win / Lose Effects

Success occurs soon after the player successfully repels the attack of missiles and bombers.

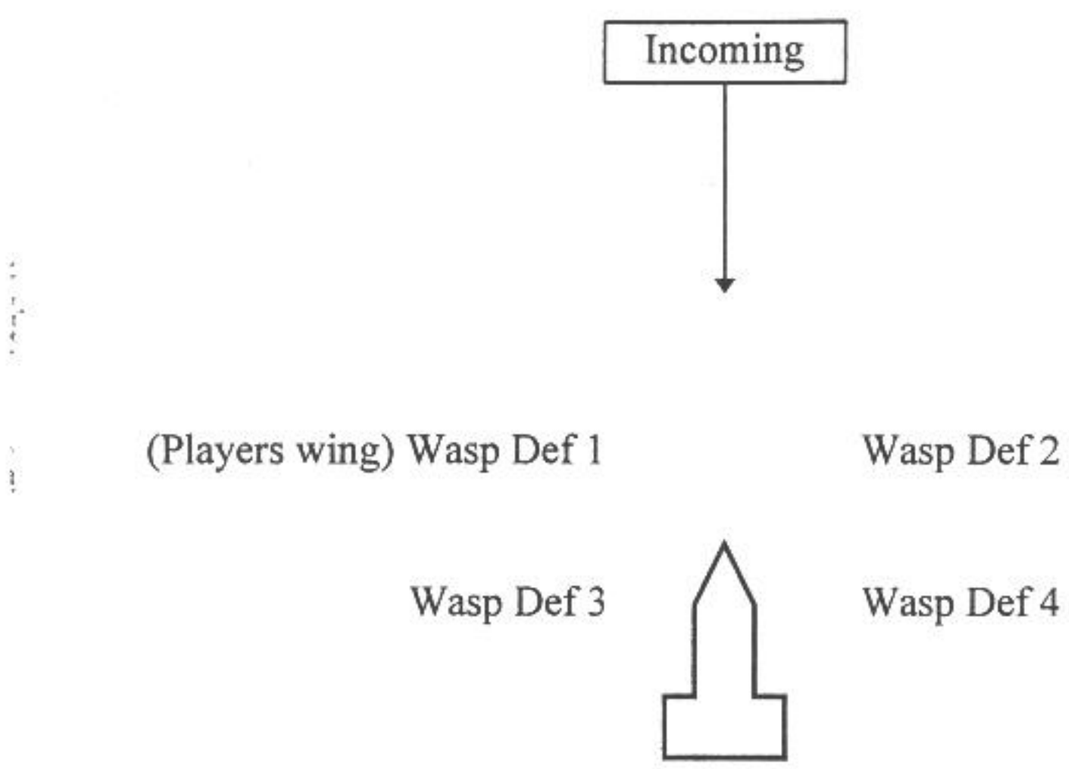
Failure will occur if the player allows the Midway to be destroyed.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Wasp**

All defense ships will be armed with improved missiles.

Mission Map



Mission Outline

PRIMARY OBJECTIVES:
The players attention will initially be directed towards incoming missiles that are headed toward the Midway. The player will have a chance to get a big jump on the missiles if he wants but it will leave the Midway vulnerable to the sneak attack that is in progress. As the missiles draw near the Midway or are destroyed the player will be called to help against the bombers which attack from all directions but the front. The players ultimate goal is to keep the Midway from being destroyed. This should be possible by destroying 80% of the missiles and about 60% of the bombers.

SECONDARY OBJECTIVES:
The player must destroy 75% of the fighter cover.

Special notes...

Nav Points

LAUNCH: Midway, 4X Wasp, 4X Wasp, 4X Wasp, 4X Wasp (includes player)

Incoming: 12X Long Range Dreadnought missiles, TBDX alien bombers, TBDX alien fighter support

LANDING: Midway, Player and remainder of defense group

Communication Events

Launch:

During battle:
MIDWAY: "We've got trouble here. Please assist at once!"

Landing:
Success debriefing: "Looks like they weren't counting on you flying this time. You are cleared to land."

Special Art / Objects

1. ...
2. ...
3. ...
4. ...
5. ...

Special Sound Effects

1. ...
2. ...
3. ...
4. ...
5. ...

Additional Comments

Wing Commander 5
Mission Specification

Mission : MISSI3

Description / Choreography

SHORT DESCRIPTION

Destruction of key enemy starships will be critical for success in the next mission.

Mission Win / Lose Effects

Success occurs when the player has destroyed all starships assigned to his group.

Failure to destroy the additional starships at the second nav point will just create an extra mission for the player to fly.

Wingman / Ship Selection Notes

Squadron: **Wolf Pack**
Fighter: **Devestator**

Each group contains	2X Vampire	(wild weasel)
	2X Vampire	(fighter)
	4X Devestator	(torpedo)

Wing Commander 5
Series Overview

Series : L

Series Objectives / Description

The player has seriously screwed up and the Midway is retreating to confed space. After losing a series in act Two(or series C and D) the aliens sense confed is weak and are stabbing straight for the confed base on the borders edge. The players carrier has been ordered back in retreat to defend this link to Earth. The first mission would be to defend the base from incoming waves of enemy fighters. If successful the next mission will be to intercept part of the incoming fleet of cruisers in a Shrike being escorted by Panthers. If the base is destroyed during the first mission the player receives a comm from his carrier informing him they are jumping out to sol(or Proxima). If the player doesn't land within x amount of time he will be left to die from endless waves of fighters. The next mission would be defending sol(Proxima?) from waves of fighters and the remaining cap-ship fleet from previous missions. If the player is victorious in this series he is sent back into action joining the series path were he left of.

Mission L1 Objective

Defend the confed starbase from waves of alien fighters

Mission L2 Objective

Destroy inbound alien cap-ships heading for starbase.

Mission L3 Objective

Defend Midway from waves of fighters. Protect Shrikes and Devastators as they destroy alien cap-ships.

Series Losing Path

If the player fails this series its all over and earth is destroyed by the conquering aliens.

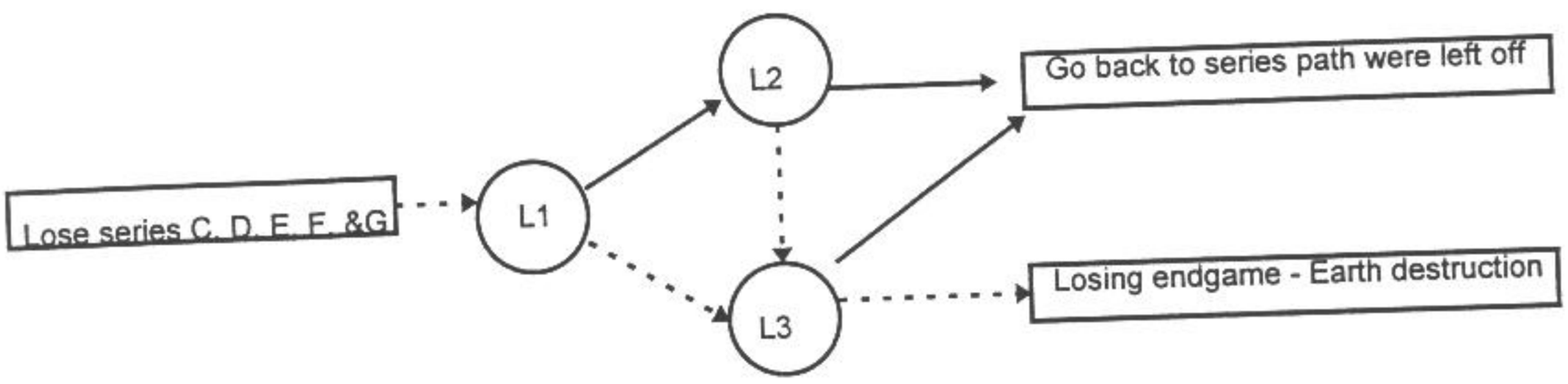
What's New in this Series (Springboards)

Confed starbase

What's Being Built on in this Series

The player is given a second chance to get back on the winning track if he screws up in Act one, series C or D only, or Act two, E, F, G.

Mission Flowchart / Tree


L2
Go back to series path were left off
Lose series C, D, E, F, &G
L1
Losing endgame - Earth destruction
L3

Wing Commander 5
Mission Specification

Mission L1

Description / Choreography

SHORT DESCRIPTION

Text from writers:

(None as of yet)

Designer notes:

After losing in either series C & D during act one, or E & G during act two, the Midway is once again on the retreat and must defend a Confed starbase on the edge of Confed space(Alcor?). The first mission will be to defend the starbase against waves of enemy fighters and bombers. If the base is destroyed the Midway informing him they are jumping out of system to (Sol or Proxima) and he had better hurry home before he gets left behind. If the player doesn't return within X amount of time the Midway will jump without him, leaving the player behind to fight endless waves of aliens. If the player is successful the Midway will show up and give him clearance to land.

Success / Failure notes

Success - If the starbase survives - **Go to L2**

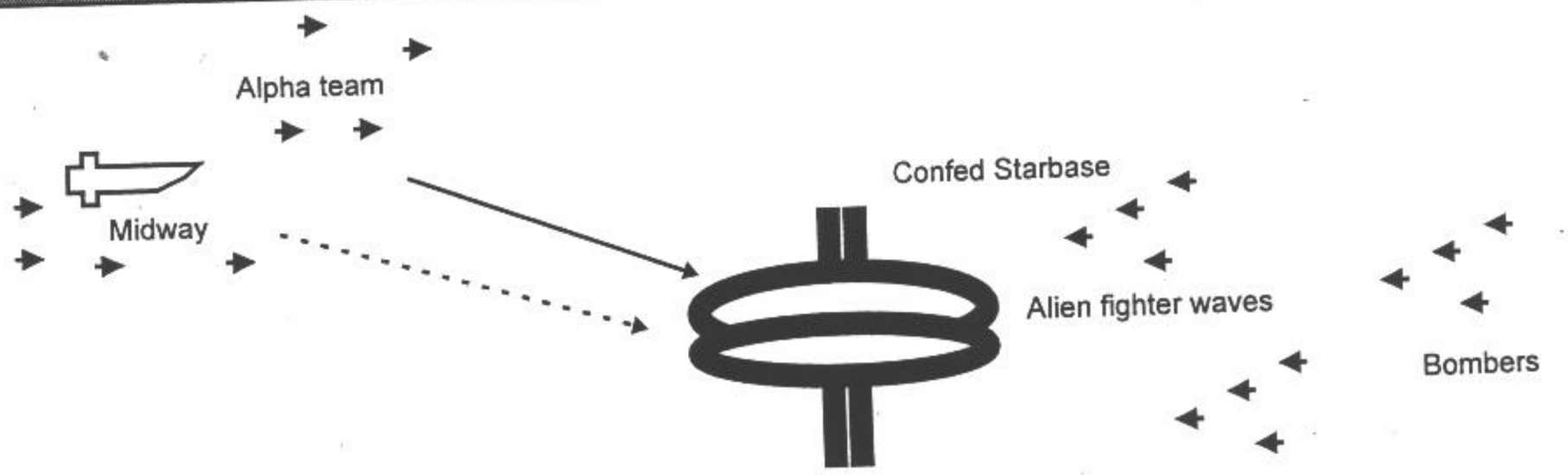
Failure - If the player lets the Starbase get destroyed and lands on the Midway before it jumps out - **Go to L3*(defend earth from endless waves of fighters)***. If the player ejects. **Go to Losing endgame #XX*(player gets picked up by the aliens endgame)***.

Wingman / Ship Selection Notes

Alpha team

Squadron: Black Widows
Ship: Panther
Wingmen: Maestro, Stiletto, and redshirt X(whoever is left at this point)

Mission Map



Mission Outline

1. The player launches from Midway and auto-pilots to Starbase NAV point
2. The player will defend the starbase with Maestro, Stiletto, and redshirt X on his wing.
3. The Midway arrives and tells player to land.
4. If the player fails to defend the Starbase, the Midway will call the retreat and jump out in X amount of time, leaving the player behind if he hasn't landed.

Special Art / Objects

Confed(Alcor?) starbase

Communication Events

Confed starbase damage reports and death throws.

Midway calling the retreat. *Note - There should probably be two comms here, one for the initial retreat, than another last warning if the player hasn't returned immediately after the first warning.*

Special Sound Effects

Additional Comments

Nav Points

NAV ROUTE: Area 1, Area 2, Area 1(only if the retreat is called)

Area 1	Midway [2x Panther, Marine shuttle, 4x Vampire, Midway]
Area 2	Starbase [Confed starbase, 8-16 Alien medium fighters, 4-8 Alien bombers]

Wing Commander 5
Mission Specification

Mission L2

Description / Choreography

SHORT DESCRIPTION

Text from writers:

(None as of yet)

Designer notes:

After defending the initial assault on the Starbase the Midway must now take out the source of the fighters, an alien cap-ship fleet. If the player failed to destroy all of the alien fleet in C & D, they will be part of this fleet. The players wing, Bravo team flying Shrikes, will be assigned to destroy 75% of all anti-aircraft defenses (missile and laser turrets) in the alien fleet area. If he doesn't accomplish his mission within X amount of time the retreat back to earth will be called and the player will then have Y amount of time to get back to the Midway and land before he is left behind. Alpha wing, from the Diamondbacks squadron, will arrive at the NAV point first and take out the fighter cover surrounding the Alien fleet. After X amount of time they will comm the players team, Bravo, telling them it's safe to join them. Bravo team will then have X amount of time to destroy a certain percentage of the alien fleets anti-aircraft weaponry and comm Charlie team to inform them the coast is clear. Then devastators from the Wolf pack squadron arrive and proceed to destroy the cap-ships with torpedoes.

Success / Failure notes

Success - If the player is successful - **Go to winning series path*(wherever the player left off)***

Failure - If the player doesn't take out the anti-ship turrets on the cap-ships and the Midway calls the retreat - **Go to L3**. If the player ejects. **Go to Losing endgame #XX*(player gets picked up by the aliens endgame)***.

Wingman / Ship Selection Notes

Alpha team

Squadron: Diamondbacks
Ship: Wasp
Wingmen: Wingman X(known pilot from diamondbacks squadron), redshirt 1-3(DB)

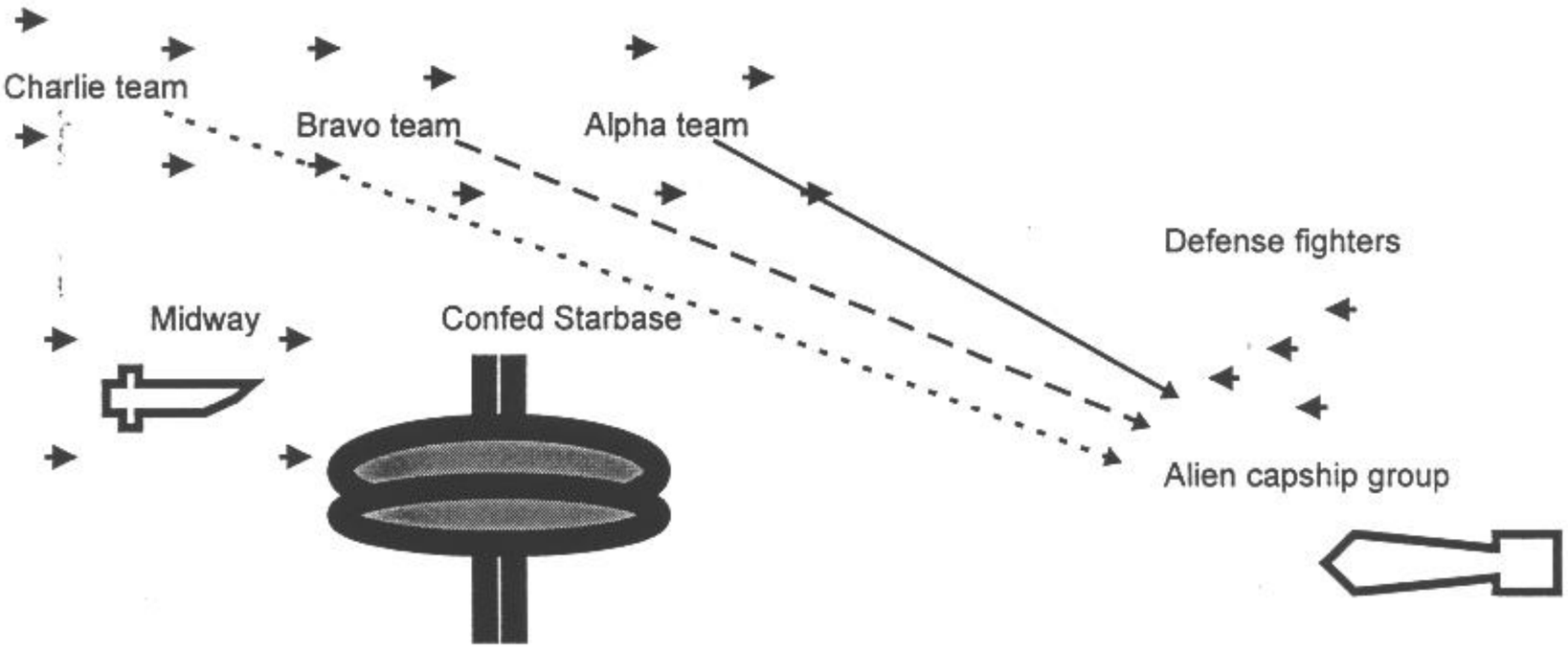
Bravo team

Squadron: Black Widows
Ship: Shrike
Wingmen: Player, Maestro, Stiletto, redshirt 1(BW)

Charlie team

Squadron: Wolf pack
Ship: Devastator
Wingmen: Wingman Y(soon to be known pilot from Wolf pack squadron), redshirt 1-3(WP)

Mission Map



Mission Outline

1. The player launches from Midway and awaits all's clear signal from Alpha team
2. After arriving at Alien fleet NAV point the player will have to destroy 75% of all of the anti-aircraft defenses in the area
3. Upon completing there mission the players wing will then comm Charlie team and tell them the coast is clear
4. Return to Midway and land
5. If player fails the Midway calls retreat and the mission is aborted
6. If the mission is aborted the player will have to land before it jumps out

Special Art / Objects

Communication Events

Midway calling retreat

Alpha team calling in Bravo team

Bravo team calling in Charlie team

Special Sound Effects

Additional Comments

Nav Points

NAV ROUTE: Area 1, Area 2, Area 1

Area 1	Starbase [4xWasp(Alpha), 4xShrike(Bravo), 4xDevastator(Charlie), 4x Panther, Midway, Confed starbase]
Area 2	Alien fleet [8-16 Alien medium fighters, Alien Cruiser(plus all cap-ships that were not destroyed in series C)]

Wing Commander 5
Mission Specification

Mission L3

Description / Choreography

SHORT DESCRIPTION

Text from writers:

(None as of yet)

Designer notes:

After failing to protect the confed star-base in **L1**, or failing to defeat the alien fleet in **L2**, the Midway has retreated back to Sol (I heard some grumbling at the meeting when I mentioned this so maybe Proxima?[see WC universe map for details]). The player is sent to Intercept alien fighters and bombers jumping in from Alcor. After the first wave of Alien bombers is destroyed the Alien cap-ship fleet jumps into the system

Success / Failure notes

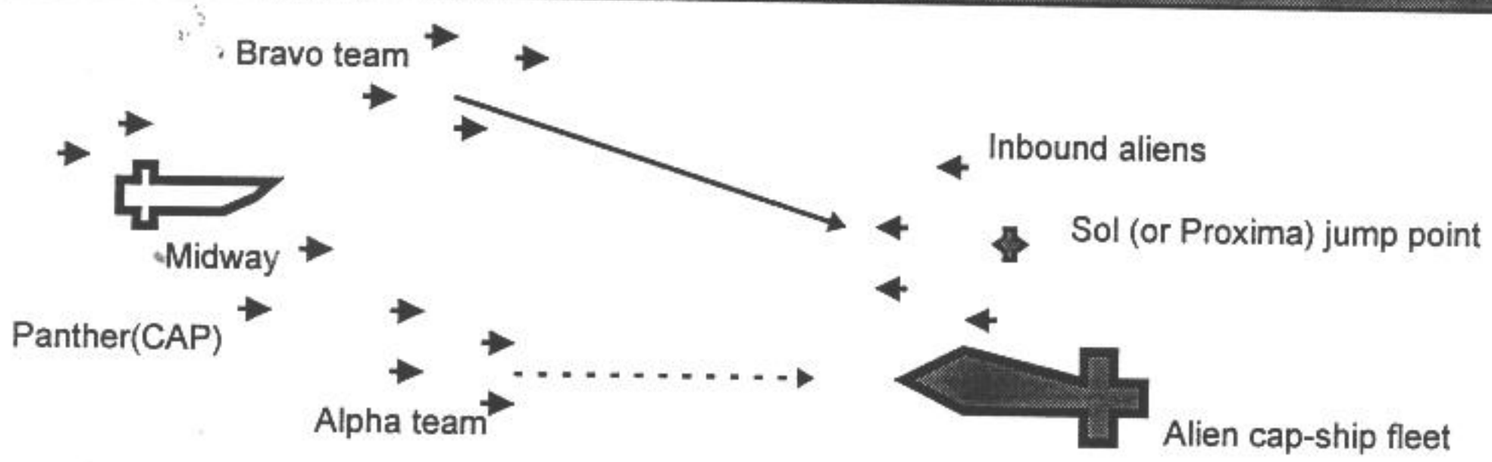
Success - If the player and the Midway survive - Go to **Winning series path*(wherever the player left off the series path)***

Failure - If the Midway gets destroyed and/or the player ejects. Go to **Losing endgame #XX*(Earth gets trampled by the aliens endgame)***.

