

Situation:

After several days of intense fighting the Confederation forces have successfully protected the Research Facility orbiting Talicon. The first day of fighting was limited to the fighter assaults, on the second day the alien forces successfully landed assault troops backed with waves of ships. With battles taking place inside and outside the station, command and control broke down completely but the Confed forces seemed to prevail. Now, in the early morning, intense fighting has already started. The 'Grim Reaper' (best pilots) squad is protecting the main point of attack at Talicon's Concourse A. The backside, Concourse is being lightly defended by 'Black Jags' Recon squad.

Main Mission:

The 'Vampire' squad is being sent out to protect the left flank at Talicon's Concourse B. It is imperative that you do not let any boarding ships through as Talicon's main commander has moved most of the ground forces forward into Concourse A. Also by holding the middle defense you will be in charge of distributing your resources to help other squads.

Secondary Mission:

Additional pilots and ground troops will be jumping in make sure these troops have a chance to use their abilities and not be destroyed in a transport.

Extra Mission:

The enemies troop ships have been launched by a specialized carrier that seems to be shielded from our radar, see if you can get close enough to SCAN this target and maybe the tech guys can figure what is causing this effect.

SCRIPTING LOOK AT MISSION MAP

Talicon Research Station with three separate areas (Concourse A, B, and C). This is a large object connected by access tubes, each concourse is about a minute of flight time in between.

TIME- 0:00

D1 (Confed Air Superiority Fighter):

-DEFEND (CONCOURSE A)

-SENDCOMM at (0:04) "Grim Reapers squad: All clear..."

-SENDCOMM at (0:41) "4 vs. 3... Anybody got a spare..."

D2 (Confed Air Superiority Fighter):

-DEFEND (CONCOURSE A)

D3 (Confed Air Superiority Fighter):

-DEFEND (CONCOURSE A)

A4 (Confed Light Recon Ship):

-DEFEND (CONCOURSE C)

-SENDCOMM at (0:12) "Black Jags all smooth sailing over here..."

-SENDCOMM at (2:01) "Got two on the radar, need assistance..."

-SENDCOMM at (2:15) "Dammit there flying close, now I got 3, please send back-up"

P1(Confed Light Fighter):

PLAYER

W1(Confed Light Fighter):

P1 Wingman "RIGGS"

-SENDCOMM at (0:20) "Look's like they're scared, Vamp leader..."

W2(Confed Light Fighter):

P1 Wingman "WHIPLASH"

-SENDCOMM at (0:30) "Maybe they saw your girlfriend, RIGGS..."

-SENDCOMM at (0:38) "Maybe Not..."

TIME (0:37) *ACTIVATE (E WAVE)*

E1:

-ATTACK (CONCOURSE A)

-SET LOCAL FLAG (FAIL MISSION)

E2:

-ATTACK (CONCOURSE A)

-SET LOCAL FLAG (FAIL MISSION)

E3:

-ATTACK (CONCOURSE A)

-SET LOCAL FLAG (FAIL MISSION)

E4:

-ATTACK (CONCOURSE A)

-SET LOCAL FLAG (FAIL MISSION)

E6:

-ATTACK (CONCOURSE B)

-SET LOCAL FLAG (FAIL MISSION)

E7:

-ATTACK (CONCOURSE B)

-SET LOCAL FLAG (FAIL MISSION)

TIME (2:00) *ACTIVATE*

E8-

-PRIORITYATTACK (T1, CONCOURSE A)

E9

-PRIORITYATTACK (T1, CONCOURSE A)

E10

-PRIORITYATTACK (T1, CONCOURSE B)

E11

-ATTACK (CONCOURSE C)

-SET LOCAL FLAG (FAIL MISSION)

E12

-ATTACK (CONCOURSE C)

-SET LOCAL FLAG (FAIL MISSION)

E13

-ATTACK (CONCOURSE C)

-SET LOCAL FLAG (FAIL MISSION)

TIME (2:05)

T1

-[BIRTH] SENDCOMM "Heard you guys needed some assistance?"

