

FIGHTER MISSION TYPES

While this information may never be formally presented to the player, the following is a comprehensive list of the types of missions I propose the various classes of WC5 fighter be called on by the game designers to fulfill.

TARCAP (Target Combat Air Patrol)

This is usually a long range missions which often calls for dogfighting. It is intended to defend friendly strike spacecraft (or "packages") from enemy fighters in the immediate vicinity of a hostile target.

BARCAP (Barrier Combat Air Patrol)

This is almost always a long range mission, incorporating lots of loiter time. It emphasizes long-range missiles and other weaponry in an attempt to interdict enemy attack spacecraft on their way to the friendly carrier (or other target).

FORCAP--(Friendly Force Combat Air Patrol)

Also called point defense, this mission heavily emphasizes dogfighting and bomber-killing. It is responsible for taking out hostile spacecraft in the immediate vicinity of, and often in the process of attacking, the friendly carrier.

Offensive Counter-Space

Seeks out and destroys enemy fighters in the space behind enemy lines. This is usually a long range mission which mixes dogfighting with beyond-visual-range engagement.

Escort

Another long range mission, this mission emphasizes the dogfight and bomber-killing. It is intended to defend friendly vessels en route to a specific destination. There are four major varieties of escort mission:

- 1) *Reception Escort*: Fighters are sent to meet friendly bombers as they leave the target area, in order to dissuade and destroy pursuing enemy fighters.
- 2) *Remote Escort*: Fighters fly some distance ahead of the strike package, sweeping the sky of enemy interceptors all the way to the target. They may then proceed to harass other defenses or set up CAP stations to block hostile fighters en route from other locations.
- 3) *Detached Escort*: These fighters fly at strategic positions around a central strike package (particularly just ahead of it and also covering its rear) and engage hostile fighters as they draw near and position themselves for attack runs.
- 4) *Close Escort*: These fighters are intermixed with the strike group itself, and are tasked with engaging and chasing off enemy fighters which are actually beginning to (or have begun) firing on the bombers.

Interception

This mission usually takes the form of a scramble from the flight deck to down incoming bombers, missiles, fighters, or in some cases even starships. It is a last-ditch defense.

Anti-Turret/Radar (Wild Weasel)

These are highly dangerous mission, usually conducted only with special weapons and equipment. They are autonomous, dedicated missions flown specifically to destroy turrets and their radars (without concern for the immediate defense of other fighter assets).

SEAD (Suppression of Enemy Air Defenses, sometimes called "Iron Hand")

These missions are similar to Wild Weasel missions, but are conducted in escort of other attacking fighters and bombers. Its primary objective is the prevention of friendly fighter losses in a high-threat area, and aims at defending friendly fighters in that area from hostile turrets (in other words, taking the heat intended for them).

Anti-Hangar

This mission uses rearward-ejected submunitions to damage an enemy carrier's flight deck, hampering the launching of fighters.

Strike

This mission targets fixed installations, such as orbital communications relays, asteroid bases, shipyards, etc., as well as some planetary targets.

Anti-Ship

This mission targets large mobile targets, from heavy combatants to carriers to freighters.

Recon

This mission usually calls on the use of specialized sensor pods to scan or otherwise image enemy resources, from ships to installations to entire planets.