Wingman / Ship Selection Notes

Squadron: Black Widows
Ship: Tigershark
Wingmen: Maestro, Nemesis, and known wingman from BW's squadron

Mission Map



Mission Outline

1. The player launches from Midway and afterburns to Sol(Proxima?) jump point
2. The player and wingmen must intercept the inbound aliens before they make it to the Midway. **Primary Mission.**

3. After the first wave of enemy bombers has been destroyed the Alien fleet will jump in and start to head for the Midway.
4. The Midway launches two Shrikes and instructs the players wing to protect them while they attempt to neutralize the cap-ship defenses. **Secondary Mission.**
5. After completing there mission the Shrikes return to the Midway area and land.
6. The Midway launches four Devastators and instructs the players wing to protect them while they try to destroy the Alien fleet. **Tertiary Mission.**

Nav Points

TAKEOFF - 4x Panther(includes player), 4x Panther(CAP), Midway

JUMP POINT - 8-16 Alien light fighters, 8-16 Alien medium fighters, 8-16 Alien bombers, leftover alien cap-ships from **L1 & L2**

LANDING - Player and the remainder of the flight group, 4x Panther(CAP), Midway

Special Art / Objects

Sol(Proxima?) specific background art.

Communication Events

Midway - Directing player to protect bombers after alien cap-ships jump in.

Landing debrief - Midway - After the last enemy is destroyed the Midway will send the 'all's clear' and tell the players wing to land.

Special Sound Effects

Additional Comments

I'm leery of missions that can't be won(see R series in WC3) so I'd probably rather limit the aliens to a finite number, instead of the infinite number of aliens I had originally planned, and let the player go back to the winning series path if he and the Midway survives. Instead of making the mission impossible just make it very hard.

SCRIPT in WING COMMANDER 5

This file is 'Owned' by: Billy Cain

This is where the script, etc will be, every time we receive it from the writers. Older versions will be just that: older versions of this file.

NOTES ON OLD BEAT OUTLINE FROM SEPT 13th:

"WING COMMANDER V"
NOTES AND FEEDBACK FROM DEVELOPMENT TEAM

Beat Outline

J. Larry Carroll and David Bennett Carren

Story Design

Adam Foshko, Chris Douglas, Phil Wattenbarger

Mission Design

Jeff Shelton, Scott Shelton, Ben Potter,
Sean Mustakas, Phil Wattenbarger

FIRST DRAFT
September 6, 1996

NOTES
September 13,1996

WING COMMANDER V

Beat Outline

9/5/96

PROLOGUE

1. EXT. SPACE - ASTEROID FIELD

Camera picks up and tracks with a tumbling ASTEROID which is suddenly bathed in the GLOW of a TRACTOR BEAM, freezing it in place. Then as a BRILLIANT LASER suddenly hacks into the asteroid, we REVEAL...

2. A LARGE RESEARCH VESSEL - THE DEVERAUX (BEGIN CREDITS)

Cutting into the asteroid with an ore laser. Several SMALLER SHIPS move in to pick at the tumbling rock with their grabber arms like eager crustaceans.

After several layers are exposed, the laser disengages and backs off, allowing...

3. THE SMALLER VESSELS

... to close in and examine the gash more closely. Another of these ships is deployed and after some twists and turns we follow it, REVEALING...

4. THE SHATTERED REMAINS OF KILRAH

The semi-exposed core of the planet still glows with internal radiation, while some of the magma remains flash frozen in the cold of space, creating a grotesque but fascinating sculpture of destruction, littered with asteroids. CAPTION UP reads: Kilrah System.

5. BACK TO ASTEROID

A chunk of it breaks off, spinning away. As one of the smaller vessels goes after it, we GO TO:

6. INT. SMALL SHIP - PURSUING ASTEROID CHUNK

Packed with instrumentation; there is barely enough room for the two scientists: MONROE (Human) and T'SHARR (Kilrathi)
--Let's change T'Sharr to O'Neil, a balding human.

at the controls. They communicate with the Deveraux as they near the runaway asteroid chunk.--***They mention something, almost in passing, about rumors about Renegade Kilrathi.***

Also, these two should find the probe, drifting seemingly inert until they....

(The scientists) latch onto it with an articulating claw and begin to run tests... ***--The Probe suddenly springs to life, moves into position and scans them....***when all power readings suddenly go off the scale.--***It emits a ear-piercing signal.***

Without warning, the two are suddenly and violently buffeted from side to side. They look out through the large, observation dome at the front of their craft and react to...

7. EXT. SPACE - NEAR SMALL SHIP

In a burst of light and color, A SWIRLING WORMHOLE opens and several ALIEN ***(SHIPS)*** emerge from it.

One of them abruptly changes course, zips up to the scientists' vessel -- and scans it with a flickering BEAM.

8. INT. SMALL SHIP - ON MONROE AND T'SHARR

Their surprise turns to alarm as their vessel abruptly loses power, drifting dead in space. Then, as the Probe's Beam sweeps over them, they scream in pain, grabbing their ears.

Then the Beam passes on; leaving the stunned scientists illuminated only by the indirect sunlight pouring in through the craft's observation dome.

9. EXT. SPACE - NEAR SMALL SHIP

The swirling Wormhole expands in size to allow a distinctive alien CAPITAL SHIP (our SHIP KILLER) and several other strange craft to emerge.

These vessels pass close to the asteroid and the small ship still attached to it.

10. INT. THE SMALL SHIP - ON MONROE AND T'SHARR ***(O'Niel)***

The two react with fear as the huge craft passes so close it threatens to crush them against the nearby asteroid.

Finally, the big Ship Killer passes on; and the small ship's emergency power comes on line; providing minimum illumination.

--***CUT*** As the scientists try to contact the aliens, a VIEWSCREEN flickers with a BLURRY, STATIC-FILLED IMAGE of the SHIP KILLER'S BRIDGE; a quick glimpse that tells us we're not in Kansas anymore. Then we HEAR a BIZARRE ALIEN SOUND -- and the screen goes dead.

The shocked scientists turn toward the observation dome, realizing they have a ringside seat as the huge alien craft heads toward...

11. THE DEVERAUX AND ITS SUPPORT SHIPS

The science vessel's CAPTAIN hails the oncoming alien ships. There is no response. Then, a large, distinctive deflector shield flares to life on the nose of the Ship Killer. The deflector's glow reaches an incandescent level, then emits a SWIRLING BALL OF ENERGY PLASMA. ***(Let's talk about this. Ball or arc?)*** A long beat, and the BALL EXPLODES...

... and spreads outward in a RIPPLING WAVE of ENERGY DISTORTION. The wave hits the Deveraux and its support vessels, shattering them in a spray of debris which continues to be carried outwards by the energy wave.

PAN off this detestation to reveal Monroe and T'sharr's ***(O'Niel)*** small ship still adrift -- and intact -- behind the Ship Killer.

12. INT. THE SMALL SHIP - ON MONROE AND T'SHARR ***(O'Niel)***

A backwash shakes the craft loose of the asteroid and it spins off; out of control. The two scientists react with horror as they tumble towards...

13. EXT. SPACE - A VERY DENSE ASTEROID FIELD

The rubble of Kilrah. Monroe and T'Sharr scream; the human grabbing controls, thrusting this way and that as our Camera follows them through a nightmarish maze of destruction.

Fortunately enough, apart from taking some small hits and some frightening near misses, they emerge on the other side of the field in a shower of sparks -- and settle to a stop.

14. INT. SMALL VESSEL - ON MONROE AND T'SHARR

The two breathe easy for a moment only to ***(--Suddenly realize that they are face to face with one of the enemy aces, which is settling into a way too close postion to their dome..)*** realize a small alien ship is now hovering very near to them.

15. EXT. SPACE - SCIENTISTS' VESSEL AND ALIEN SHIP

The nose of the alien craft SHIMMERS, becoming semi-translucent as it reveals the vague, inhuman shape of its pilot. The craft moves forward, observing the helpless scientists closely.

Monroe peers through the forward dome; trying to see the alien pilot inside the other craft.

That's when the Probe ***(rather than the probe in this, a larger dockable ship moves in around them and a large umbilicus secures itself to the side of the ship where their hatchway is...)*** returns... and slowly approaches the scientists' vessel. Monroe and T'Sharr struggle to follow its progress as it moves to the side of their ship and stops at the access hatch. That's when a PSEUDOPOD emerges from the Probe and snakes out toward...

16. INT. THE SMALL VESSEL

The scientists panic as the hatch's locking wheel begins to nudge forward. T'Sharr ***(O'Niel) and Monroe*** try to hold it, finally blocking the wheel with a large tool.

This works for a moment... until...

17. EXT. SPACE

--CUT The pseudopod RECONFIGURES, shaping itself into a CUTTING TORCH. As it goes to work on the hatch...

18. INT. THE SMALL VESSEL

... sparks fly from the hull as Monroe stares in horror; he cannot believe this. T'Sharr does and quickly presses a series of buttons, releasing a JUMP CAPABLE DISTRESS BEACON.

There are more sparks, (***We follow the progress of very precise torch--it is almost through...The two back away from the hatch...which falls outward with a metallic clang. We cannot see much except smoke... Monroe and O'Niel wait for a beat, watching...We see shadows, now... a very big shadow and we hear sounds… primordial whispers, like there is a throng of demons at the gate, getting louder. As the camera pushes into their POV of the hatch. We cut to the POV of the Warlord rounding the bend, into their ship and moving insanely fast upon the two scientists who SCREAM, they are bathed in light and sound, frozen in a moment of true horror.***)

--CUT as the roar of escaping air -- and cut off screams as, with the WHUMP of explosive decompression, the two scientists become a thin, red film sprayed against the inside of the vessel's dome.

19. EXT. SPACE

(The screams are muffled by space, but we see the little ship almost being buffeted by the violence inside, punctuated by hash light and shadows poring from the clear dome--which now is casting a ghastly shade of crimson. Whip... it stops… All light… all sound... gone. The docking collar releases and the little ship slowly falls away..) The Probe moves away from the tiny, now dead, vessel. As it drifts off, the Camera shoots through its blood-streaked dome ***(Past Monroe's dead hand)*** to REVEAL more alien ships as they pour through the wormhole into Kilrathi space.

TITLE AND REMAINING CREDITS. END PROLOGUE as we WIPE TO...

ACT I

Series A - Training And Orientation

A-20. INT. DANE'S FIGHTER - ANOTHER STAR SYSTEM

(We pick it up right after simulator mission. Blair says "You guys need work, whatever." "Hit the sim and fly the Tiger Shark again.")

--*CUT* → And a PILOT'S POV SHOT of a CONFED FIGHTER dead ahead; maneuvering back and forth as it tries to escape us.

A REVERSE ANGLE reveals LIEUTENANT TOM DANE (our Player and lead character) at the controls. Off Blair's RADIO COMMAND we POP INTO:

A-(1)-21. MISSION: INTRODUCTORY FLIGHT

Even if Dane succeeds in this initial training mission, the other cadets flying with him will fail -- causing an angry BLAIR to call a halt to the "battle."

As Dane's "universe" fades away, we realize this has been a training exercise and not real combat.

[Note: The player will not be able to go back and replay this mission. He must take the outcome no matter what. However, regardless of said outcome, he can still continue the game.] ←*UNCUT*--

A-22. INT. MIDWAY - FLIGHT SIMULATOR ROOM

As Blair pops open the hatch of Dane's FLIGHT SIMULATOR, our hero climbs out. He observes as Blair chews out the entire RIDGEBACK SQUADRON; clearly less than impressed with his students.

> CONDITIONAL: Even if Dane has done well Blair's attitude will still be critical. Think Lou Gossett in Officer and A Gentleman.

As Blair singles them out, we will establish his best friend, LIEUTENANT MAX TRACEY; callsign MAESTRO, LIEUTENANT JEAN TALVERT; callsign NEMESIS (the Foil Girl character) and other CADETS (possible red shirts.)

As scene ends, Blair orders the cadet squadron to report to Briefing at 0800 to embark on a new series of training exercises -- this time with <u>real</u> ships. God help them.

A-23. INT. MIDWAY - VARIOUS

Dane will now have an opportunity to explore the huge Midway and meet and interact with other characters (in both OPTIONAL and REQUIRED SCENES.)

Movement to different levels in ship will be via two different TURBOLIFTS; one off the WARDROOM will take Dane to such locations as ENGINEERING, the FLIGHT SIMULATOR ROOM and his QUARTERS. The other lift off the READY ROOM will automatically take Dane to either the BRIEFING ROOM or directly to the FLIGHT DECK. In either of the lifts, Dane might encounter other characters and interact with them.

Said interactions could involve Maestro, Nemesis, MANIAC, COLONEL DEKKER, the WARDROOM STEWARD, or other cadets. Recurrent theme in this Series might be "Why is Blair always on Dane's case?"

[Note: Dane can nearly always choose to bypass optional scenes and move to READY ROOM and from there into the next briefing.]

A-24. INT. MIDWAY - BRIEFING ROOM

Blair briefs Dane and fellow Cadets on Training Mission. During this, ESTABLISH a LARGE VIEWSCREEN behind Blair and smaller, INDIVIDUAL SCREENS on pilot's desks.

We also establish a distinctive chair which will be used only by the Midway's Captain on those occasions she attends a Briefing Room session.

Blair reveals scenario for training missions involves the eradication of a small faction of "renegade Kilrathi
(--Maybe we can work in the Cult of Sivar?)" who have occupied a remote Mining/Resource Facility.

Blair also reveals Dane will be flying against real, albeit automated, Kilrathi ships.

A-25. INT. MIDWAY - FLIGHT DECK/EXT. SPACE

Launch sequence to ESTABLISH MIDWAY and SUPPORT SHIPS.

A-(2)-26. MISSION: FIRST TRAINING EXERCISE
(--FLYING The TIGER SHARK)

Exact nature TBD; Dane goes up against aged and somewhat beaten up, automated Kilrathi DRAKHRI CLASS FIGHTERS.
(--Dralthi. WC3 Kilrathi ships)

Much Top Gun-like jeering and baiting over comm during this; further development of Maestro, Nemesis, and other cadets.

A-27. INT. MIDWAY - FLIGHT DECK

Dane returns from First Training Exercise. Meets FLIGHT DECK CREW, including the FIRST MACHINIST MATE; nickname HARDWARE (our "Pliers" character.)

A-28. INT. MIDWAY - VARIOUS

Dane can perform GAME MAINTENANCE in Ready Room, move to Wardroom for flight simulator practice, or engage in more Optional Scenes.

Or Dane can go directly to the Briefing Room to begin next mission.

[Nbte: We can limit Dane's ability to engage in Optional Scenes by sometimes having him summoned to briefings. And/or he can find the Wardroom empty, save for the Steward, who says "Shouldn't you be in the Briefing, sir?"]

(--Would be better to use PAVO [Public Address Voice Over] for this. Use the Comm officer)

A-29. INT. MIDWAY - BRIEFING ROOM

Blair, still in Drill Instructor mode, is less than happy with the cadets' performance.

(-Why not let Blair intro in this early stage, but let the CAG take the Briefing burden)

> CONDITIONAL: Even if Dane has done well himself, others will be singled out for reproach. Dane could be cautioned not to be so cocksure.

Blair points out that if cadets had been up against real Kilrathi insurgents, and not automated ships, they would all be dead -- and the Midway would likely be done for.

He then gives them instructions for their next mission.

A-(3)-30. MISSION: SECOND TRAINING EXERCISE

Exact nature TBD.

A-31. INT. MIDWAY - VARIOUS

Opportunities for game maintenance, flight simulator practice, and Optional Scenes.

[Note: Many of the Optional Scenes will probably also be SLIDING SCENES, which are optional conversations that will be available anytime in a

particular Series after their initial appearance in that Series. Dane can choose to interact with as many characters as he wishes, at his own pace. Future wingmen may be determined by Dane's desire, or lack thereof, to interact with them.]

A-32. INT. MIDWAY - BRIEFING ROOM

Blair gives cadets the word on their Third Training Mission.

A-(4)-33. MISSION: THIRD TRAINING EXERCISE

Exact nature TBD. We end exercise with Dane ordered to return to the Midway.

A-34. EXT. SPACE - NEAR KILRATHI MINING FACILITY

But just as Dane heads back, he receives another comm from the Midway: An unidentified craft has entered orbit around the abandoned Kilrathi Mining Facility.
(--DANE SHOULD LAND BEFORE RECEIVING THE COMM...)

We immediately realize this craft is <u>identical to the alien probe we saw in the Prologue</u>.

--***CUT*** Dane and wingman (possibly Maestro) are told to stand off at a safe distance, observe the probe -- and await further orders.

Two INTERCEPTORS blaze out of the Midway to check out the new arrival. They are piloted by HAWK and Maniac; both members of Midway's elite PHOENIX SQUADRON.

As they make their recon pass, Maniac foolishly decides to move in closer -- and the alien probe latches onto his ship with a tractor beam. Then it extends a pseudopod which reconfigures itself into a cutting torch. As it tries to slice through his Interceptor's canopy, Maniac frantically fires missiles and hits the eject button at the same time.

As the Confed's top pain-in-the-butt soars past CAMERA via an escape pod, screaming all the way, both the Probe and his Interceptor vanish in a spectacular double explosion.

<u>End Series A</u>

ORIGIN SYSTEMS, INC.

Series B - Enemy Recon

B-35. INT. MIDWAY - WARDROOM

Dane engages in a great nautical tradition: SCUTTLEBUTT.

He learns that, amid much speculation about source of that mysterious probe, the Midway has received a distress comm from Kilrathi warships claiming to be under fire from an unknown force.

However, not all of Dane's shipmates buy this: Due to increasing Kilrathi Renegade actions, it is possible this distress comm is actually a ploy to lure the Midway into an ambush. Or the Kilrathi warships are being attacked by members of a radical cult committed to killing all Confed collaborators.

(--RUMOUR? Kilrathi sent probe?)

POSSIBLE OPTIONAL SCENE: LIEUTENANT AURORA FINLEY; our Science Officer, approaches Dane; asks if he is interested in finding out about the Alien Probe that took out Maniac's Interceptor. If Dane accepts we go to the following scene...

B-36. INT. MIDWAY - ENGINEERING (OPTIONAL)

Where Finley and Dane learn no information was downloaded from Probe because engineering staff had the Midway's long-range sensor array off-line for repairs.

As Finley argues with a subordinate, Dane overhears Blair and***(--CAG)*** Midway's CAPTAIN PATRICIA NELSON discussing Kilrathi distress comm and their next course of action. Captain has decided to follow up on comm as if it were a real distress call. This leads to conflict between the two...

Blair: These kids not ready to go into combat. ***(--Perhaps Blair should say that they are too green, instead..)***

Captain: We have no choice; there's no one else available for this job.