-MUSTGO to 1

-SENDCOMM "TRANSPORT ALPHA: Requesting clearance for LANDING"

-LAND (CONCOURSE B)

-[DEATH] SET LOCAL FLAG (secondary mission fail)

TIME (2:30)

EC1 Enemy Troop Ship Carrier (Unseen on Radar)

[EVENTS] Range (50) then (SET LOCAL FLAG extra mission pass)

-GOTO [position 1]

-LAUNCH (enemy troop ship ETS1)

-WAIT 30

-LAUNCH (enemy troop ship ETS2)

-WAIT 30

-LAUNCH (enemy troop ship ETS3)

-JUMP OUT [position 2]

ETS1

-DOCK (CONCOURSE B)

-SET LOCAL FLAG (FAIL MISSION)

ETS2

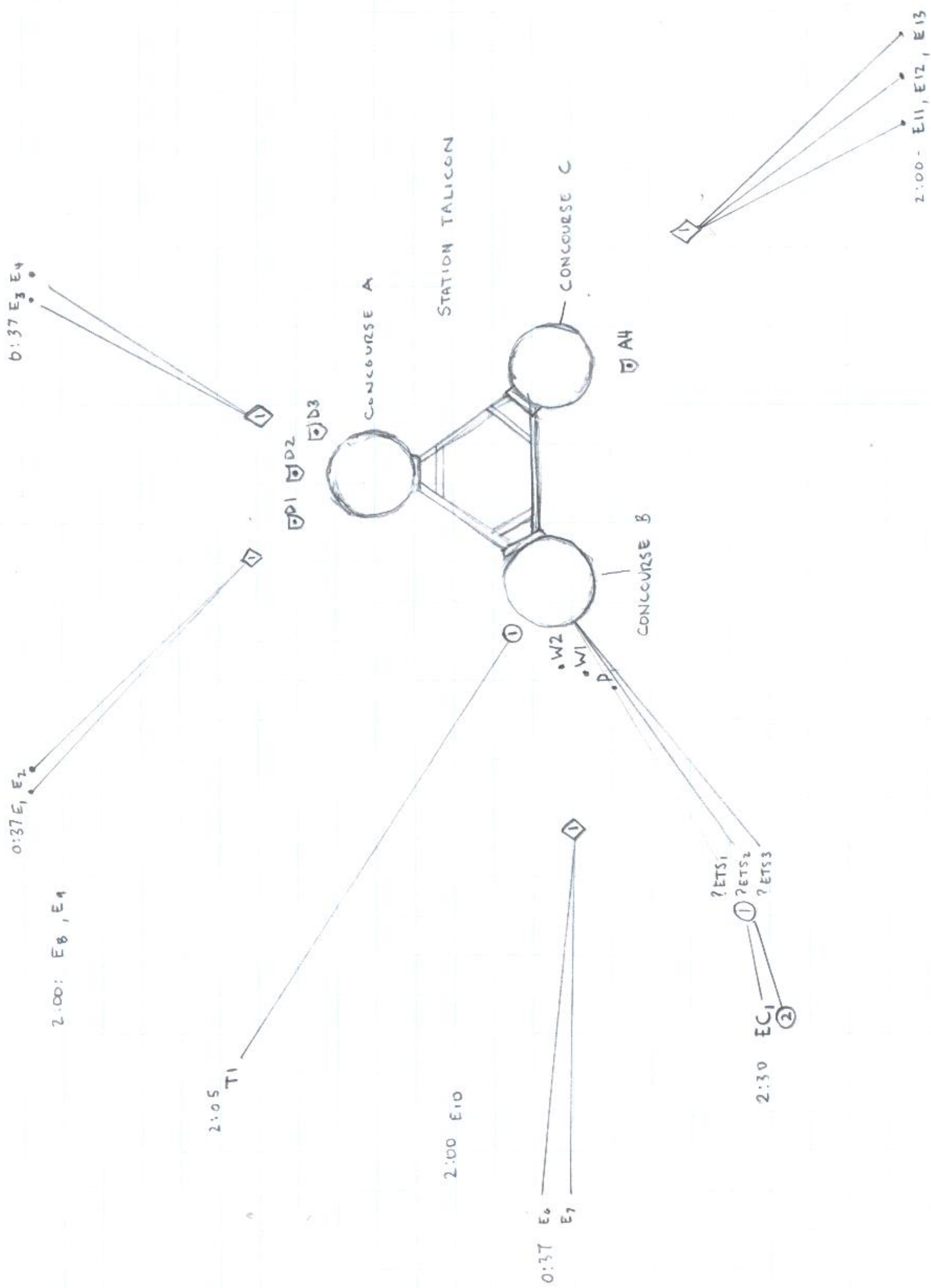
-DOCK (CONCOURSE B)

-SET LOCAL FLAG (FAIL MISSION)

ETS3

-DOCK (CONCOURSE B)

-SET LOCAL FLAG (FAIL MISSION)



TALICON'S DEFENSE