B-37. INT. MIDWAY - BRIEFING ROOM**

Blair tells Dane and fellow cadets this is NOT a training exercise. This is a Red Alert situation and will be the first time for rookie pilots to test their mettle.

Dane and others are excited about the prospect. Perhaps resident alien probe experts, Hawk and Maniac, are on hand. They respectively caution and put down cadets.

B-38. EXT. SPACE - FIRST KILRATHI SYSTEM

(--All CG jump in. Spaceflight to reveal crushed fleet. Allowing some time for the Pilots to think that they are going off to engage a fleet (they see lots of something out there), but when they arrive, it is all just junk)

As Midway enters system, fighters are launched to recon the situation, and the sight they behold is unbelievable -- numerous Kilrathi warships adrift; most still blazing from their recent encounter with the Alien Ship Killer (although our heroes are as yet unaware of this vessel and its awesome weapon.)

B-39. INT. MIDWAY - BRIEFING ROOM**

No communications can be established with warships, so decision is made to have Dane escort a Space Marine commando team (lead by Colonel Dekker) to the wreckage of a nearby Kilrathi Cap Ship.

Part of this briefing might include a science station moment in which Finley initiates a techno-path that will lead us to important knowledge of the Ship Killer.

(--The Black box idea is pretty good. We should have downloaded some really bad video footage, with Kilrathi symbols, of them getting iced point blank--should move this to end of series.)

B-40. INT. DANE'S COCKPIT/INT. KILRATHI CAP SHIP

Through live video link with Dekker, Dane sees carnage that has taken place aboard the vessel. Cats are twisted and torn to pieces; littering corridors. Marines are shaken.

B-41. EXT. SPACE - KILRATHI CAP SHIP

Just as boarding party is ready to be evacuated, ALIEN FIGHTERS quickly move in and proceed to kick some Confed butt.

[Note: Some of these fighters display DISTINCTIVE INSIGNIA, ***(-Might be too early… also when we do see them, we should be able to see them up close and personal)*** which we will learn later, designates them as ENEMY ACES.]

B-(1)-42. MISSION: FIRST BATTLE

Dane and his squadron suffer significant losses -- but they fend off aliens. ***(--Should really be <u>other</u> squadron chatter only)***

CONDITIONAL: If Dane doesn't do well he can eject from fighter and be picked up by rescue shuttle; then is chewed out by Blair and/or Squadron Commander back on board Midway.

[NOTE: Mission specific comm chatter which Dane will see on VDU or hear as audio-only at top of missions will be scripted in separate appendices. Performance dependent debriefing lines will be scripted on a mission to mission basis and included in the body of the script.]

B-43. EXT. SPACE
(--MEGA MISSION)

The shuttle is extracted and Dane escorts Dekker and Marines back to Midway.

B-44. INT. MIDWAY - BRIEFING ROOM**

Dane learns that, once again, enemy fighters are pouring into area -- only in more force this time. Dane and his squadron ***(--Also send better squadron in, too. To mix it up a bit..)***
scramble to protect Midway. ***(--Can't do this w/o WASP. (See below)--You are just told to engage fighters)***

B-(2)-45. MISSION: SECOND BATTLE

A much tougher fight; exact nature TBD.

B-46. INT. DANE'S COCKPIT

These ships are much more powerful, however, and Dane
(-DANE LANDS here and Midway bugs out) is recalled to Midway -- "We're getting the hell outta here!"

B-47. EXT. SPACE - THE MIDWAY

As fighters flock back to the carrier, support ships provide covering fire. Midway withdraws as we...

(-INSERT BLACK BOX STUFF..)
(-You are told to start training in the Sim for the WASP)
***** It might be cool, if when in Briefing, there are rows of seats… As you get better, you move from the front where the geeks are to the back where the cool pilots are. In here, too, Maniac may be sitting behind you at first, but later you can move behind him)***

End Series B

Series C - Battle

C-48. EXT. SPACE - ANOTHER STAR SYSTEM

As Midway arrives in a neighboring system...

C-49. INT. MIDWAY - WARDROOM

...Dane catches up on latest scuttlebutt: He learns Midway has tried to send distress comm to the nearest CONFED STARBASE. But their communications link through jump space (a COMMUNICATIONS RELAY STATION) has been cut/closed down.

Plan now is for Midway to jump to Relay Station, repair same, then warn nearest Confed Starbase.

All agree: They have to get word out.

OPTIONAL SCENES will be available for Dane to interact with three possible red shirt candidates. This will pay off in funeral at end of this Series.

In any case, this ends as Dane is summoned to:***(--PAVO)***
(--SCAMBLE--No Briefing--)

C-50. INT. MIDWAY - BRIEFING ROOM

(--CUT) Blair reveals that as they have neared jump point, the newly repaired long range sensors have found an alien cruiser group lying in wait -- part of the same group that destroyed the Kilrathi fleet. [NOTE: The Alien Ship Killer is <u>not</u> part of this group.]

Dane learns mission is to defend Midway and its escort against 3-4 wings of incoming light fighters.

C-(1)-51. MISSION: FIRST ***(SCRAMBLE)*** BATTLE TO DEFEND MIDWAY

(--You are flying a WASP. Comm tells you to kick ass!) Each alien wing attacks a separate object on the Midway, one the engines, the other the radar dish, another the shield generator, etc.

Dane and wingman's goal is to prevent them from doing any damage.

C-52. INT. MIDWAY - FLIGHT DECK
(--NO LANDING. Hit the refueling Barge--esp. In those Missions near Midway)

Dane no sooner lands than he and his squadron are scrambled to meet more incoming alien fighters. As he gets back into cockpit, Blair briefs him via VDU.

[Note: We are assuming Dane always returns first to Ready Room from previous mission in order to perform Game Maintenance. Then from there he can be summoned directly into a briefing or be scrambled to the Flight Deck, where he will be briefed via VDU.]

Nature of this mission will depend upon success of Dane and his wingmen in previous mission and how much damage carrier has taken:

CONDITIONAL: If the Midway's engines are taken out, Dane will then have to defend carrier group against waves of fighter bombers.

CONDITIONAL: If only the radar is taken out Dane will go on a search and destroy mission, probably only encountering enemy fighter scouts.

CONDITIONAL: If Dane is totally successful and nothing is destroyed, his mission will be to escort his carrier group towards the enemy cruiser group, again defending the Midway against stiff resistance.

C-(2)-53. MISSION: SECOND BATTLE TO DEFEND MIDWAY

TBD by performance in previous mission.

C-54. INT. MIDWAY - BRIEFING ROOM

Again, Dane lands and is ordered to report to briefing. Blair informs him and rest of squadron that a big clash is brewing between the two cap-ship groups.

CONDITIONAL: The enemy will be the aggressor if Dane has screwed the pooch in the previous mission.

Or the Midway will be taking it to the aliens after gaining the upper hand; thanks to Dane's performance in prior missions.

C-(3)-55. MISSION: FINAL BATTLE TO DEFEND MIDWAY

(--Escort Bomber with Tiger Shark)

TBD by Dane's performance in first two missions. A red shirt may be killed in another Wing; Dane learns of this through comm chatter.
(--Better if he hears it when he lands)

C-56. INT. MIDWAY - OBSERVATION DECK

Aftermath of battle: A funeral -- for the red shirt selected earlier by Dane from three candidates; deceased being the one with whom he was most interested in interacting. The other two candidates will be reassigned off-camera to other squadrons.

Casket is launched through hatch and out into space; visible through the Observation Deck's windows as it floats away.

(--A large number of caskets are launched and float by. Dane is not at funeral, he just watches them pass. His Redshirt is among them… somewhere.)

C-57. EXT. SPACE - THE MIDWAY

And as the victorious carrier group makes it to the jump point, we...

(--High road = gets Panther in next mission. (Successful defense of Midway, then we can take it to them))

End Series C

Series D - Relay Station

D-58. EXT. SPACE - COMMUNICATIONS RELAY STATION STAR SYSTEM

As the Midway jumps into the system, we GO TO:

D-59. INT. MIDWAY - WARDROOM (OR OTHER LOCATION)

Where Dane is once again engaging in scuttlebutt; primary purpose of which is to remind us that we are in this system to investigate why the Communications Relay Station is not responding to our signals.

D-60. INT. MIDWAY - VARIOUS

Optional scenes to allow continued development of Dane's character and his relationships with shipmates. We will focus on on-going issues with Maestro, Nemesis, Maniac, etc.

This sequence ends as Dane is summoned to briefing.

D-61. INT. MIDWAY - BRIEFING ROOM

Dane is told he and Maestro's first mission is to check condition of the Relay Station and destroy light enemy presence which has been detected around it; thereby clearing way for a marine/engineer landing.

(--One of the issues was--Why is it that you, a newbie, get to fly all of these great missions… How about if you get Maniac coming up to you and saying "Based on your meritorious service --- and that you avoided the fish (explanation: They had a bad meal, and took all the good pilots down, they're all sick, whatever), we are flying…)

(--Also there should be some optional nav points that should be mentioned in the briefing… like the asteroid field. Not really part of Players primary objective, but if he goes there and kicks ass, he will encounter fewer fighters later)

(--It should be You, Maestro and a red shirt on this detail. No CO.)

D-(1)-62. MISSION: FIRST BATTLE OF RELAY STATION

(--If you did well before, you get the Panther
If just okay, then you get the Tiger Shark)

Dane destroys light enemy presence near station. Possible loss of a red shirt here. Enemy ships could also possibly
(--No decloaking) decloak and/or emerge from debris floating around station.

CONDITIONAL: Dane will have a chance to scan the debris on the flight in. The better job he does, the easier his task here.

POSSIBLE LOSING END GAME: If Dane ejects he gets picked up by aliens -- and winds up as a victim in their torture chamber.

D-63. INT. DANE'S COCKPIT

Dane and Maestro are victorious and remain on watch as Colonel Dekker and his Space Marines land. Then Dane gets a distress call from the Midway saying they're under heavy attack and must retreat.
(--Distress call happens in space)

Dane is told to protect station until they return. On cue he and Maestro are attacked by more light fighters.

D-(2)-64. MISSION: FIRST BATTLE; RELAY STATION (CONTINUOUS)

Dane defeats second wave of light fighters.

(--Note: If Maestro gets shot down, Marines will pick him up at this time, He just won't be able to go out with you again.)

D-65. INT. DANE'S COCKPIT

After dispatching last enemy, Dane gets a radio call from Dekker in station. The Colonel informs him they can refuel Dane's craft and rearm on station. He says Dane and Maestro should come on down while they can. ***(--They land)***

D-66. INT. RELAY STATION - VARIOUS

(--You should be able to rearm a bit here. So, why not make the relay station a very small garrison, as well. With very limited missiles, etc.)

After landing, Dane and Maestro see why station is off-line; specifically the bloody remains of the crew that had been manning the Relay Station.

[Note: Station could have several levels, which are indicated by our heroes traveling about in an industrial-type cage elevator.]

After getting station's receiver on-line, Dekker informs Dane they have bandits inbound. Dane and Maestro head for fighters and take off to meet enemy.

[Note: In one room of the Relay Station there will be a console with a monitor where Dane can access his flight log and save games.]

D-(3)-67. MISSION: SECOND BATTLE OF RELAY STATION

Dane and Maestro take out another wave of light fighters.

D-68. INT. RELAY STATION - VARIOUS

Dane and Maestro return to Station to refuel and rearm.

They become separated and Maestro is walking down a dark, spooky corridor on a lower level -- when the barely glimpsed Alien Warlord reaches down from a crawl space above and grabs him. He is dramatically teleported off the Station just as Dane and Marines vainly race to his aid.

That's when the distraught Dane learns that another wave of enemy is inbound. This time the opposition is heavy fighters which are escorting bombers.

Dane will now have to defend the Station from attack without time to refuel or rearm, and without Maestro.

What's more, transmitter still hasn't been repaired. The situation seems hopeless to all on station. Dane grits his teeth and hops in his fighter, fully expecting to die.

D-69. INT. DANE'S COCKPIT

As he encounters first wave of fighters, Dane gets comm from the Midway as she comes riding to the rescue. He must hold off alien attack for a minute or two while heavy fighters from the carrier launch and engage the enemy.

D-(4)-70. MISSION: THIRD BATTLE OF RELAY STATION

Establish via comm chatter the Eleventh Hour drama -- Dekker and his Marines on Relay Station, mysterious disappearance of Maestro, Dane hopelessly outnumbered, time running out for all of them.

At last possible moment, a squadron of jump capable fighter bombers ***(--Jump Capable Vampires)*** under Hawk's command come swooping and blast the attacking aliens.

D-71. INT. MIDWAY - VARIOUS

Aftermath: Though Dane is rewarded for all his good work up to this point (special commendations for defense of Marines and Relay Station,

WING COMMANDER V -- SYNOPSIS

Nearly a decade has passed since the Border Worlds conflict. Blair is now Commandant of the Confed Academy, in charge of a new class of cadets who are eagerly approaching graduation. Their relatively peaceful lives are thrown into chaos when a giant wormhole appears near the shattered remains of Kilrah and a huge alien fleet of unknown origin invades Confed space. Despite Blair's misgivings, his rookie pilots are pressed into service to confront this seemingly invincible armada -- and to stop it, before it can reach Earth.

Our story centers on LIEUTENANT TOM DANE, the best of the new pilots, as he pursues a series of critical mission objectives. His base ship will be the carrier Midway; his opponents will consist of various enemy aces, capital ships, and, ultimately, a Dreadnought-class vessel.

Dane must fly recon, escort Space Marines to designated drop points, and battle alien fighters. With each completed mission, he helps Confed move closer to its primary goal of stopping the invasion. But the cost will be high -- blasted ships, dead civilians, and lost wingmen.

Dane will also confront a variety of personal obstacles. His best friend is captured -- a beautiful young cadet is constantly (and aggressively) competing with him -- and the secret that Blair eventually reveals to the youngster will have a tremendous, gut-wrenching impact on his future.

Our hero perseveres through every challenge -- right up to the moment that he leads his Wingmen against their final and most important objective; the alien-built Command Center which maintains the wormhole portal.

During the battle to destroy that Command Center, both Blair and Dane's best friend are lost. As the alien wormhole collapses, the invasion armada posed on the other side of it is blocked access to Confed space. Tom Dane has bought Earth some desperately needed breathing room. Until next time.

This war is not anywhere near over.

promotion to DEVIL SQUADRON,) he is extremely upset over disappearance of Maestro.

Surprisingly Nemesis offers condolences. She reminds Dane that he and Maestro accomplished the most critical mission to date. They fought off the enemy until that transmitter was repaired and a warning could be sent to Earth.

End Series D

END ACT I

ACT II

Series E - Strike

--Begin Shrike Sim training (Movie will have to tell player to 'Go use the sim, bastard!!')

E-72. INT. MIDWAY - WARDROOM

Dane again partakes of scuttlebutt via Steward or other characters: Since the Communications Relay Station was restored, Confed now knows about the Alien Invasion and has dispatched a hastily assembled armada to reinforce Midway's overwhelmed forces.

Key question is, where are alien invaders now, and what are they up to?

Orbiting Confed spy eyes and robotic probes have been unable to detect them.

> OPTIONAL: Lieutenant Finley, the Science Officer with whom Dane has struck up a friendship earlier, asks if he wants to come along while she runs a diagnostic on spy eyes. If Dane says yes, GO TO:

E-73. INT. MIDWAY - ENGINEERING (OPTIONAL)

Dane and Finley discover an anomaly in broadcast from a Confed spy eye orbiting a nearby Kilrathi Reservation Planet. Dane notices that the spy eye indicates space ships taking off at regular intervals from planet's southern hemisphere when local weather conditions would preclude this. Conclusion: The signal has been electronically "doctored" to hide massive alien attack on the planet.

[Note: if Dane has chosen not to interact with Finley, minimum required information will be passed on in following briefing.]

(--So if you do go with her, you can ID anomalies and they will send 4 [do NOT put absolute numbers in movies!!] fighters out on the mission. If not, they may only send two and you might get killed.)

E-74. INT. MIDWAY - BRIEFING ROOM

Blair reports that Comm Techs have followed up on Finley's investigation and discovered the truth: The nearby Reservation Planet is indeed under heavy attack.

> CONDITIONAL: If Dane chose to participate in investigation with Finley he will receive recognition for his contribution.

If the alien invaders take the planet, they will then have the perfect foothold to stage an assault against the Terrans, one jump away.

Blair and Captain Nelson tell assembled pilots the Midway must do as much damage to invaders as possible -- and it must survive long enough to link up with the Confed Cavalry when they arrive.

E-75. EXT. SPACE - KILRATHI RESERVATION SYSTEM/INT. MIDWAY

As the Midway arrives in the system, we GO TO:

E-76. INT. MIDWAY - BRIEFING ROOM

Where Blair reveals a few ragged Kilrathi squadrons are holding off the imminent destruction of the Kilrathi Reservation Planet.

Dane and his squadron are designated to make the first patrol of the system. Their mission is to explore/recon a nearby asteroid belt and, if possible, locate the alien broadcast source; i.e. the device which is jamming the Confed spy eyes and feeding them false images.

Other squadrons (not Dane's Devil Squadron) will be detailed to fight or defend against the alien forces that are attacking the Kilrathi Reservation Planet.

E-(1)-77. MISSION: SPY EYE SEARCH ***(--Strike fleet or escort Pick up)***

(--Cool mission: You: Fighter sweep, search and destroy and other group picks up buoy. Not as cool: You and Wingman (He's in a Shrike tractoring in buoy and you are running defense. You guys get pounced.--He dies, Mission failure)

As Dane wends his way through the asteroids, he encounters various enemy fighters.

Then, finally, he picks up some anomalous signals and tracks down a war-era Confed military buoy which has been converted by the aliens to use as their scrambling device.

Dane marks buoy for pickup by the Midway's comm techs, then returns to the carrier.

> CONDITIONAL: If Dane fails to locate buoy, Nemesis will; an event which will take place OFF CAMERA and will be reported to us either via comm chatter or back on board the Midway later. This will result in Dane suffering a great deal of derision at hands of shipmates -- especially from Maniac.

(--CUT) On the way back to the Midway Dane may engage in a MINI-MISSION; i.e., he must try to rescue a red shirt who has ejected from his damaged fighter. Dane can save red shirt; or one of those enemy probes can get to the poor guy first and tractor him off to captivity.

CONDITIONAL: If Dane fails to save red shirt we will later see what's left of him in the aliens' torture chamber/laboratory.

Additionally this Mini-mission gives us enough story time for the buoy to have been picked up and taken back to the Midway for analysis -- and for same to be reported to Dane when he returns to ship as follows.

E-78. INT. MIDWAY - FLIGHT DECK

(--Hardware is messing with the Buoy himself)

Hardware reveals to Dane that with the buoy/scrambler out of the way, we are now able to analyze what aliens are up to; i.e. that in addition to attacking the Planet, they have also occupied a nearby Kilrathi Starbase ***(--This is the asteroid thing, right)*** . And that somewhere between the Starbase and the planet a huge invasion force is mounting.

Additionally, analysis of alien technology grafted onto the buoy gives us our first big break in translating ***(--Just receiving, really)*** alien transmissions. We can now also communicate with the planet-side Kilrathi and learn what <u>they</u> know about the alien invasion.

E-79. INT. MIDWAY - VARIOUS

OPTIONAL SCENES: Continued development of Dane's character and relationship with shipmates; Nemesis, Maniac, etc. Also, these scenes could be used to convey plot and strategy exposition. Especially those pertinent to discovery of buoy.

End this sequence as Dane is summoned to a briefing.

E-80. INT. MIDWAY - BRIEFING ROOM

Dane's squadron is tasked to catch the alien fleet by surprise and destroy as many ships as possible. What's more, this attack is to be coordinated with a nearby Kilrathi squadron.

(--Branch:

Shrike major mission on launching convoy. Big destruct mission.

Or

Same Mission, but you are flying a Panther and you are acting as support for someone in a Shrike.)

Reactions here from other pilots; especially those who still bear the cats ill will. This Kilrathi squadron is made up of suspected Renegades

-- the very same folk the Midway was out here to battle before the appearance of the aliens.

A SECONDARY OFFENSIVE, to be flown by other squadrons, will launch to take out a nearby supply convoy and distract alien fighter cover.

CONDITIONAL: Dane may be assigned to secondary offensive depending on earlier performance; in which case, comm chatter as detailed below will be from JOINT OPERATION.

E-(2)-81. MISSION: KILRATHI/CONFED ATTACK ON INVASION FORCE

Dane and Kilrathi joint mission is successful.

During mission, Dane listens to comm chatter of shipmates on secondary offensive as they attack alien convoy. Learns more about seemingly invincible alien aces.

E-82. INT. MIDWAY - WARDROOM

After destroying the invasion force, Midway is able to establish a brief, static-choked contact with the few planetside survivors.

Via viewscreen, Dane learns extent of attack on Kilrathi populous. They have been virtually destroyed; thanks in large part to those deadly ENEMY ACES. Kilrathi survivors transmit vital information on the ***aces' (--very unique ships and pilots' flying abilities)*** *(--Cut-->)* unique triangular formations; said formations made it possible for them to defeat heretofore unbeatable classic Kilrathi tactics.

However, the remaining Kilrathi still consider themselves much more fortunate than those who have been captured by aliens. Before they can elaborate further, the connection is broken -- leaving Dane and fellow cadets a moment of somber reflection as they consider the fate of their own missing shipmates; especially the lost Maestro.

E-83. INT. ALIEN TORTURE CHAMBER/INT. DANE'S QUARTERS

We glimpse ***(--Very surreal and non specific)*** ALIEN WARLORD overseeing experiments on captured pilots... including Maestro. During this, we see aliens are able to call up images from the distraught Maestro's memory... including that of Dane --

(--German Businessmen will jump to their deaths if we show a brain scan. Besides, Dane isn't cool enough to be a threat to them yet and he would be largely unnoticed anyway. Let's just have lots of strange, experiments going on (needles in his eyes or something) and a look at his DNA in screen behind him..)

-- Which is when Dane wakes up in his quarters. He looks over at Maestro's empty bunk. It was just a nightmare -- or was it?

End Series E

Series F - Retaliation

F-84. INT. DANE'S COCKPIT

As Dane is launched, he is briefed on his next mission by Blair. Via a no longer jammed Confed spy eye, the Midway has located a nearby wing of Kilrathi fighters who are in a no-win engagement with a wing of alien fighters.

The mission of Dane's wing will be to cover the Kilrathi fighters and destroy all enemy in the area.

F-(1)-85. MISSION: COVER THE KILRATHI FIGHTER
(--Panther)

Dane and his Wing cover the fighters and jointly destroy all available enemy. By annihilating invasion force and supply convoy, Midway has drawn away part of the alien fleet.

This buys the Kilrathi time to defend themselves until Confed reinforcements arrive.

[Note: Dane will have OPTION at end of this Mission. His wingman recognizes Kilrathi fighters as part of Renegade Movement; in past, they have ambushed Confed ships, killed fellow pilots. Wingman suggests payback; they can take out these Kilrathi bastards here and now -- and no one will be the wiser. If Dane opts to go along with this, there will be CONSEQUENCES limited to this series.]

F-86. INT. MIDWAY - BRIEFING ROOM

Blair informs Dane that thanks to captured buoy/scrambler, they have been able to intercept alien transmissions. Said transmissions indicate that human prisoners are being held at a an alien-held KILRATHI STARBASE, where they are apparently the subject of intense, and ugly, research.

[Note: Some of these transmissions involve data on dissected humans.]

Midway has decided to launch a commando raid to rescue them. Dane's mission will be to cover retreating Space Marines after rescue.

F-(2)-87. MISSION: ATTACK ON KILRATHI STARBASE ***(--Asteroid alien base)***

(--You are in a Shrike)

Dane battles his way past the Starbase's satellite defenses. ***(--Which should consist of just turrets)***
(--Cut-->)These small, automated devices whip about in space; launching fast, lethal attacks that Dane just barely manages to fight off.

F-88. INT. DANE'S COCKPIT

Via VDU, Dane learns Dekker and his Marines have picked up the life signs of human prisoner on the Kilrathi Starbase. Establish time clock as they race to where the prisoner is located -- while the base's reactor core melts down.

We INTERCUT between Dane and Marines as they save prisoner and fly their shuttle off the base -- just before it explodes.

But before Marines can withdraw, alien fighters show up.
(--Right. It's all a set up. They're playing with us.)

F-(3)-89. (5) MISSION: DEFEND MARINES

Dane and his squadron wipe out the alien fighters.

F-90. INT. MIDWAY - FLIGHT DECK

Dane lands to be met by Hardware, who tells him the rescued human prisoner is Maestro. Dane rushes off to...

(--See Maestro… He looks like shit.)

F-91. INT. MIDWAY - SICK BAY
(--Cut)
Dane arrives, then observes with horror as the ship's DOCTOR hooks up a neural scanner to the comatose Maestro's skull.

On a viewscreen, we see the anguish sequence in Maestro's mind -- an image of Dane juxtaposed with the Alien Warlord; repeated endlessly.

Dane, or perhaps Blair, realizes that this is a cruel message from the Warlord -- he's out to get Dane.

END this scene as Dane is summoned to:

F-92. INT. MIDWAY - BRIEFING ROOM

Dane reports to the briefing; learns enemy aliens have cornered the Midway near an asteroid field or nebula. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes.

Good news is Confed reinforcements are enroute. Bad news is Dane and other pilots must defend the Midway for several minutes until help arrives.

F-93. INT. FLIGHT DECK/EXT. MIDWAY

Dramatic launch sequence as all squadrons prepare for takeoff.

F-(4)-94. MISSION: DANE DEFENDS MIDWAY

Dane and his buddies must now employ guerrilla warfare; hit and run tactics to simply stay alive until Confed reinforcements arrive.

F-95. EXT. SPACE/INT. DANE'S COCKPIT/INT. MIDWAY

After several harrowing minutes, the Confed reinforcements arrive just as it seems the Midway is done for -- and blow the hell out of the alien fleet.

> CONDITIONAL: If the Midway suffers 50% damage before the Confed reinforcements arrive, and Dane successfully defended the Kilrathi pilots, then the Kilrathi wing comes to the aid of the Midway. Obviously, if Dane allowed massacre of Kilrathi pilots earlier, they won't show up.

<u>End Series F</u>

Series G - Success

G-96. INT. MIDWAY - VARIOUS

(--If we need to fly with Maestro, he flies a Tiger Shark--though I am not sure when he could return to duty. But we do need to see him some.)

Dane's interpersonal interactions continue re: Maestro, Blair, Nemesis, etc.

Our characters deal with aftermath of last series; their fears/anticipation of future battles.

G-97. INT. MIDWAY - BRIEFING ROOM

Blair gives Dane and his Devils squadron their orders: lead remaining alien forces in area into a trap.

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

Dane's squadron lures the main wing of the alien's force into an ambush by waiting Confed forces.***(--Everyone else is hiding in an asteroid field.)***

A massive fight ensues, and Terrans manage to win the day; thanks to the element of surprise -- and having a valiant, albeit weakened, Kilrathi Task Force on their side.

Most of the remaining aliens flee, and Terrans mop up area.

G-99. INT. MIDWAY - BRIEFING ROOM

Now that the alien force has been brought to its knees, Dane gets new info. Long range sensors have located the Alien Ship Killer in a dry dock floating in space; it is being repaired by various robotic drones.

Obviously the Kilrathi managed to damage the Ship Killer before it took out their fleet.

(--CAG) Blair then runs a computer recreation of the Ship Killer's weapons being used against the Kilrathi fleet. Their next objective is to reach this ship, capture it, and learn the secret of its powerful Plasma Weapon before it can be used against the Midway. ***(--Would be better if this came as a full piece of footage from the Kilrathi Homeworld)***

G-(2)-100. MISSION: ***(--Look for Ship Killer)*** RAID ON SHIP KILLER/DRY DOCK

WING COMMANDER V

PRELIMINARY CHARACTER LIST

MAIN CHARACTERS:

A number of characters are being brought back from Wing IV, maintaining the continuity of the Wing Commander Universe. However, the focus of this series will be on new characters, specifically LIEUTENANT TOM DANE, the "player" to whom Blair will pass the baton -- and legacy -- of Wing Commander.

RETURNING CHARACTERS:

ACADEMY COMMANDANT CHRISTOPHER BLAIR
Now that I read this, I think that we are using Blair just way too much. We need to use him to set up, close and punctuate, but we should give more of his time to another character (esp. Briefings)
MAJOR TODD MARSHALL (CALLSIGN: MANIAC)
I know that Maniac appears throughout, but I did not get a sense that he was involved enough. He is the comic relief, but we need also to allow him to grow just slightly in this episode.
COMMANDER JACOB MANLEY (CALLSIGN: HAWK)
COLONEL "GASH" DEKKER - COMMANDER OF MIDWAY'S MARINES
Cannot call a self respecting Marine, GASH.....

NEW CHARACTERS:

2ND LIEUTENANT TOM DANE

Cadet Pilot. Early twenties. <u>And our new PLAYER</u>. Dane was a foundling; an abandoned child of unknown parentage adopted by a generous foster family. He's full of fight, enthusiasm and a deep desire to prove himself -- and to find out who he really is.

The one thing Dane does know is, despite the fact that his adoptive family were all "earthworms," <u>he</u> has always had a burning urge to be a pilot. And getting admitted to the Academy was a hard won first step in that quest.

Dane is very bright; a quick, analytical thinker who can get right to the heart of the matter -- which is not to say he never shoots his mouth off or makes mistakes. This kid has an edge; a not inconsiderable streak of daring that often leads him into major trouble. Dane is prone to take big gambles from time to time; something which frequently brings an angry Blair down on him.

Indeed, it seems to Dane (and others) that Blair lives for the chance to land on him with both feet. There is clearly something going on between him and the Commandant, but Dane is damned if he can figure out what it is.

Dane's closest (perhaps only) friend is Maestro. It is a relationship which will be sorely tested when Maestro is captured and tortured by the

(--Use AWAQ's to find Ship killer)
(You escort them, they scan and you all get back to the ship...)

The dry dock is adrift in deep space; a huge, spectacular target lit by work lights and with robotic drones buzzing around it like bees. Dane eliminates its defenses; missiles, gun towers, lasers, etc.

G-101. INT. DANE'S COCKPIT

The Dry Dock is taken at last. Dane watches VDU as Dekker and his Marines start to board the Ship Killer. But that's when the big alien vessel tries to make a break for it...

G-(2)-102. MISSION: RAID ON SHIP KILLER

(--NOW Ship Killer is coming for Midway. Big doom time crunch)

--Raid to take out her engines in a Shrike.

(CONTINUOUS)

Dane leads daring assault on fleeing Ship Killer and takes out her engines, leaving her a sitting duck. Time clock on mission is that the vessel's awesome Plasma Weapon is being warmed up and prepared for use.

> POSSIBLE LOSING END GAME: If Dane fails to stop Ship Killer in time by knocking out its engines, the craft fires up its Plasma Weapon in an elaborate, warming-up sequence -- then destroys Dane and his fighter.
>
> And/or if Dane hits wrong part of Ship Killer, the entire vessel will be destroyed -- and he will be caught in a shock wave as the still-charging Plasma Weapon detonates.

G-103. INT. DANE'S COCKPIT

(--Lots o' Marines)

Dekker reports via VDU as his Marines board the huge Ship Killer to capture her along

(--but he Aliens fight to the death, even to the point of committing suicide...We lost many Marines, but we stopped the Aliens from self destructing the ship. Finally, they bring aboard two very dead, but reasonably intact alien bodies.) (--CUT-->)with TWO LIVE ALIENS; the only survivors of the dry-docked ship's skeleton crew.

G-104. INT. MIDWAY - SICK BAY/ENGINEERING
(--Could have Dane and Science Chick present at Midnight Autopsy in a cold room)

We see the two semi-conscious aliens being tended by the Midway's medical staff, in Sick Bay. One lunges at the Doctor, momentarily terrifying all. Then we PULL BACK to reveal Dane and Science Officer Finley watching this on a viewscreen at her station in Engineering.

Then Dane is summoned to the Briefing Room.

G-105. INT. MIDWAY - BRIEFING ROOM

Dane receives promotion for his heroism -- and an assignment to the most elite unit on the Midway: PHOENIX SQUADRON.

Commander of said squadron is none other than Hawk; who warmly welcomes Dane to his new unit.

(--Vampire and Devastator sims are now available)

G-106. INT. WARDROOM

Thanks to his promotion, Dane now has access to the COMMANDERS' CLUB -- which provides a comeuppance for Maniac. He has been continually needling Dane and all the junior officers about their lack of access to said club: "Ta-tah, children. I'm off to have a drink with the big boys."

G-107. INT. MIDWAY - COMMANDERS' CLUB ***(--Cut set, do it in rec room with different factions sitting with each other)***

Hawk tells Dane now that they have wiped out the aliens in the area, Midway has been able to re-establish contact with survivors on Kilrathi Reservation Planet.

Through the reports from these Kilrathi, captured alien intelligence (downloaded from the Alien Ship Killer's computer,) and the interrogation of the two alien prisoners, Confed now knows a lot more about the enemy forces and the nature of their attack.

Hawk also reveals that these Kilrathi have recovered a Confed distress beacon, but it was so badly damaged they were not able to download its data. A courier has delivered this device to the Midway for analysis.

> OPTIONAL: Dane suggests to Hawk they get together with Finley. He reminds him how she helped discover the spy eye scrambler earlier. Hawk agrees and they head off to...

G-108. INT. ENGINEERING (OPTIONAL) ***(--Critical)***

Hawk and Dane meet with Finley; who helps them access the burned and blasted beacon.

They download dramatic images of the doomed T'Sharr ***(--O'Neil)*** and Monroe; said images will also include the dramatic appearance of the Wormhole and the Ship Killer; the latter destroying the Deveraux.

G-109. INT. MIDWAY - COMMANDERS' CLUB (OPT) ***(--Critical)***

Hawk tells Blair they have discovered a Wormhole -- which is located near the rubble of Kilrah -- and is the access point of the alien invasion.

Blair then reveals that blueprints to the Wormhole ***(--FROM KILRATHI, INSTEAD--They launched recon)*** were downloaded from the Alien Ship Killer -- which implies it is an artificial "gate" that was manufactured. And can therefore be destroyed.

Dane points out that if Confed can figure out a way to get to the Wormhole Gate and smash it, they can win the war. Hawk concurs; it's a crazy plan, but it just might work.

Blair agrees to take it to Captain Nelson as we...

End Series G

END ACT II

ACT III

Series H - Preparations ***(--Preparation H?)***

(--Still dealing with gap in time issue)

H-110. INT. MIDWAY - BRIEFING ROOM

Blair reveals the information gathered from the two captured aliens, plus info passed on by Kilrathi, has painted a dark picture.

The alien armada has occupied and fortified all systems less than two direct jumps from Kilrah in attempt to keep Confed away from the WORMHOLE GATE and their MAIN BATTLE FLEET.

The Confed reinforcement fleets will move out to clear a path to a jump point leading to the Wormhole. Then the Midway will be tasked to make it through the jump point to Kilrah.

And to close the Wormhole Gate.

Hardware reports that, thanks to what they've discovered about this "gate," they now know how to destroy it. Additionally, Confed will have the use of newly gained weapons and technology (from captured Alien Ship Killer.)

This should give them a big advantage in dealing with the increasing number of aliens they will likely encounter.

Blair then reveals combat testing of this new technology will begin immediately.

H-111. INT. MIDWAY - FLIGHT DECK

(--Seems to be more important right now to show off new ships, new tech later)

As Dane sits in the cockpit of his fighter, Hardware fills him in on new technology, how to use it -- and what the potential downsides are; "You push that button, goodbye rookie!"

H-(1)-112. MISSION: FIRST TEST OF ALIEN TECH (SHIELDS?)
(--Vampire--against cruiser.)

Exact nature of mission TBD. Dane tests alien technology. (Perhaps shields.)

H-113. INT. MIDWAY - VARIOUS

Optional and/or sliding shipboard scenes as needed -- mostly wrapping up ongoing character arcs at this point.

H-114. INT. MIDWAY - BRIEFING ROOM/FLIGHT DECK

Dane is given next mission to test out new alien technology; possibly modified missiles.

H-(2)-115. MISSION: TBD - 2ND TEST OF ALIEN TECH (MISSILES?)

(--Devastator)

Exact nature TBD. Dane again tests alien technology. (Perhaps missiles.)

H-116. INT. MIDWAY - SIMULATOR ROOM

(--CUT-->)

Dane is summoned here by Maestro. They arrive together to find Nemesis waiting for them. Suddenly alarms sound. Nemesis says: Let's find out what's going on.

She hacks into the ship's security surveillance system and an image of Sick Bay appears on a viewscreen. Then we INTERCUT...

H-117. INT. MIDWAY - HOLDING CELL

... as the Alien Warlord dramatically teleports on board to kill the Doctor and those two captive aliens. Then the Warlord teleports out before security can capture him.

[Note: We neither see the full teleport effect nor have a complete view of the Warlord at this point.]

H-118. INT. MIDWAY - SIMULATOR ROOM

(--Would be cool to have this earlier in Autopsy scene or something..)
Maestro exhibits strange reactions and/or sensitivity during this event. ***(Cut-->)*** Clearly there is some sort of psychic link between he and Warlord. Something which clearly causes Maestro great distress.

Nemesis and Dane take note of Maestro's reaction; both are concerned.

H-119. INT. MIDWAY - BRIEFING ROOM

Dane learns that as Midway nears jump point it will be met by the strongest force of this series -- which includes one or more ENEMY ACES.

[Note: Combat prowess of Enemy Aces will be established during first two acts. At first they are only recognizable by their ship's distinctive

insignia; then as aliens began to learn more about us -- and us about them -- we begin to actually converse during battles.]

This time, aces are in jump capable heavy fighters or fast bombers. Their objective will be to take out a version of the Ship Killer plasma weapon which is being installed on the bow of the Midway.

Fortunately, Dane will have a new piece of alien technology to battle aces; something which gives him an edge over ace attributes and/or tactics.

H-(3)-120. MISSION: THIRD TEST OF ALIEN TECHNOLOGY (?)

(--NOW NEW TECH IS AVAILABLE: Thanks to the analysis of the technology; A) We can augment shields to better protect ourselves and B) We can alter our weapons to be better against them.)

TBD. Defeat of all but two of the enemy aces, who escape to fight again another day.

H-121. INT. MIDWAY - BRIEFING ROOM

(--Torpedo run to insert disk. Need to explain targeting problem. We haven't figured it out yet.)

Dane learns that, thanks to success in previous mission, the Midway can now use the Ship Killer's plasma weapon -- and thus give her a fighting chance on run to Wormhole.

Dane's objective will be to shoot his way into the heart of the enemy force and plant a limpet-like targeting disc on the largest alien ship -- Midway will then be able to effectively target the awesome new plasma weapon.

H-(4)-122. MISSION: BIG BATTLE AT JUMP POINT

Exact nature TBD. Dane battles way to designated point; plants disc.

The Midway discharges the Ship Killer's plasma weapon -- at great cost to her key power systems.

(--Disco ball of death is like the NEEDLE OF NOD, A BEAM WEAPON THAT CHARGES SLOWLY WITH A SOUND)

H-123. EXT. SPACE/INT. DANE'S COCKPIT

(--In spaceflight)

Blast wave spreads out from wrecked alien fleet; endangering Dane. In a dramatic sequence, he barely evades the massive shock wave; his ship is

battered, tossed, and burned. Panels short out, systems shut down -- but Dane survives.

aliens. Maestro returns to the Midway radically changed; no longer interested in Dane's friendship or much of anything else. This is a tremendous blow to Dane; one from which he will barely recover.

Dane should be impetuous at times, young, vibrant a little brash, but a great pilot. He embodies the balance of a truly gifted flyer and someone who must grow up fast in this war. He experiences loss, tries to deal with the constant rag of Manaic and the sexual tension/competition of Nemesis.

2ND LIEUTENANT MAX TRACY (CALLSIGN: MAESTRO)

Wingman. Early twenties. Bright, winning, immediately likeable. Dane's closest friend since their first day at the Academy.

Though not quite as capable as Dane, Maestro is a precise, calculating pilot -- hence his callsign. But first and foremost, Maestro is Dane's friend. Secondly, he's still one of the best pilots Confed has on its roster. And thirdly, Maestro is a happily married man. It should be no surprise that Dane was the best man at his wedding. Maestro is quick to flash holos of loved ones; in this case his very pregnant wife. His only fear is that he won't be anywhere near Earth when she gives birth in a month or so. And, considering the current campaign, his fears are justified.

Maestro worries me. The way he is written in this rough is that he is very <u>up</u>. Initially, when this character was first thought up, he was supposed to be dark..Very dark. And, frankly, a little twitchy. This was supposed to be the thing that attracts the aliens to him in the room. He is, in effect grabbed, because he is different, not just because he is there alone--or by mere chance. There needs to be something in his make up that wil make the image of the DEATHROOM make a serious impression on him and make him worth capturing. I know that you are tryinh to make this character light and their (His and Dane's) relationship warm so that it can all change later, but.....maybe we can work out a better blend of the two.

2ND LIEUTENANT JEAN TALVERT (CALLSIGN: NEMESIS)

Wingman. Early twenties. Athletic. Strikingly attractive. Also ambitious, driven, and just a bit stubborn. Nemesis is a superb pilot and, although more by-the-book than Dane or Maestro, she's not above taking some serious chances.

Nemesis's feelings toward Dane are complex, to say the least. She thinks Dane is unnecessarily foolhardy; often a danger to himself and those around him. But she also knows he's the only pilot on the Midway who might give her a run for the title of "best." As a result, Nemesis is always competing with Dane; always on the lookout for a way to one up him.

What's more, and Nemesis would never admit this, she is more than a little attracted to Dane. When the two of them interact, sparks fly.

Like her alot. Is Nemesis too much of a mouthful? Perhaps.

The Midway is also badly shaken, but most of enemy fleet is spectacularly destroyed.

Remaining alien aces and surviving (though damaged) enemy star ships beat hasty retreat through jump point.

End Series H

Series I - Climax

(--Maybe we can bring Blair back here...)

I-124. EXT. SPACE

The Midway makes it through jump point to find first part of aliens' MAIN BATTLE FLEET laying in wait as well as those forces that made a successful retreat from the previous battle.

The Wormhole is visible in far distance.

I-125. INT. MIDWAY - FLIGHT DECK

Dane ***(--No scrambling. Take a briefing)*** scrambles in his fighter; receiving a briefing on the fly. Blair lays out situation via VDU: Main enemy battle fleet contains new, previously unseen ships that will provide the biggest challenge for Dane to date.

What's more, enemy has decided a good offense is the best defense -- Dane will have to fend off an all out assault from the Wormhole Gate's last-stand fleet.

And we learn the Midway will be unable to use that new plasma weapon; massive drain on its power systems mean that the carrier will overload and be destroyed along with the enemy if it dares use the device a second time.

I-(1)-126. MISSION: DESTROY ENEMY STARSHIP GROUP

(--Vampire)

Dane takes on the remnants of the enemy starship group that jumped ahead of the Midway. Wipes out same.

I-127. INT. MIDWAY - BRIEFING ROOM

Dane and fellow pilots react, awe-struck, as a huge ALIEN DREADNOUGHT (closely attended by supporting carriers, fighters, and bombers) looms spectacularly into view on a nearby viewscreen.

Blair tells them Dreadnought is by far the largest and most dangerous alien ship Midway has encountered.

Dane heads right into the next mission.

I-(2)-128. MISSION: TAKING ON DREADNOUGHT'S MISSILES

(--Scramble in a WASP)

(--You and 7 others and a refueling ship launch against the alien onslaught of Anti ship missiles and Bombers both. As in:
Wave 1: Shitload of Missiles incoming
Wave 2: Bombers)
Dane and wingman (possibly Nemesis) attack the Dreadnought, which will launch its long range anti-ship missiles.

The alien bombers and their fighter escorts will split into multiple groups and wait for the Midway to send most of its defense in the direction of the missiles -- at which point they will attack the Midway from both flanks and possibly the rear.

Dane and defense wing must first destroy most of the anti-ship missiles -- then tackle bombers.

I-129. INT. MIDWAY - BRIEFING ROOM

(--Talking about how badly the ship is damaged OR how well you did)

Blair advises Dane that next mission will be a counterattack on the Dreadnought's supporting ships from the Midway's interceptors and bombers.
(--Fly Devastators and put torpedoes into ships...)

I-(3)-130. MISSION: DESTROY DREADNOUGHT'S SUPPORT SHIPS
(--You are flying with Vampires running cover)

Destruction of key enemy starships ***(--Carriers)*** will be critical for success in the next mission.

I-131. INT. MIDWAY - FLIGHT DECK

As Dane's ship is refueled and rearmed, Blair advises that before destroying the Wormhole Gate, Dane must first remove threat of enemy Dreadnought's defenses.

I-(4)-132. MISSION: TAKING ON THE DREADNOUGHT

(--Vampire WildWeasel Turret destructo mission)
(--Also add Devastator mission to take out Dreadnaught's engines: Simultaneous mission:
You take out engines. AWAQ's go to scan the station to give plans and data.)

This will involve the destruction of at least the huge ship's anti-fighter turrets.

Greater success will involve destruction of another component like bridge or engines.

Inability to remove the anti-fighter turrets will result in a failure in the last mission because the enemy Dreadnought will easily hose down the Marines' shuttle on its way to the Wormhole Gate. (See LOSING ENDGAME in next beat.)

I-133. INT. MIDWAY - BRIEFING ROOM
(--I see a Deathstar mission briefing here....)

Blair reveals the plan is for Dekker and his ***(--Sending in a shitload of Marines in two shuttles)*** Space Marines to take out the Wormhole Gate. In order to do this, they must fly into the Wormhole, destroy its Gate, then get back out before the portal collapses.

The Wormhole Gate itself is made up of heavily shielded STABILIZING TOWERS which hold the space-time rift open. By destroying the Towers the Wormhole can be made to collapse.

The plan is for a specially picked squadron of Vampires to escort a Marine shuttle to the Wormhole gate.

(--You and Nemesis are flying--and many others)

The Marines, lead again by Dekker, will enter the COMMAND CENTER of the gate, deactivating shields so that Dane's squadron can destroy both Towers. The Midway will retreat to a safe distance.

However, the Midway's Captain will have his finger on the button of that alien plasma weapon. If Dane fails, the Midway will be forced to use it, kamikaze fashion, to take out both the enemy fleet and the wormhole.

> ***(--CUT-->)***LOSING ENDGAME: In desperation, the Midway fires weapon, destroying itself and the enemy fleet on this side of Wormhole, but not the gate itself.
> ***(--Replace with Huge Dreadnought comes through portal and blows ships away)***

I-134. EXT. SPACE - WORMHOLE GATE

Our forces approach entrance to wormhole. During the mission not all goes as planned. A strong alien fighter force; including the last of the elite alien aces, attacks.

I-(5)-135. MISSION: FIRST SKIRMISH AT WORMHOLE GATE
(--Vampire)
Our Dane beats off alien forces long enough for the Marine shuttle to land at the Wormhole Gate's COMMAND CENTER; a small space station located not far from the two, huge Towers.

[Note: Both the Command Center and the Towers are actually in the middle of the swirling wormhole tunnel, halfway between our universe and that of the aliens.]

I-136. INT. WORMHOLE GATE - COMMAND CENTER

Once the Marines board the Gate's Command Center, they face stiffer resistance than expected. While all the aliens within are killed, only Dekker and a couple of his men survive, badly injured, and the shields are not dropped.

What's more, Dekker reports that a massive alien armada is now entering the Wormhole tunnel, headed from their universe to ours. There is little time. The Gate must be closed.

I-137. INT. MIDWAY - BRIEFING ROOM

(--NO LANDING. Spaceflight)

Aftermath to this grim situation. Only hope now is for two fighter pilots to land and take over where Dekker and the Marines left off.

To everyone's surprise, Blair reveals he's going to personally lead this mission; and Maestro insists on going with him.

(--This should be a spur of the moment thing in space, where Blair sees the trouble and decides to land, orders you and Nemesis to continue, and Maestro is on his wing. Besides he has a score to settle...)

Justification for this is that Maestro, having been an alien prisoner, knows more about how to get around inside their facilities than anyone else. Besides, this is an important opportunity for Maestro to redeem and/or free himself from the Alien Warlord's influence forever.

I-138. INT. MIDWAY - TBD (DANE'S QUARTERS?)

Blair has final, touching scene with Dane -- gives him a good luck charm; a momento from Angel perhaps. Also, we payoff their character line; a resolution of the fact that Dane was "produced" from Blair's genetic material.

In a very strange way, we -- and they -- realize, they are father and son.
(-We can't do this. I just don't see how. Noooooooooooooo! That's not true; that's impossible! Ahem.)

Also a possible scene with Nemesis; statement of their feelings for one another; or her assignment as his wingman in last mission.***(--This may indeed be tooooo much… Besides, we should save this for the end.)***

I-139. INT. WORMHOLE GATE - COMMAND CENTER

Blair and Maestro land to complete the job. Maestro gets seriously wounded Dekker and other Marines onto their shuttle. Blair deals with the shields, making it possible for Dane to launch an attack against the Stabilizer Towers.

I-(6)-140. MISSION: ATTACK FIRST TOWER - IN WORMHOLE TUNNEL

(--All takes place on this side of Wormhole, not in the center)

(--Should have a total of 4 towers, whose shields, Blair is dropping one by one manually. You should be able to receive comms and target on them. We can/should be specific on these numbers.)

Dane's task is made difficult by the surviving alien aces, who reappear to greatly interfere with his efforts.

End mission with Blair ordering Dane to destroy the Second Tower as soon as he and Maestro are clear.

I-141. INT. WORMHOLE GATE - COMMAND CENTER

Maestro rejoins Blair. ***(--They are on the run to the ship)*** Suddenly, there is a flash of light and a peculiar sound -- same flash and sound as earlier when the Alien Warlord teleported ***(--see Me.)*** aboard Midway.

The humans find themselves confronted by the Warlord, the same who previously abducted Maestro. ***(--I do not think that he would do this exactly)*** And who is now trying to repower the shields.

Maestro resists mind control; tries to take out the Warlord, but is picked up and thrown across the room. Blair again orders Dane to destroy the Second Tower; despite the fact he now knows this will lead to the destruction of the Command Center as well.

He then charges the Warlord; shooting at him pointblank.

(--We need to time out and structure this scene so that it gives the player the chance to take the shot and feel that it is close. Also, that we feel the pressure for Blair to get out and that the final moment is ambiguous--but you should be pretty sure that nobody survived that.)

I-(7)-142. MISSION: ATTACK ON SECOND TOWER

As Dane destroys last Tower, he will have to afterburn out of the wormhole's tunnel-like passage to avoid being caught in the explosion.

As he does, the Wormhole tunnel spectacularly implodes, destroying the remaining alien forces positioned outside the Wormhole Gate in an ever-expanding cloud of star ship debris.

Among these remaining alien forces is the Dreadnought -- the destruction of which will be shown in a glorious fireball explosion.
(--Huge Dreadnought should start to come through, but is sheared as the wormhole collapses. All CG.)

Unfortunately the Command Center is destroyed as well.

I-143. INT. MIDWAY - FLIGHT DECK

Dane returns to a hero's welcome aboard Midway. He learns Dekker and wounded marines made it back. But there's no trace of Blair and Maestro; they are presumed dead.

I-144. INT. MIDWAY - OBSERVATION DECK

Bittersweet but upbeat ending as Captain eulogizes Blair to assembled pilots and crew.

After service, Dane remains alone in the big room. He is joined by Nemesis; the beginning of a new relationship.
(--Still competitive, but giving him a break… Not sappy)

(--Punctuated with a feeling that there is more fighting to come----and a big pull out of the ship as the Midway moves off)

And a new adventure.

THE END

CAPTAIN PATRICIA NELSON

Mid-forties. Attractive. Captain of the Midway. Nelson is tough, decisive, and totally dedicated to her ship; the Midway is her best friend, lover, and family all rolled into one.

She is also possessed of a sly sense of humor; her officers are often unaware they've just been drop kicked.

However, Captain Nelson is a superb strategist and a natural leader. No matter how dire the circumstances, this officer knows what to do and doesn't waste any time doing it. Every member of the crew respects her leadership, though some, notably the younger pilots, will chafe at her inherent caution.

That notwithstanding, every officer, pilot, non-com and grunt on the Midway adores her. With great affection and respect, they call Nelson the Old Lady -- but not to her face.

Would rather have a strong woman as CAG. I would probably even like her to go out on a mission or two towards the end if it calls for it. She should be tough as nails, no holds barred, but not a characiture (as a woman capt. Might become as in Voyager).

I would also like to see an older man as a Captain. Like Heston. The old man--nobody wants to get in his path.

FIRST MACHINIST MATE THEODORE "HARDWARE" SANJURO

Senior Support Officer. Mid-thirties. Hardware is responsible for the mechanical health of all of the Midway's fighter craft, and as such, is typically found on the Flight Deck.

Possessing an incredible ability to repair or adapt anything from the biggest cap ship to the smallest fighter, Hardware will be vital in the many life or death situations the Midway encounters. What's more, as a member of the research team that will examine captured alien technology, he will provide crucial information in Confed's battle against the invaders.

Compact, muscular, and Asian, Hardware projects the aura of one with whom you should not trifle. But he's really a big softie; and, complaints to the contrary, Hardware cares a lot more for his pilots than the ships they fly. He has a professional, supportive relationship with Dane.

I suspect that he is kind of like a Chief Tech. He should have a team of grease monkeys under him. Though it might be cool if he gets preoccupied with some of the technology that he works with...Kind of like a cross between a younger version of James Hong and J.F Sebastian in Blade Runner. He should care about the Pilots to be sure, but the ships and the Midway, herself, are his jewels--he delights in them. Dane might get on his good

side by asking him to talk about what he is working on and really showing interest. (Pity we can't get one Ozu name reference in there somewhere...)

YEOMAN FIRST CLASS BERNARD "THE STEWARD" ROBERTS

The man who runs the Wardroom; king of his domain, the Steward is always just that, the Steward. No one ever calls him by his given name; although Blair, under extreme provocation, might refer to him as Yeoman Roberts. Though the Steward never seems to leave the Wardroom, he is always up to date on the latest scuttlebutt.

Wing players are used to a Bartender like Shotglass, in the original. --And he hasn't talked since, really... I think that we should stick to that paradigm, but make him an active character. Also let's just call it the Rec Room.

1ST LIEUTENANT AURORA FINLEY

Science Officer. Mid-twenties. Vivacious. Cute as a button. Finley's duties, which she performs admirably, include providing scientific and strategic data to Captain Nelson. Whatever is happening out in space that matters to the carrier group, Finley will analyze it, distill it, and present it to the Captain as succinctly as possible. Finley possesses a keen mind -- and fun personality -- much appreciated by the rest of the crew.

Finley is often present at briefings; often providing critical information to the Midway's pilots. Which is just fine with her; Finley's more than a little attracted to Dane. And she doesn't go to any great lengths to hide it.

Like the brainy, but cute girl. She should be all business in the sciences, but lacking the hard, competative edge that the woman pilots or the CAG have.

Also, I'd like to add a COMMUNICATIONS OFFICER, who acts as something akin to an air traffic controller and voice of the ship in inflight transmission and PAVO's. He also has his ear for Mozart and keeps his finger on the pulse of the ship. He and Finley might get into it.

WING COMMANDER V

PRELIMINARY SET LIST

There are some issues in terms of the number of locations that we can use...

THE MIDWAY
- BRIEFING ROOM
- ENGINEERING
- FLIGHT SIMULATOR ROOM
- ***CUT***--SICK BAY

add redress autopsy room/Dane's quarters
- OBSERVATION DECK
- FLIGHT DECK (Landing deck)
- WARDROOM (Rec Room)
- ***CUT***--COMMANDERS' CLUB
- DANE'S QUARTERS
- CORRIDORS
- TURBOLIFT

RELAY STATION
- ***CUT***--ELEVATOR
- CONTROL ROOM
- CORRIDORS

ALIEN SHIP KILLER
- ***CUT***--CORRIDORS

WORMHOLE GATE COMMAND CENTER
- CONTROL ROOM
- CORRIDORS

KILRATHI STARBASE
- ***Redress***
- TORTURE CHAMBER
- CORRIDORS

KILRATHI CAP SHIP
- ***Redress--very dark in VDU***
- CORRIDORS

MONROE AND T'SHARR *(O'Neil)* RESEARCH VESSEL
Practical dome and bulkhead mockup

MARINES' SHUTTLE
Practical cockpit. Pending. May be able to show last scene with Maestro and Dekker on the Station and we never see the inside of the ship.
All other Shuttle COMMS are virtual.

KILRATHI FIGHTER COCKPIT
Virtual

ALIEN FIGHTER COCKPIT
Virtual

CONFED COCKPITS
DANE'S FIGHTER
MAESTRO'S FIGHTER
NEMESIS' FIGHTER
BLAIR'S FIGHTER
MANIAC'S INTERCEPTOR
HAWK'S INTERCEPTOR
Virtual

CONFED SHIPS in WING COMMANDER 5

This file is 'Owned' by: Jeff Shelton

SHIP STATS

Speed: how fast a velocity can possibly be attained

Agility: potential turning radius

Acceleration: ability to increase speed, particularly in afterburner

Radar: The range at which active radar can lock onto--and in some cases identify--various targets

ESM: (Electronic Surveillance Measures) The range at which passive sensors can detect the presence of hostile targets, though it can not lock onto or classify them (this is always a greater range than active radar)

Shields: a combination of shield maximum strength and recharge rate (i.e., very heavy shields with poor recharge may rate an eight, though so too might weak shields with a very high recharge rate).

[I would like to change this to the below values]
Shield Recharge Rate: *a combination of shield maximum strength and recharge rate (i.e., very heavy shields with poor recharge may rate an eight, though so too might weak shields with a very high recharge rate).*

Shield Top Strength: *maximum strength of the shields.]*

Armor: The amount of armor protection around vital areas

Guns: Unless otherwise noted; the effectiveness of the fixed, forward-firing gun armament against other fighters

ECM: (Electronic Counter Measures) The ability of the ship to jam or otherwise "spoof" incoming missiles, and/or interfere with the targeting abilities of turrets (rendering their fire more erratic).

Squadron: the squadron that this ship appears in.

FIGHTERS

F/A-105a Tigershark
Multi-Role Fighter

Missions: TARCAP, FORCAP, SEAD, BARCAP, escort, recon, light strike and light anti-ship
Speed: 7
Agility: 7
Acceleration: 7
Radar: 5
ESM: 7
Shields: 6
Armor: 4
Guns: 6
Gun # and type: 2X Laser, 2X Mass Driver
Missiles: 8X dogfight (or two dogfight, one recon pod). Also, some ARMs can be substituted.
ECM: 5

Special Equipment and abilities: The Tigershark is intended to fill a variety of roles at various times, and is therefore specialized at nothing in particular. It is most frequently used for light strike and SEAD duties, but can be effective as a fighter (particularly with external airborne-early-warning guidance to compensate for its mediocre radar set).

Its shields are of medium strength, with good (though not excellent) recharge characteristics. The Tigershark is a generally valuable supplement to the more specialized fighters in a CV's wing, capable of filling most "gaps" as needed.

Rationale: The Tigershark is the first ship the player will fly, providing him a basis of comparison for the more capable types. Fighters like the Panther and Shrike will seem far more exciting when the player has flown similar missions in the less specialized Tigershark (that is, when they graduate up from something mediocre to something good).

Landing Craft

Guns # and type: 2X anti-fighter turret
Missiles: 0
Constituent parts: engines, turrets, bridge

These are shuttle-like vessels intended to carry Marines and their equipment from orbiting starships and into combat zones like starbases, boarded starships and planetary surfaces. Halfway between a fighter and a full-blown starship in size (about the same size as a corvette), they are roughly equivalent to the modern C-130 or C-17, and have atmospheric capability.

They are lightly shielded and armored, but carry a pair of turrets for self-defense against fighters, as well as a boarding system which can cut through starship bulkheads to facilitate troop insertion.

Some carriers have special accommodations for their carriage.

STARSHIPS

Destroyer (DD)

Guns # and type: 2X anti-shipping ion cannon, 8X anti-fighter turret
Missiles: 12X anti-ship missiles, 2-4X anti-fighter missile turret
Constituent parts: engines, turrets, bridge, radar

With a crews of roughly 100 to 200, the destroyer is the smallest warship with truly credible offensive applications. While armor remains poor, shields are generally good.

Vessels of this class are usually armed with two anti-shipping ion cannon, as well as up to 12 large anti-ship missiles. Their anti-fighter turret armament is good, and they are the smallest warship to routinely embark anti-fighter missiles launchers. As such, they are often equipped with good radars and deployed at the perimeters of larger battle groups where they can both act as pickets and provide a credible first line of defense against incoming fighters.

Cruiser (CA)

Guns # and type: 2X anti-shipping ion cannon, 8X anti-fighter turret, 2X Heavy anti-ship plasma cannon
Missiles: 0
Constituent parts: engines, turrets, bridge, radar

With crews of roughly 450 to 500, the heavy cruiser is the smallest warship to have heavy armor. They usually embark two ion guns, and forego anti-ship missiles entirely in favor of two heavy anti-shipping plasma cannon. These are far more effective than the ion gun, and make the heavy cruiser one of the greatest and most prevalent threats to shipping.

They are noticeably slower and less maneuverable than destroyers, but are far more dangerous in ship-on-ship encounters by virtue of their armor protection and heavy firepower.

Transport

Guns # and type: 6-8X anti-fighter turret (light)
Missiles: 0
Constituent parts: engines, turrets, bridge

These are destroyer-sized vessels which are poor in armor, shielding, and defensive capabilities (light turrets only). They use cargo pods to convey supplies such as tanks, food, fuel and other war materiel into battle areas.

They can also be used as in-flight tankers and underway replenishment vessels.

Fleet Carrier (CV)

Guns # and type: 16+X anti-fighter turret
Missiles: 0
Constituent parts: engines, turrets, bridge, radar, launch tubes/hangar deck

These are the largest carriers, the ships around which most naval activities center. Roughly twice as large as the average battleship, they are crewed by anywhere from 5000 to 7000, and embark roughly 250 fighters of all classes (save the lightened versions of space superiority and torpedo bomber classes, which are usually represented here by the heaviest, most capable types). While anti-fighter defenses remain excellent, these are slower and therefore more vulnerable ships than CVE's, and are almost always supported by strong escorts.

The Midway, described below, is a new class of CV.

Ship Description:

TCS MIDWAY
CVX 1

Length: 6000 Feet (1.17 miles)
Crew: 6000 naval personnel, marines and pilots
Armament: 16 light laser turrets
8 medium ion cannon turrets
6 anti-fighter missile vertical launch installations
Shielding: Very heavy
Armor: Light
Fighter Complement: Approx. 200 fighters and support craft
Additional Complement: Equipment for two full Marine armored brigades
Additional Visible Features: Communications arrays, fighter launch tubes, fighter recovery bays

Description:
TCS *Midway* is the first in a new class of Confed. "megacarriers" intended to replace the rapidly aging fleet of war-era vessels. Almost as much a mobile starbase as a conventional CV, *Midway* is intended to assume the roles of several carriers and Marine assault vessels at once, providing an extremely powerful presence across an entire sector where previously many starships would have been required. While impressive in its own right, this philosophy of "putting one's eggs in one basket" is driven largely by simple economic and industrial factors: the long-term costs of building and supporting half a dozen smaller carriers within a single sector has become prohibitive.

Midway has been designed with extensive and sophisticated defenses, further reducing fleet-wide costs by minimizing her need for escort vessels (though some may nevertheless ~~be desired to~~ provide an anti-starship element). Her fighter complement includes three full air groups of varying capabilities (previously assigned one a piece to smaller carriers). These include several squadrons of highly specialized point-defense interceptors which greatly enhance *Midway*'s defensive capabilities. The starship also embarks all armored vehicles and support vessels for her two Marine expeditionary brigades.

To further lower operating costs, *Midway*'s design incorporates many revolutionary automated features. In particular, the traditional hangar decks of previous carriers has been replaced by an expansive fighter stowage system which runs the full length of the ship. Here fighters are stored nose-down in low-G conditions on automated "racks", where they may be repaired and maintained without the hindrances of full gravity. When a launch is required, the rack mechanisms lower the fighters into individual launching bays where they are armed and fueled by additional automated systems and take on pilots. They are then ejected vertically through launch tubes on the bottom of the starship. (Several specially enlarged launch tubes accommodate Marine planetary assault heavy transports.) For recovery several landing bays are mounted in the ship's stern, from which the fighters can be re-introduced directly into the stowage area. These bays also include provisions for shuttle landing, stowage, and launch.

Questions for Each Fighter

- What are the constituent parts (engines, powerplant, etc.)
- How many guns/turrets does it have, and what type of guns?
- Are there going to be moving parts? Which for each fighter?
- What is its combat role?
- How big is it?
- Can it fly in an atmosphere?
- What squadron(s) does it belong to?
- What are its special characteristics?

Questions for Each Starship

- What are the constituent parts (engines, turrets, hangar decks, docking rings, etc.)?
- How big is it?
- What is its combat role?
- What are the types and numbers of its weapon systems?
- Will it have moving parts?
- Will there be special features (trenches, tunnels, special transmitters, etc.)?
- Does it need a particular name or bow number?

F-110a Wasp Interceptor

Missions: FORCAP, sometimes BARCAP
Speed: 6
Agility: 10
Acceleration: 10
Radar: 4
ESM: 4
Shields: 6
Armor: 2
Guns: 8
Gun # and type: 2X Tachyon, 2X Adjustable Mass Driver
Missiles: 4X dogfight, plus 4X anti-bomber rocket packs (discussed below)
ECM: 4

Special Equipment and abilities: The Wasp is a small point-defense fighter which serves as the inner tier of a carrier group's defense. Lacking the range and endurance for prolonged CAP-style patrols, it is usually launched only when enemy bombers have breached the outer BARCAP and are closing on the carrier itself (in a "scramble" situation).

It is tailored to destroy enemy torpedo bombers, at which it is devastating, but it is also effective against most fighter-class targets. In addition to its traditional missile armament, it carries four "cluster-rocket" packs. These short-ranged weapons are very small missiles which ripple-fire in "swarms" of twelve or greater and are guided to their target by a laser designator in the Wasp's nose. They are a "one-shot, one-kill" weapon usually employed against torpedo bombers from a close tailing position, and almost always result in the enemy's instant destruction.

This ship will make use of detachable booster rockets for this craft that will get it to its destination quicker without using afterburner supply and at a faster rate than afterburner velocity.

Its thin shields recharge quickly.

Rationale: This ship will be flown early in the game, too, providing an occasional alternative to the Tigershark.

F-108a Panther
Space Superiority Fighter (Class B)

Missions: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some RECON
Speed: 8
Agility: 8
Acceleration: 10
Radar: 8
ESM: 8
Shields: 6
Armor: 4
Guns: 6
Gun # and type: 1X F. Anti-missile turret, 4X Heavy Ion Cannon
Missiles: 4X long-range anti-fighter (or one recon pod), 4X dogfight
ECM: 6

Special Equipment and abilities: Usually assigned to light escort carriers, the Panther is a smaller answer to the Vampire. Though it falls short of its bigger brother in terms of long-range combat capability, its superior acceleration and maneuverability make it preferred by some pilots, who consider it a superior dogfighter.

Like the Vampire it also carries a high-rate-of-fire nose turret intended to down incoming missiles.

It also carries a sophisticated targeting computer which can lock and engage up to two fighter-class targets at once.

Its shields are lighter than the Vampire's, but exhibit the same excellent recharge characteristics.

Rationale: The Panther would be the first specialized fighter the player would graduate up to from the Tigershark. It would be exciting and fun after the Tigershark, but still leave room for a later upgrade in the air-combat arena in the form of the Vampire.

F-109a Vampire
Space Superiority Fighter (Class A)

Missions: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some RECON
Speed: 10
Agility: 6
Acceleration: 8
Radar: 10
ESM: 8
Shields: 8
Armor: 5
Guns: 10
Gun # and type: 1X F. Anti-missile turret, 1X Fission Cannon, 2X Adjustable Spreadfire
Missiles: 8X long range anti-fighter (or 4X anti-fighter, one recon pod), four dogfight
ECM: 6

Special Equipment and abilities: Usually assigned to heavy fleet carriers, the Vampire is customized to destroy other fighters. It is equipped with a nose-mounted, high rate-of-fire turret intended to down incoming anti-fighter missiles (though it may also be manually told to target fighters instead). This enables the Vampire to engage in long-range missiles duels with other space superiority fighters with good chances of survival.

The Vampire also sports a sophisticated targeting computer system, which enables it to lock onto and engage with missiles up to four fighter-sized targets simultaneously.

Its shields are of medium strength, but exhibit a better-than-average recharge rate.

Rationale: The Vampire is a fighter the player would get late in the game--a reward for getting that far. I think the most fun in any *Wing* is had shooting down other fighters, and the Vampire would do this better than all others.

Additional comments: This ship could have outer nacelles that turn up and down by about 20 degrees. We would then give the Vampire much greater pitch than yaw so it would flown differently than other ships and possibly have and advantage over some enemy fighters when flown properly.

BOMBERS

TB-81a Shrike
Torpedo Bomber (Class B)

Missions: Strike, anti-ship, anti-hangar, sometimes recon
Speed: 6
Agility: 5
Acceleration: 5
Radar: 4
ESM: 6
Shields: 6
Armor: 5
Guns: 5 (anti-fighter), 5 (anti-ship)
Gun # and type: 4X Tachyon, 1X T. Turret, 1X B. Turret, 1X R. Turret
Missiles: 4X dogfight, 2X anti-ship (or one recon pod)
ECM: 6

Special Equipment and abilities: Usually stationed on escort carriers, the Shrike is a lightened answer to the much larger Devastator. While it is not as powerful an anti-shipping platform, it is noticeably faster and more maneuverable than the TB-80, and therefore somewhat less vulnerable in the event of a fighter encounter. It enjoys the same computer targeting system as the Devastator, but not its massive plasma cannon. Rather, the Shrike carries a more conventional four-place tachyon gun armament, which, while still slower-firing than similar guns on conventional fighters, is relatively effective against most lesser-defended heavy targets (like turret mines and comm. stations). This arrangement also has the benefit of being relatively effective against fighters (at least far more so than the Devastator's plasma cannon).

Due to it s limited torpedo load, the Shrike is most effective against naval targets of light cruiser-size and downward, but in larger groups can be employed effectively against larger targets.

The Shrike has top, bottom, and tail turrets, but lacks the Devastator's side mounts, depending instead on overlap from the top and bottom positions to cover its flanks.

Its shields are somewhat thinner than the Devastator's, and exhibit average recharge performance.

Rationale: The Shrike would be the first dedicated bomber the player would receive after soldiering on for a while with the Tigershark. It would represent an enormous increase in anti-shipping capability, while still leaving the more potent Devastator as something to "graduate" up to later in the game.

Shrike Ejection Ship stats
Sub-light Fighter

Missions: Mainly used as a survival tool
Speed: 9
Agility: 6
Acceleration: 9
Radar: 4
ESM: 8
Shields: 4
Armor: 6
Guns: 4
Gun # and type: 2X Light Tachyon
Missiles: 0
ECM: 8

Additional comments: This bomber will have the detachable sub-light fighter ejection system incorporated in this ship design.

The idea is that this bomber is very pilot friendly. This would give the player a second chance of surviving and escaping or even sometimes finishing the mission. The detachable light fighter is very fast and has decent armor but is not real high on shields. It has two forward firing light tachyon guns to give it a fighting chance against an enemy light fighter and a remote chance against a medium.

The player should be reprimanded if he detaches from an undamaged bomber just like ejecting from any other ship unless specifically instructed to do so in the mission briefing. It might add some fun to have this kind of ship change mid-mission.

It would be good if we could have the HUD change to reflect the ship change.

We would also like to see at least some aces have the ability to target the cockpit to negate this system.

TB-80a Devastator
Torpedo Bomber (Class A)

Missions: Strike, anti-ship, anti-hangar, sometimes recon
Speed: 5
Agility: 4
Acceleration: 4
Radar: 4
ESM: 8
Shields: 8
Armor: 6
Guns: 2 (anti-fighter), 10 (anti-ship)
Gun # and type: 1X Plasma cannon, 1X T. Turret, 1X B. Turret, 1X R. Turret, 2X S. Turret
Missiles: 8X dogfight, 4X anti-ship (or two anti-ship and one recon pod)
ECM: 8

Special Equipment and abilities: Usually stationed on fleet carriers, the Devastator has a simple mission: survive long enough to destroy a big target. Its radar has limited range, and can only track (not lock) fighter-sized targets. The radar is instead specialized to detect, categorize, analyze, and track capital-ship-sized targets. It can not only target these as a whole, but target individual sub-components (engines, generators, bridges, weapons systems, etc.) and bring weapons to bear on them. Its main anti-ship armament is the torpedo.

Its single fixed gun armament, however, is a massive plasma cannon. This is essentially a smaller version of the same weapon carried by capital ships. Virtually useless against fighters (due to its very slow firing rate; about one shot every two seconds), this extremely powerful weapon can cause credible damage to starships, and is by far the platform of choice when it comes to striking heavily defended and armored targets like battleships and heavy cruisers.

Additionally, to facilitate its survival in a fighter-rich environment it carries anti-fighter turrets on its top, bottom, rear, and sides.

Its shields are extremely thick, but exhibit only average recharge characteristics.

Rationale: The Devastator is the most powerful bomber available. Like the Vampire, it gives the player something powerful to "graduate" up to at later stages of the game.

Other Small Ship Classes

Early Warning and Control Ship (AEW/AWACS)

Speed: 6
Agility: 6
Acceleration: 6
Radar: 10
ESM: 10
Shields: 4
Armor: 2
Guns: 0
Gun # and type: None
Missiles: 0
ECM: 7

These are radar/passive surveillance spacecraft used solely to detect enemy fighters and other vessels, and relay information and orders to friendly fighters. Virtually unprotected, its pilots should do their best to stay out of enemy range. A force-multiplier without equal, capable of detecting and vectoring friendly pilots to potential targets their own weaker radars can not yet see, friendly pilots should do their best to make sure they survive.

Search and Rescue Shuttle (SAR)/ In-flight Refueling Ship (IRS)

Speed: 5
Agility: 5
Acceleration: 4
Radar: 5
ESM: 7
Shields: 4
Armor: 4
Guns: 0
Gun # and type: None
Missiles: 0
ECM: 0

These are spacecraft dedicated to recovering downed pilots, and sometimes other objects such as data buoys, etc. They are lightly armored and shielded for use in some combat situations.

These slow moving ships are smaller than a landing craft and are dedicated to refueling and rearming fighters that must fly long missions away from their carrier.

They have no shields but are reasonably well armored. Without guns or missiles it relies heavily on having a fighter escort.

They are usually stationed at star bases but a fleet carrier can hold as many as two or three.

These ships will also be used to give the player an opportunity to save his game during a mission.

ALIEN SHIPS in WING COMMANDER 5

This file is 'Owned' by: Jeff Shelton

SHIP STATS

Speed: how fast a velocity can possibly be attained

Agility: potential turning radius

Acceleration: ability to increase speed, particularly in afterburner

Radar: The range at which active radar can lock onto--and in some cases identify--various targets

ESM: (Electronic Surveillance Measures) The range at which passive sensors can detect the presence of hostile targets, though it can not lock onto or classify them (this is always a greater range than active radar)

Shields: a combination of shield maximum strength and recharge rate (i.e., very heavy shields with poor recharge may rate an eight, though so too might weak shields with a very high recharge rate).

[I would like to change this to the below values]
Shield Recharge Rate: *a combination of shield maximum strength and recharge rate (i.e., very heavy shields with poor recharge may rate an eight, though so too might weak shields with a very high recharge rate).*

Shield Top Strength: *maximum strength of the shields.]*

Armor: The amount of armor protection around vital areas

Guns: Unless otherwise noted, the effectiveness of the fixed, forward-firing gun armament against other fighters

ECM: (Electronic Counter Measures) The ability of the ship to jam or otherwise "spoof" incoming missiles, and/or interfere with the targeting abilities of turrets (rendering their fire more erratic).

Plasma Cannon Cluster

Speed: 7 (5)
Agility: 7 (5)
Acceleration: 6 (5)
Radar: 6
ESM: 7
Shields: 5
Armor: 5
Guns: 5 (8)
Gun # and type: 1X Light Plasma (1X Heavy Plasma)
Missiles: None
ECM: 5

Description:
This "ship" is actually a collection of ~~(four to)~~ six smaller conveyors, each equipped with a single small plasma cannon mounted at their nose. Individually they function as fighters. But they may also join together into a single larger ship, the emission points of their individual cannons touching to form a single, massive plasma cannon which is effective against starships. In this configuration they are similar to a torpedo bomber (though there is no missile armament).

[WOULD IT BE BETTER IF THEY HAD BETTER SHIELDS AS A CLUSTER, OR WOULD THAT BE A PROGRAMMING ISSUE? - bjc]

Interceptor

Speed: 8 (4)
Agility: 4 (8)
Acceleration: 7 (5)
Radar: 7
ESM: 9
Shields: 5
Armor: 6 (4)
Guns: 0 (7)
Gun # and type: 4X Alien Cannon ????
Missiles: 8X anti-fighter
ECM: 6

Description:
This is a point-defense system for cap ships. It is a small fighter designed for slashing head-to-head engagements with heavy forward defenses and four wings which usually fold back over a single engine like flower pedals. Guns are mounted on the ends of the petals, but are useless when the wings are folded. In this configuration the ship is very, very fast but not particularly maneuverable. To attack, the ship unfolds the petals, bringing the weapons to bear for devastating forward firepower. But it slows considerably, and in this configuration the single unarmored engine (previously protected only by the folded-back petals) is dangerously exposed, making the ship extremely vulnerable to attacks from the rear.

Multi-role Cluster

Speed: 7
Agility: 7
Acceleration: 6
Radar: 6
ESM: 7
Shields: 5
Armor: 5
Guns: 5
Gun # and type: 1X Light Plasma
Missiles: None singly, but together, they tow a "Super Starship Torpedo" x1 or self-targeting intercept missiles x12
ECM: 5

Description:
Another "swarm" fighter. In this variation, four small conveyors surround a single, massive weapon. The nature of the weapon is variable. In one case the weapon is an enormous super-torpedo, which the conveyors release only once it has targeted a starship. They are then free to act as fighters and defend the weapon on its way in, hampering attempts at intercept. In a second variation, the weapon is a potent anti-fighter weapon which flies towards an enemy fighter or bomber formation then opens to release a large number of self-targeting interception missiles which bombard the group. The conveyors are then free to act as individual fighters and prosecute survivors.

Fighter Cluster

Swarm Fighter Stats:
Speed: 7
Agility: 7
Acceleration: 8
Radar: 6
ESM: 7
Shields: 6
Armor: 5
Guns: 7
Gun # and type: 2X Alien Cannon ????
Missiles: None
ECM: 6

"NODE" Power Generator Ship Stats:
Speed: 6
Agility: 5
Acceleration: 7
Radar: 0
ESM: 0
Shields: 7
Armor: 7
Guns: 0
Gun # and type: None
Missiles: None
ECM: 0

Description:
This is a pure space superiority variation of the "swarm" fighter. A single power distribution "node ship" produces energy for up to a dozen smaller cannon-armed vessels which fly in space around it (unlike other cluster ships, never joining into a single unit). These smaller vessels function almost as free-flying turrets.

Destruction of the node ship causes a massive explosion, plus the destruction of all associated fighters.

Shield Killer

Speed: 7
Agility: 10
Acceleration: 8
Radar: 7
ESM: 9
Shields: 4
Armor: 4
Guns: 8 (against shields only)
Gun # and type: 1X Omni-directional shield reducer
Missiles: None
ECM: 7

Description:
This is a highly specialized vessel which can produce a discharge which temporarily overloads the shield generators of a fighter and causes them to drop entirely for a short period of time. While marginally defended and relatively vulnerable to cannon fire, the vessel is saucer-like or spherical in configuration and capable of changing directions instantaneously, rendering it a very maneuverable and difficult target. As it is otherwise unarmed, this vessel almost always operates in conjunction with other fighters.

[I would like to have these guys fire a 'pulsar' weapon. What this would do is fly in 3space and track the player, like a missile. It would, if it hits, take out shields for a limited time, and do a little impact damage. What it is PRIMARILY designed to do is show off the light sourcing, and the 3D surround sound, as it flies by your cockpit!! - bjc]

[Basically, area-effect weapons are not easy to convey to the player, and consequently would require too much explaining. - bjc]

Fighter Destroyer

Speed: 6
Agility: 4
Acceleration: 4
Radar: 7
ESM: 9
Shields: 8
Armor: 9
Guns: 8
Gun # and type: 4X Multi-directional laser spheres
Missiles: 10X anti-fighter
ECM: 6

Description:
Intended to lay waste entire formations of opposing fighters, this is a massive, heavily shielded and armored (but not particularly maneuverable) vessel. It is armed with several small "disco ball" weapons which emerge slowly from the hull to spray concentrated and devastating anti-fighter fire in almost any direction (though the potency of the fire decreases rapidly over range). The balls then must retract into the hull to recharge, rendering the ship temporarily vulnerable for several seconds. Additionally, the balls themselves can (and generally must) be targeted and destroyed just prior to firing, when they are in the process of rising out of their charger housings.

Multi-role Fighter

Speed: 6
Agility: 7
Acceleration: 7
Radar: 5
ESM: 8
Shields: 5
Armor: 6
Guns: 6
Gun # and type: 4X Alien Cannon ????
Missiles: 4X anti-fighter or anti-turret
ECM: 5

Description:
This is a rather conventional, multi-purpose fighter similar to the Dralthi, Hellcat, or Tigershark. It is moderately well armed, shielded, armored, and maneuverable. It is usually employed in the anti-fighter role, though anti-turret missiles can be employed.

Armor Killer

Speed: 7
Agility: 6
Acceleration: 6
Radar: 6
ESM: 8
Shields: 5
Armor: 5
Guns: 8 (against armor only)
Gun # and type: 1X armor destroying pulse
Missiles: None
ECM: 5

Description:
This is a very dangerous vessel which, at twenty-second intervals, releases a pulse of energy which ignores shields and damages all the armor on all enemy vessels within a certain radius (the closer one is to the armor-killer, the heavier the damage). If any are present, they *must* be found and destroyed quickly. Like the anti-shield ship, they are unarmed, but are not as maneuverable a target.

Later in the game, advances in Confed shield technology might diminish the effectiveness of these weapons. [I question the value of the effort bang/buck for this explanation. - bjc]

[Here's what I propose: Change this ship to a mine-layer. We can add huge frontal offensive weapons, and little back armor. Basically, the player should be lured into following this ship, so you can get at the 'Sweet Spot', and while you're hammering away at him, he'll drop a load of mines on you. And then you'll die! Fun!! - bjc]

Mugger

Speed: 7
Agility: 7
Acceleration: 7
Radar: 5
ESM: 7
Shields: 0
Armor: 10
Guns: 8
Gun # and type: ?X Close proximity cutters
Missiles: None
ECM: 0

Description:
This large fighter is a brute force weapon. It has extremely powerful armaments, but they are extremely short-ranged. Its method of attack is to physically slam into a fighter~~, breaking through the shields and grabbing onto the hull, where it holds on and carves into its enemy with its weaponry~~, causing massive damage. ~~As the weapons take time to recharge~~, it then ~~disengages and~~ withdraws to set up for another attack. Its armor is extremely thick but its shields (if it has any at all) are very thin. It carries no missiles.

[Basically, any time the player cannot see what is happening and why, it's a bad thing for gameplay. It would require too much explaining, IMHO. - bjc If the ship just slams the shit out of the player, and he gets pushed in one vector, it will make sense that he got hit. - bjc]

Conventional Space Superiority Fighter

Speed: 8
Agility: 8
Acceleration: 9
Radar: 6
ESM: 8
Shields: 7
Armor: 6
Guns: 7
Gun # and type: 4X Alien Cannon ????
Missiles: 6X anti-fighter or special
ECM: 7

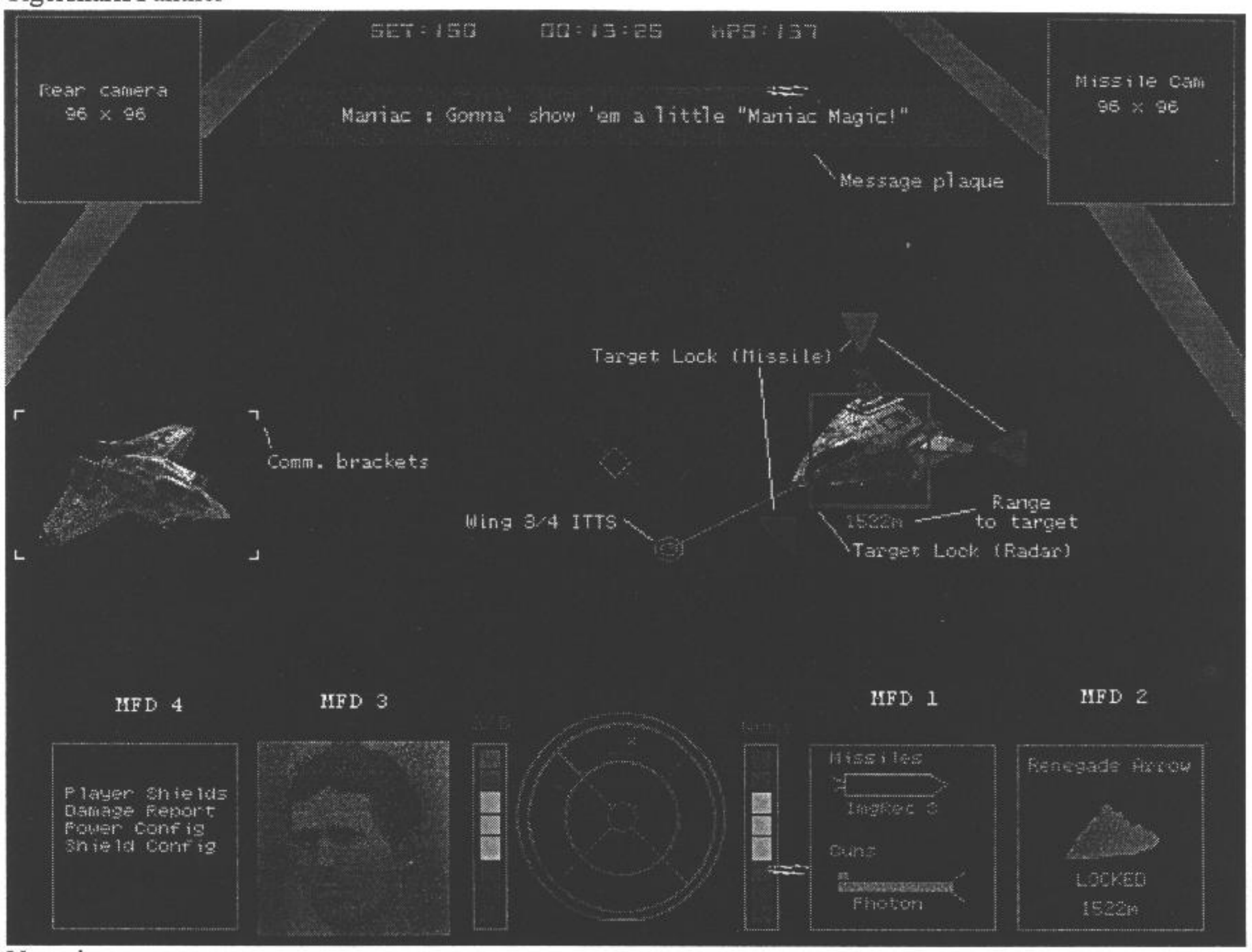
Description:
This would be a pretty conventional fighter, with guns and missiles (possibly Thumper or other special types), which it seems should be represented. They would be rather frightening compared with the alien generic multi-role fighter, being faster, better shielded, better armored, better armed, and probably more maneuverable. Most Aces would likely fly them.

SPACEFLIGHT in WING COMMANDER 5

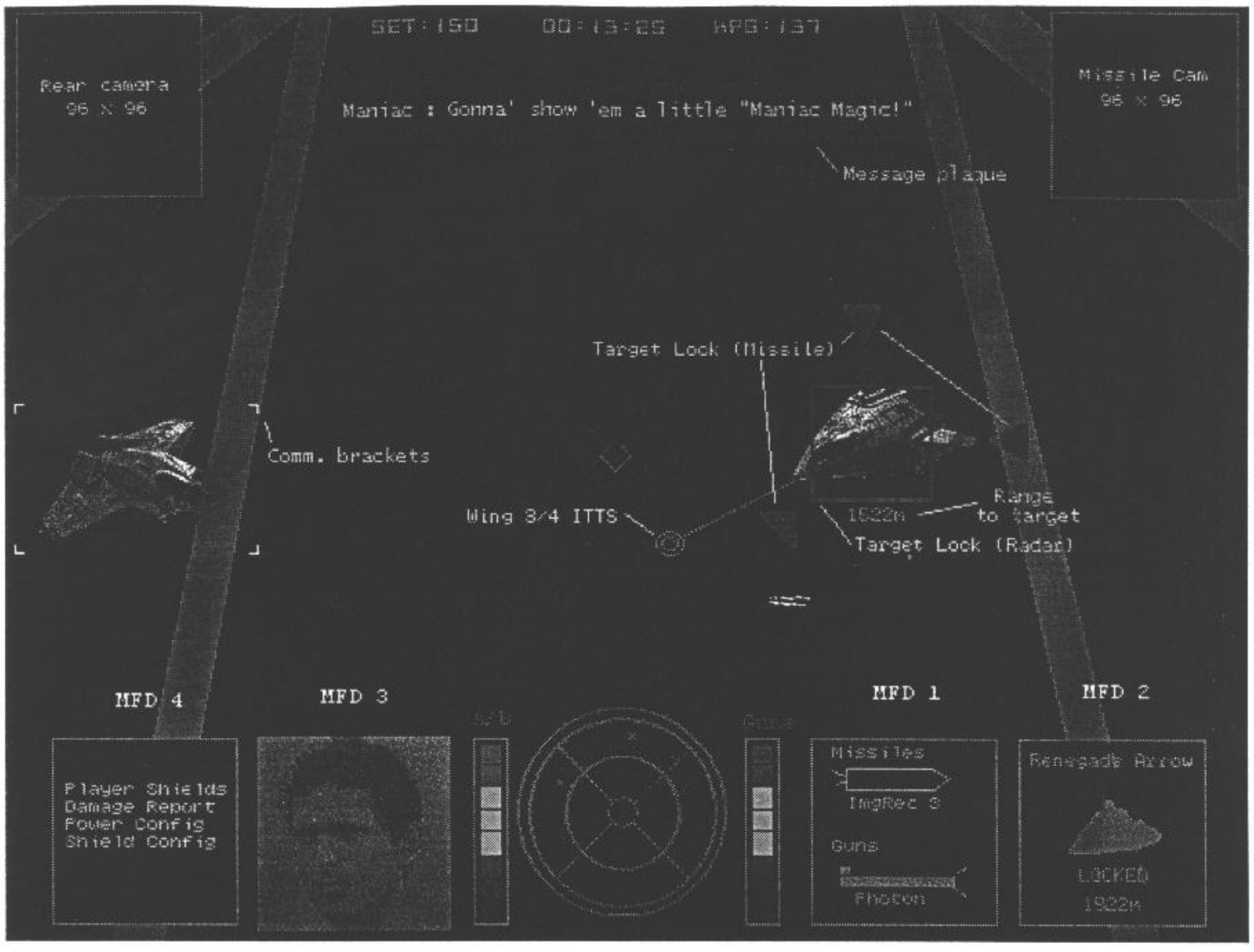
Spaceflight

Cockpit

Tigershark/Panther



Vampire



HUD VDUs

MFD 1

Located in the lower left corner of the cockpit display.

Shield and Armor Indicator - A simple wire mesh representation of the player's ship will show the Front, rear and side armor. This will be surrounded the front and rear shield indicator.

Power Configuration- Window which can be brought up to adjust energy levels in areas including but possibly not limited to engines, radar, shields and guns.

Shield Configuration- Window which can be brought up to redistribute power to shields. Fore, aft, port, starboard.

Damage Report- Window which can be brought up to redistribute power to shields. Fore, aft, port, starboard.

MFD 2

Located in the lower right corner of the cockpit display.

Target Display - A 3-D image showing the *ship name* (or 'Ace Name'), *range* (displayed in text), and *orientation* (relative to the player's ship) of the targeted ship. Also, there way of telling (color - coding) whether the targeted ship is a friend or foe.

There will be two modes to display the target.

1. 3D colored Wire Mesh - When the targeted ship's armor is damaged, the appropriate area of the wire mesh will change color (green - fine; yellow- damaged; red - critical). The wire mesh will be surrounded by shield indicator (front shield; back shield; right shield; left shield).
2. Zoom Camera - fully lit and textured 3D object (as shown)

MFD 3

Located on left side of cockpit display, halfway down.

Communications Display - Shows player his communication choices, and displays videos of NPC pilots' communications.

There will be two modes to display the target.

1. Comm Choices - Text choices for communicating with other pilots.
2. Comm Video - Beta-Videos of NPC in-flight communication.

MFD 4

Located on right side of cockpit display, halfway down.

Weapons Display - Shows current guns and missiles that are armed.

There will be two modes to display the target.

1. Gun Display - Shows player which guns are armed
2. Missile Display - Shows player which missiles are armed.

Miscellaneous

Radar Display - Should be able to detect hostile targets without the ability to identify or lock onto them at ranges longer than standard radar. Once closer to the target, the radar will act as in previous Wing Commanders.

Gun Energy Indicator - Shows the current gun energy available. Will lower as guns are fired and rise back to maximum when the guns are being rested.

Mission Clock - Starts a zero and counts off seconds, minutes and hours as soon as the mission starts. Players will be able to compare mission times in discussions on the Internet. Some missions may end of being very time oriented and a constant visible clock in the cockpit could aid a player in making strategic decisions.

Electronic Counter Measure Indicator - A light marked ECM or a flashing ECM LED readout possibly accompanied by a sound effect to show the player that his ECM is active.

Speed Indicator - Shows current set speed and actual speed numerically and bar diagram.

Fuel Status - Shows the amount of afterburner fuel left.

Navigation Map

Navigation System

This is where the player, in space flight, has a chance to see specifically where he is going, hear the mission objectives restated, and look at the object viewer

None of the functionality from previous Wing Commander nav maps is removed. Only features the player can use at to enhance his gaming experience are added.

PROBLEMS WITH and SOLUTIONS FOR the WING IV NAV MAP

1. **By default, a top-down view of the X, Y, and Z axes is displayed**, with no thought towards what information will be useful to the player. Nav points occasionally become obscured by the banner at the top of the screen and the player doesn't get a good "feel" of how far these points are from each other.
2. **There is no mouse functionality.** The only thing the player can do in the nav map is rotate the camera about the 0,0,0 point. I want to be able to point at a NAV point and find out what the captain said about it, what ships and info are currently available for it, and I want to be able to double click to zoom in on it. I would like to be able to point to my wingman with my right mouse button to bring up a small menu (Win '95 style) of options to give him. Attack THIS guy from THIS direction. Naturally this is all optional stuff for the player.
3. **Not enough information appears in the banner across the top.** This is the place where the player could choose to have the mission objectives restated, and the entire plan of attack explained.
4. **There is no way to determine scale or distance.** There could be an option which displays a grid with distance-marker points. Also, ship information, battle plans, and the whole "universe map-and-what-I-have-to-do-with-it" could be turned on or off.

The NAV MAP NEEDS a FACE LIFT

1. **The nav map does not take up the whole screen.** We have many opportunities to expand the role of the nav map in gameplay, and at the very least we can make it useful at a glance. We should shrink the nav map area to 75%.
2. **Option tabs (Win '95 style)** to the left of the nav map show the same map from different perspectives and will allow the player to hear the objectives restated:
    - Tactical View
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    - Regional Conflict
    - Overall Conflict
3. **Big Buttons across the bottom** of the screen include:
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    - Save Configuration
4. **Small buttons across the bottom** (any or all of which can be turned on at once) include:
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    - Objectives on/off
    - Friendlies on/off
    - Enemies on/off
    - Planets/Stars on/off (probably only in Regional/Overall view modes)
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Ships

Player Confed Ships

Confed Ships

Alien Ships

Probe

Automated Turrets

Alien Missile Cruiser

Alien Dreadnought

Weapons

Objects

Wormhole gate

Spy Satellite(formerly known as 'ELINT')

Alien Auto-turrets

Jumpgate, Jump Buoy

Reservation Planet

Deaths

Player's Fighter

Tractored in by Alien ship

Explosion

Midway

Gutted

Shredded

At the gate

Huge waves of Aliens transport through

If you fail the escorting the Marines to the base

Player teleports to the other side

Where waves and waves of alien fighters await him.

Carrier commits suicide?

After the player begins the last mission. Once they know the Armada is coming.

Walkthrough

From another document… needs to be culled through and consolodated… bjc

HUD ELEMENTS FOR WING COMMANDER V

Speed Indicator - Shows current set speed and actual speed.

Radar and Targeting Display - Should be able to detect hostile targets without the ability to identify or lock onto them at ranges longer than standard radar. Once closer to the target, the radar will act as in previous Wing Commanders.

Shield Level Indicator - Showed front, rear and sides in previous Wing Commanders. We might want to show top and bottom shield levels if it can be done well. We should strive for a more accurate readout than in previous Wing Commanders.

Armor Level Indicator - Same as shield level indicator above but pertaining to ship armor.

Electronic Counter Measure Indicator - A light marked ECM or a flashing ECM LED readout possibly accompanied by a sound effect to show the player that his ECM is active.

Gun Display - Shows player which guns are armed.

Gun Energy Indicator - Shows the current gun energy available. Will lower as guns are fired and rise back to maximum when the guns are being rested.

Energy Distribution Control - Window which can be brought up to adjust energy levels in areas including but possibly not limited to engines, radar, shields and guns.

Mission Clock - Starts a zero and counts off seconds, minutes and hours as soon as the mission starts. Players will be able to compare mission times in discussions on the Internet. Some missions may end of being very time oriented and a constant visible clock in the cockpit could aid a player in making strategic decisions.

Compass - Although there is no North or South in space, there should be some sort of X, Y vector compass with navigation point indicators.

HUD Configurations

Fighter - The Fighters HUD should have all of the elements of the previous wing commanders with maybe adding multiple targeting capabilities to the newer more advanced ships. There should also be multiple HUD modes, Dogfight - this should be the slickest of HUD's with little clutter to obscure your vision, but lots of target pointers and targeting information. Targeting other fighters, Intercept - targeting bombers and cap-ship missiles, Strike - which should allow you to target cap-ships and there points of interest (turrets, engines).

Bomber - The Bombers HUD should be harder to use when dog-fighting (maybe unable to keep a 360 degree lock on faster moving targets) but has the ability to lock onto multiple cap-ships, turrets, and there vulnerable spots at once. The Bombers should have two HUD modes, Strike - best suited for bombing runs, it should only target cap-ships and there points of interest, Dogfight - which should be a watered down version of the fighters dogfight mode, targeting only fighters and other bombers.

Wild Weasel - The Wild Weasels HUD should be the most complex of the three configurations being able to target multiple turrets as well as enemy ships, missiles, cap-ships, and separate points of interest on cap-ships.. The Weasels should have two HUD modes, Harm - targeting radar emitting sources, and Attack - targeting everything.

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Commander Universe Map

Wing 5 Series Progression Map

Vega Sector

Oberan
Port Hedland
Hilo Base
Hubble's Star
Freya
Vega
Brimstone
Alcor
Hellespont
Losing Series
L
Kurasawa
Hyperion
Gimle
Dakota
Nephele
Rostov
Hell's Kitchen
Venice
Loki VI
Tyr
Delius
Ariel
A
Ix
Masa
Caliban

Kilrah Sector

K'hrissak
Khark-Pa
E,F,G
H'rissith
H
Goran-Pak
T'lan Meth
Gmar
Kilrah
Tr'Kpa
I
K'sthak
M'shren
Tr'p-Khar
M'hriss
D
Hhrass
G'wriss
C
B
H'rekka

Epsilon Sector

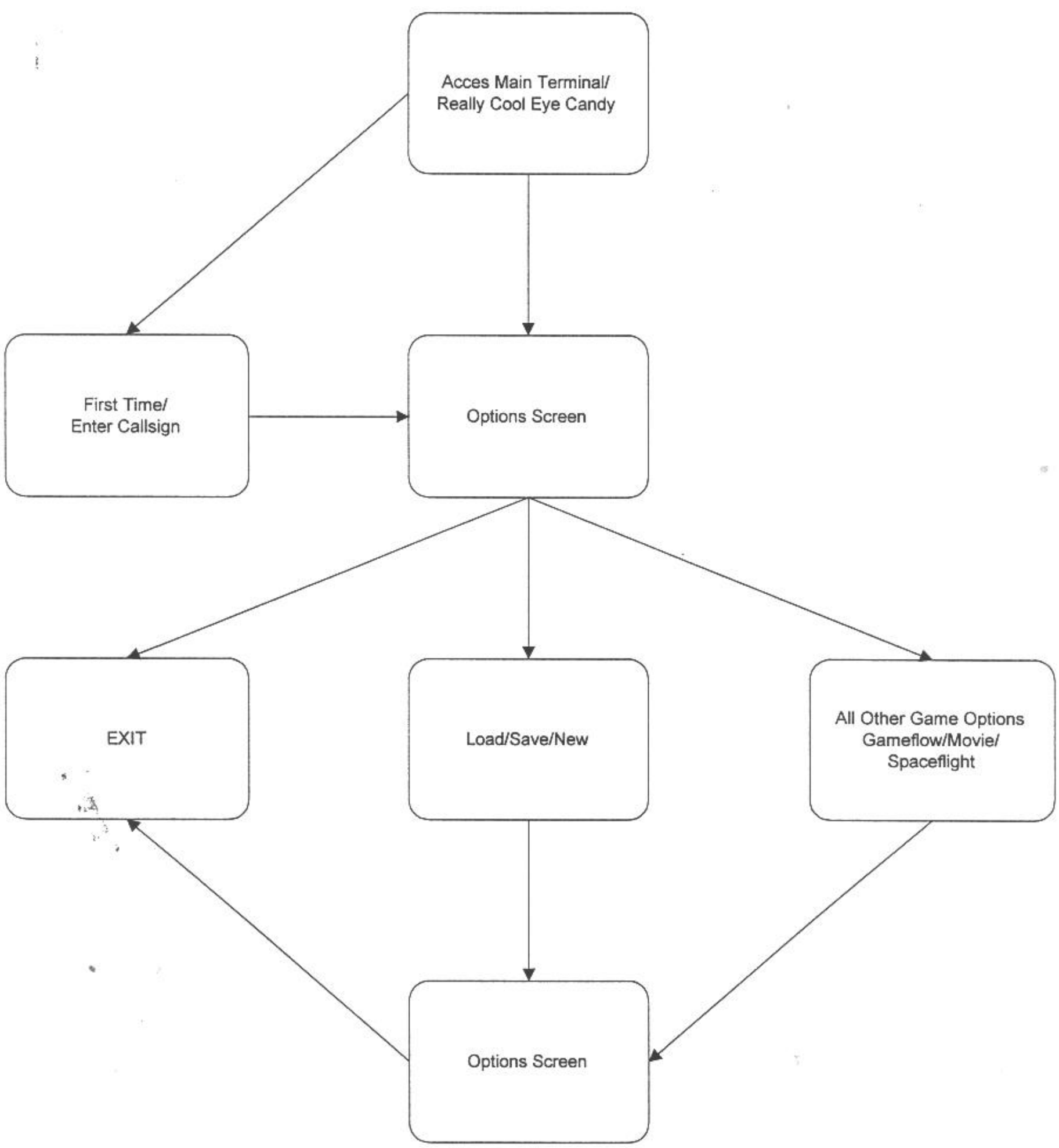
Torgo
Deneb
Pasqual
Silenos
Canewdon
Orestes
Ayers
Cephid 17
Virgid
Valgard

M'shrak Sector

OPTIONS in WING COMMANDER 5

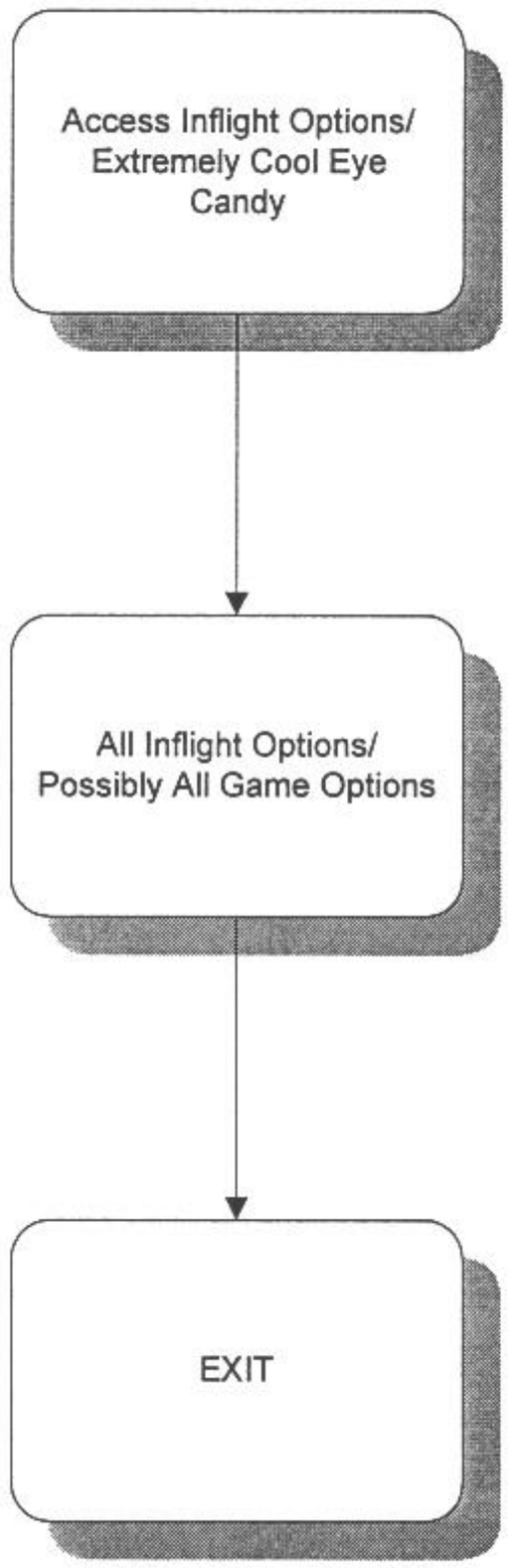
Owned by: Sean Mustakas

Main Terminal Options Flowchart for Wing Commander V



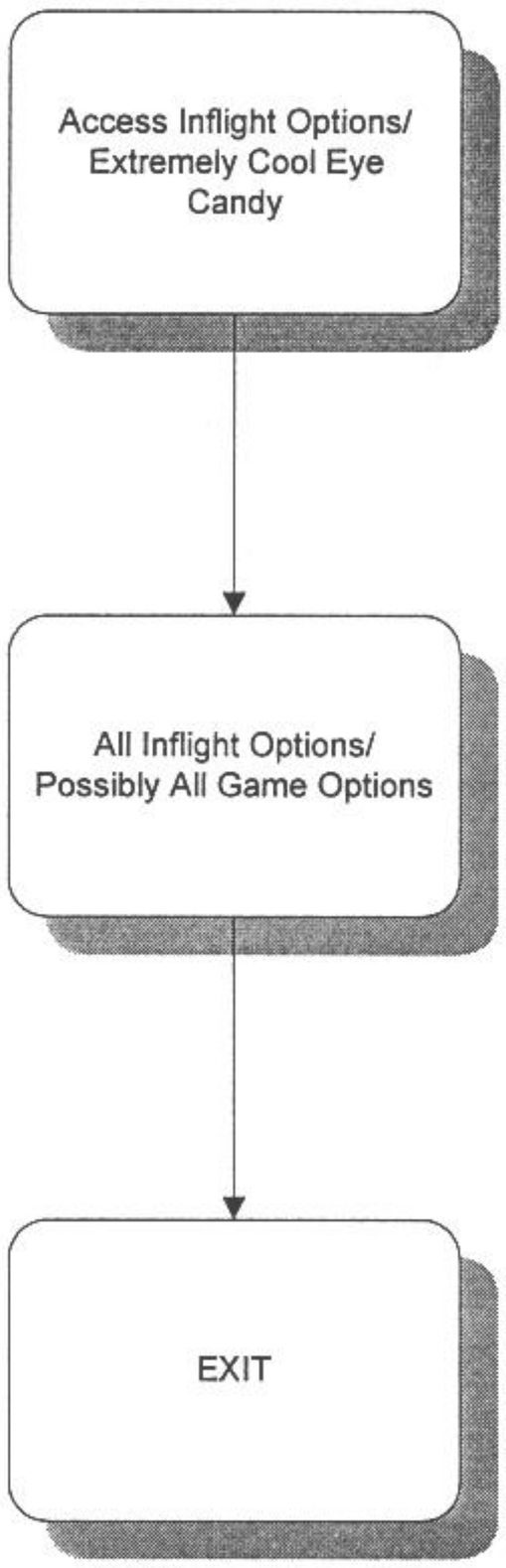
[I WOULD LIKE TO SEE A MOCKUP PLUS ALL OPTIONS WE CAN POSSIBLY THINK OF LISTED OUT - bjc]

Inflight Options Flowchart for Wing Commander V



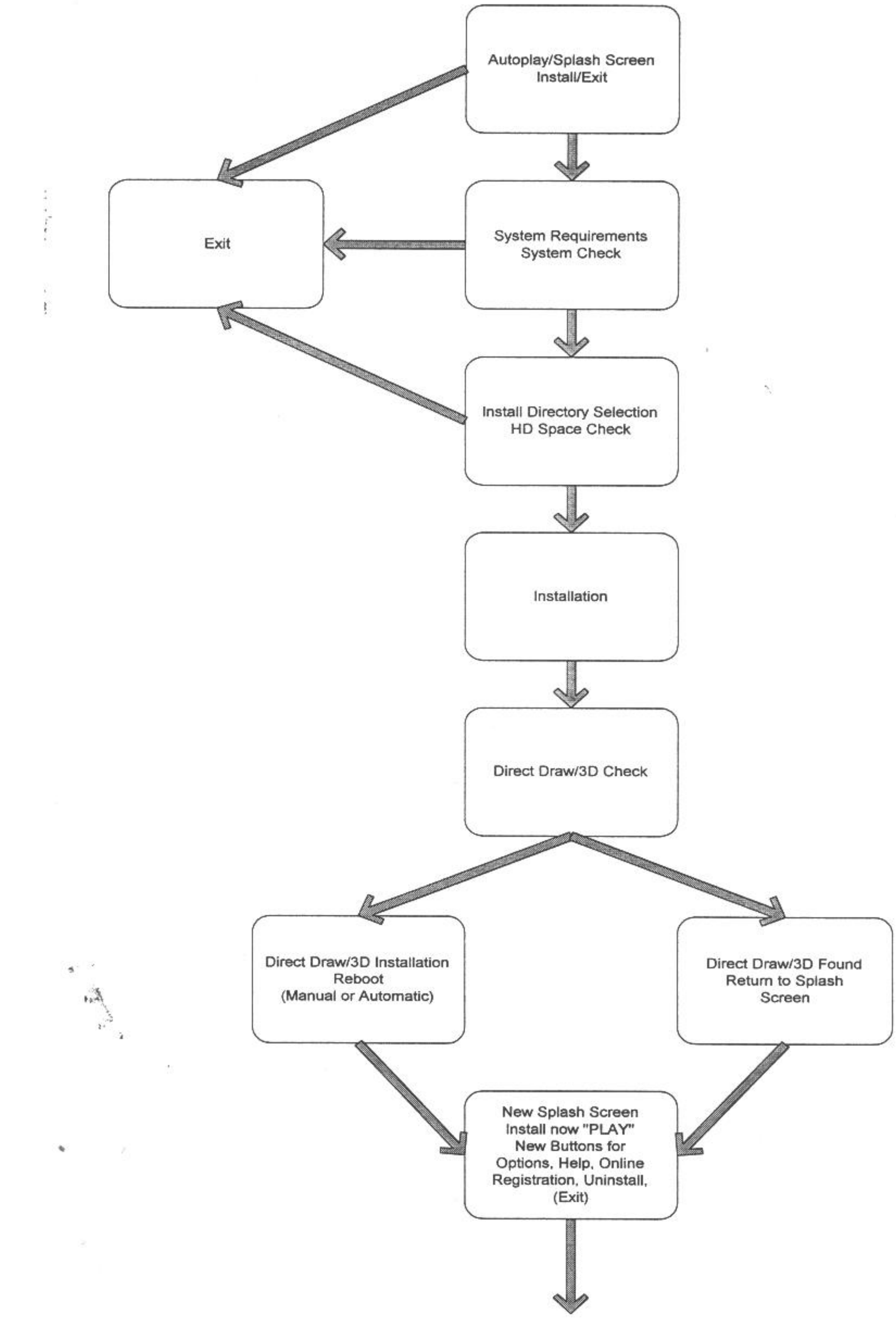
[I WOULD LIKE TO SEE A MOCKUP PLUS ALL OPTIONS WE CAN POSSIBLY THINK OF LISTED OUT - bjc]

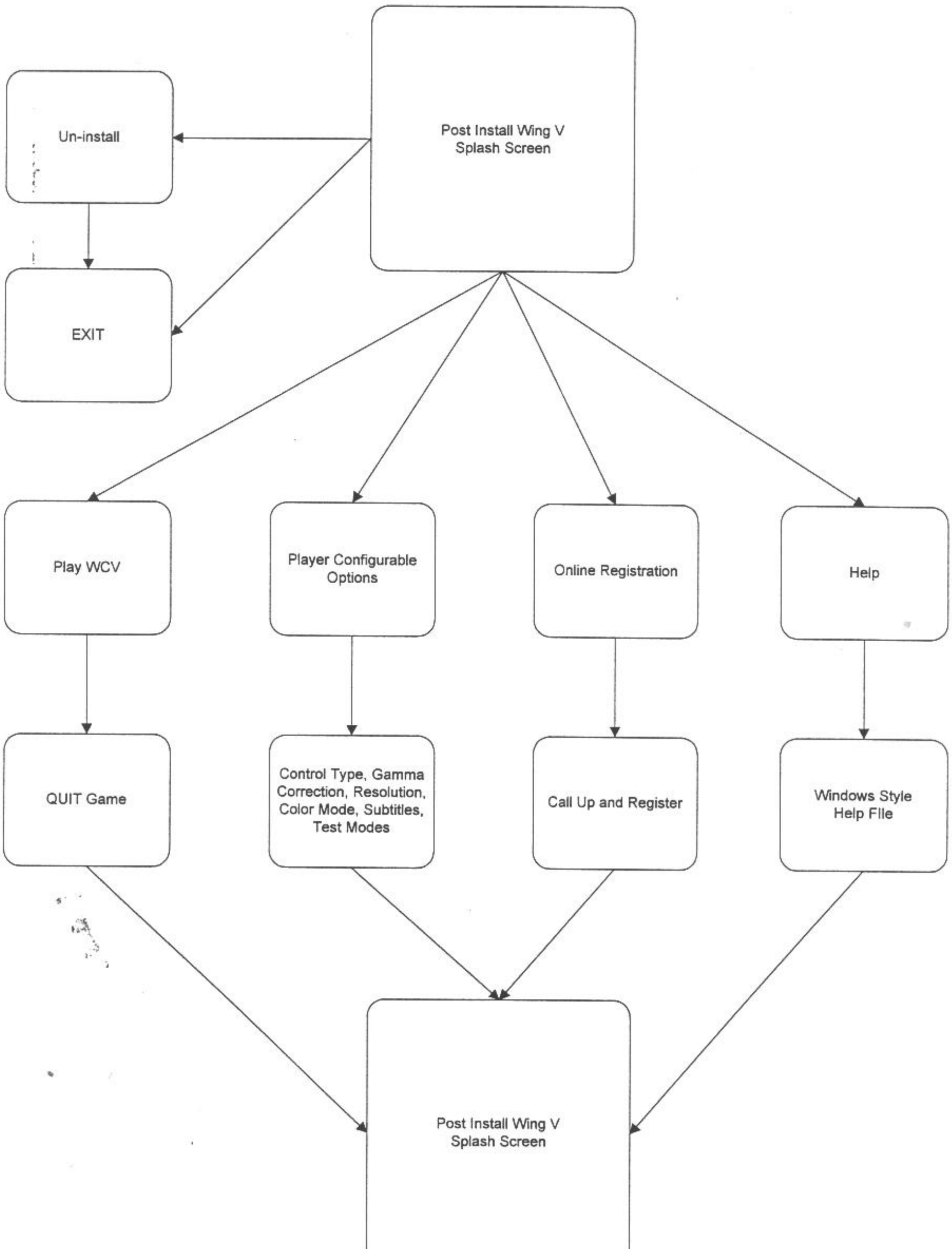
Inflight Options Flowchart for Wing Commander V



[I WOULD LIKE TO SEE A MOCKUP PLUS ALL OPTIONS WE CAN POSSIBLY THINK OF LISTED OUT - bjc]

INSTALL in WING COMMANDER 5




Un-install
Post Install Wing V
Splash Screen
EXIT
Play WCV
Player Configurable
Options
Online Registration
Help
QUIT Game
Control Type, Gamma
Correction, Resolution,
Color Mode, Subtitles,
Test Modes
Call Up and Register
Windows Style
Help File
Post Install Wing V
Splash Screen

SEAN M

Wattenbarger, Phil

From: Morone, Anthony
Sent: Wednesday, August 07, 1996 5:05 PM
To: Mustakas, Sean; Cain, Billy
Cc: Wattenbarger, Phil
Subject: RE: Option screen list

Just so you know, this doesn't have to be set in stone right away. Our option screen tool will give us a lot of flexibility with layout and content.

But whatever you come up with will be a good start.

-tm

From: Mustakas, Sean
Sent: Wednesday, August 07, 1996 4:47 PM
To: Cain, Billy; 'Sean Mustakas'
Cc: Morone, Anthony; Wattenbarger, Phil
Subject: RE: Option screen list

I started to work on this, but we decided that the Password System for Wing IV PSX, etc. took priority.

It won't be any problem to come up with the material from previous Wings, but I definitely want to see

some functions from outside titles integrated as well - particularly games that have made good use

of Win 95. I'll do a list, then a meeting will be in order(at a convenient time for everyone).

Sean M.

PS. I'll probably have it done for mid-next-week, after I get the Privateer stuff out of the way.

From: Cain, Billy
Sent: Wednesday, August 07, 1996 1:42 PM
To: 'Sean Mustakas'
Cc: Morone, Anthony; Wattenbarger, Phil
Subject: Option screen list

Sean, have you had any time to begin the list of items we'll need for WC

5 option screens? What I'd like to see is a full list of the available

options from WC 1-4 plus III 3DO and PSX versions.

Our goal should be to try to anticipate all the possible options we wish to allow the player, so we can create awesome screens that make sense, instead of adding buttons whenever we need them. You can help anticipate

future needs, since you've been enbroiled in all the design discussions.

After you get your initial list together, try to brainstorm with other designers and think up as many different things as you can imagine, even

if they're not feasible. When we have this list, we can go over the functions of each, and see which we can/will implement.

At this point, we'll make a first pass at where these options will go (what screens need to be created, what button presses will do, cursor or

no cursor) to be passed off to CMD and the interface designer (someone with experience) They'll sit down with Chris and we'll make sure all our

screens make sense in the WC universe and don't take the player out of the action.

These will knock players' socks off!
bjc

SOUND EFFECTS in WING COMMANDER 5

SPACEFLIGHT

1.
2.
3.
4.
5.
6.
7.
8.
9.

GAMEFLOW

1.
2.
3.