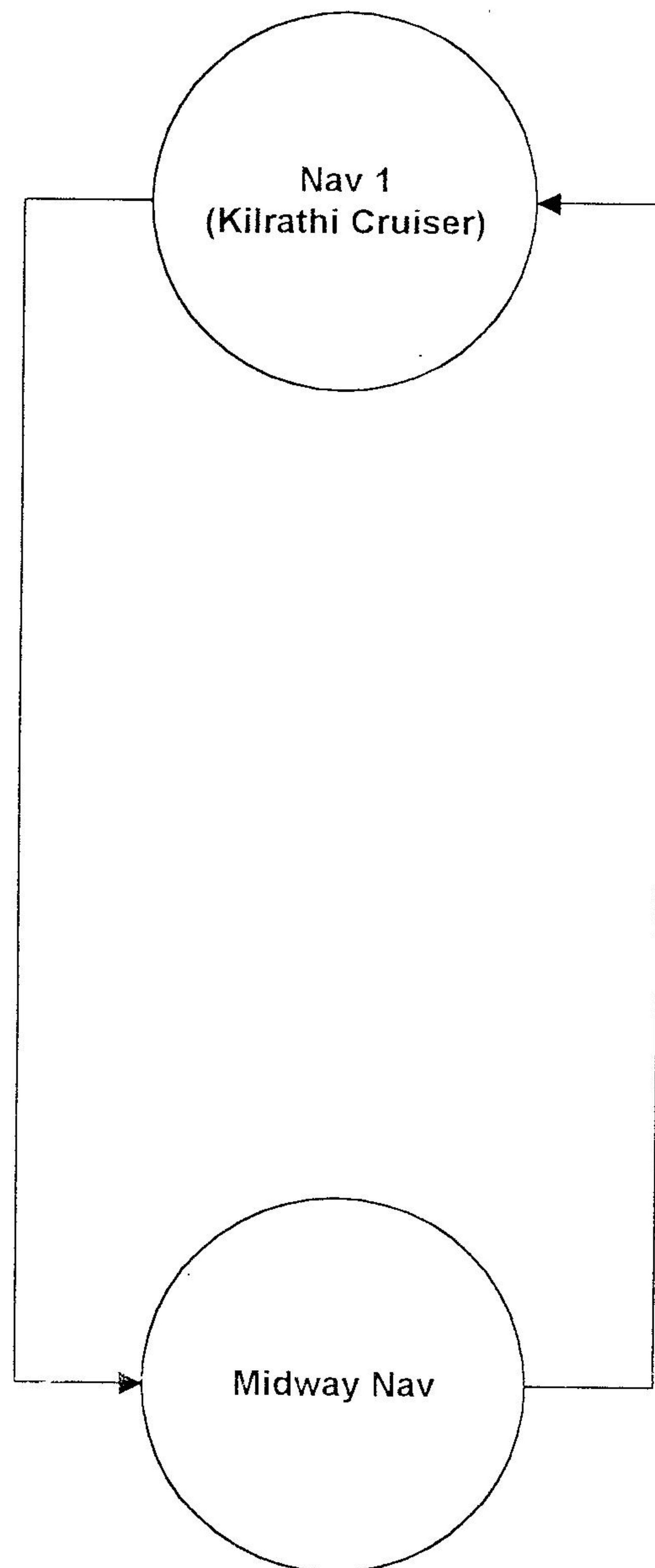


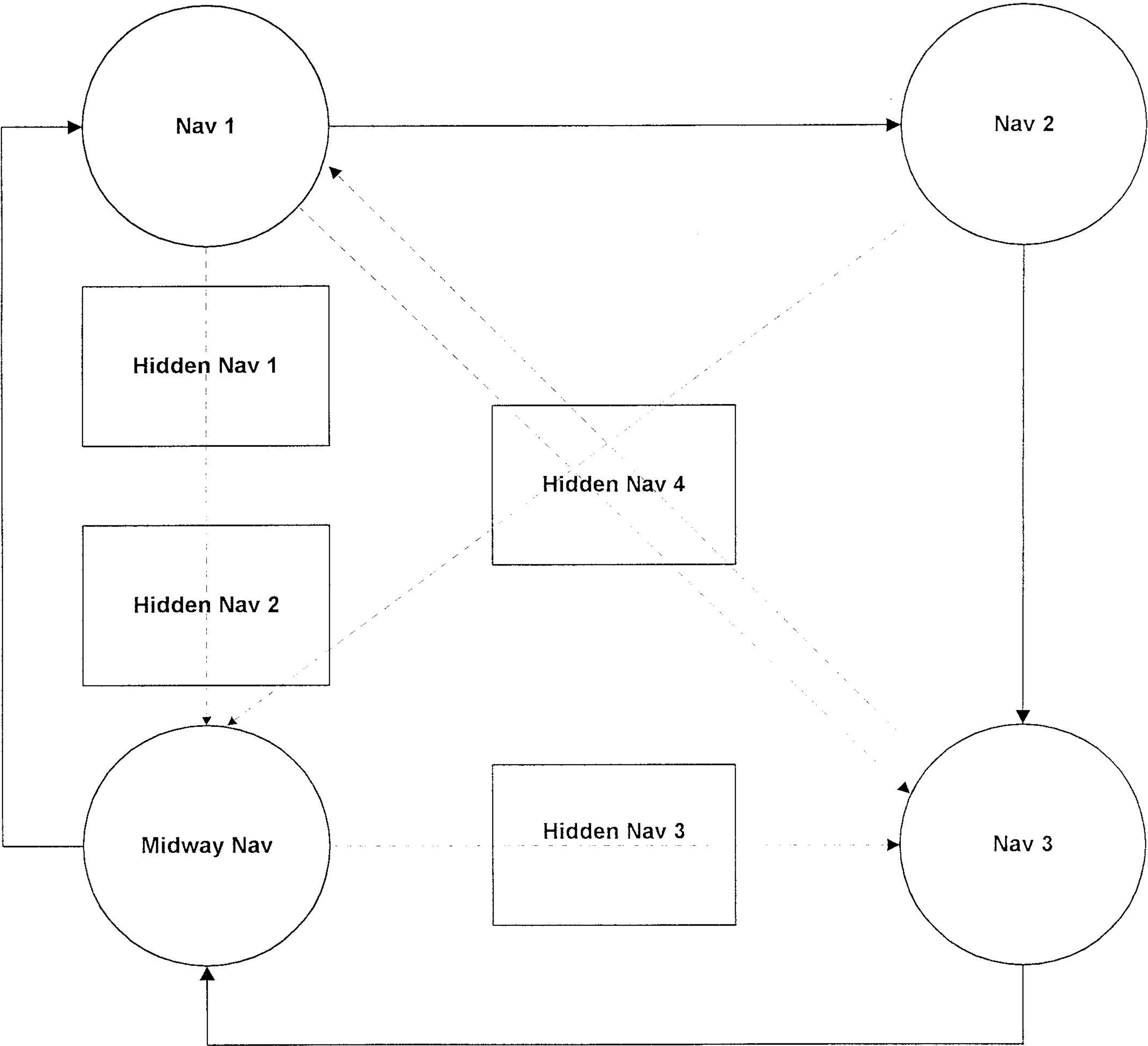
**Wing Commander:
Prophecy
Mission B1**



Player Ship: Pirahana

Primary Objective: Escort Dekker's shuttle to N1, where it will dock with the Kilrathi Cruiser. Once Dekker has the black box data, escort the shuttle back to the Midway. In order for the player to win B1 the player cannot land until the black box has been recovered (M_Blackbox=1) AND the shuttle lands (M_Marines_Landed=1). Upon landing [Message 0]=Lose and [Message 1]=Win.

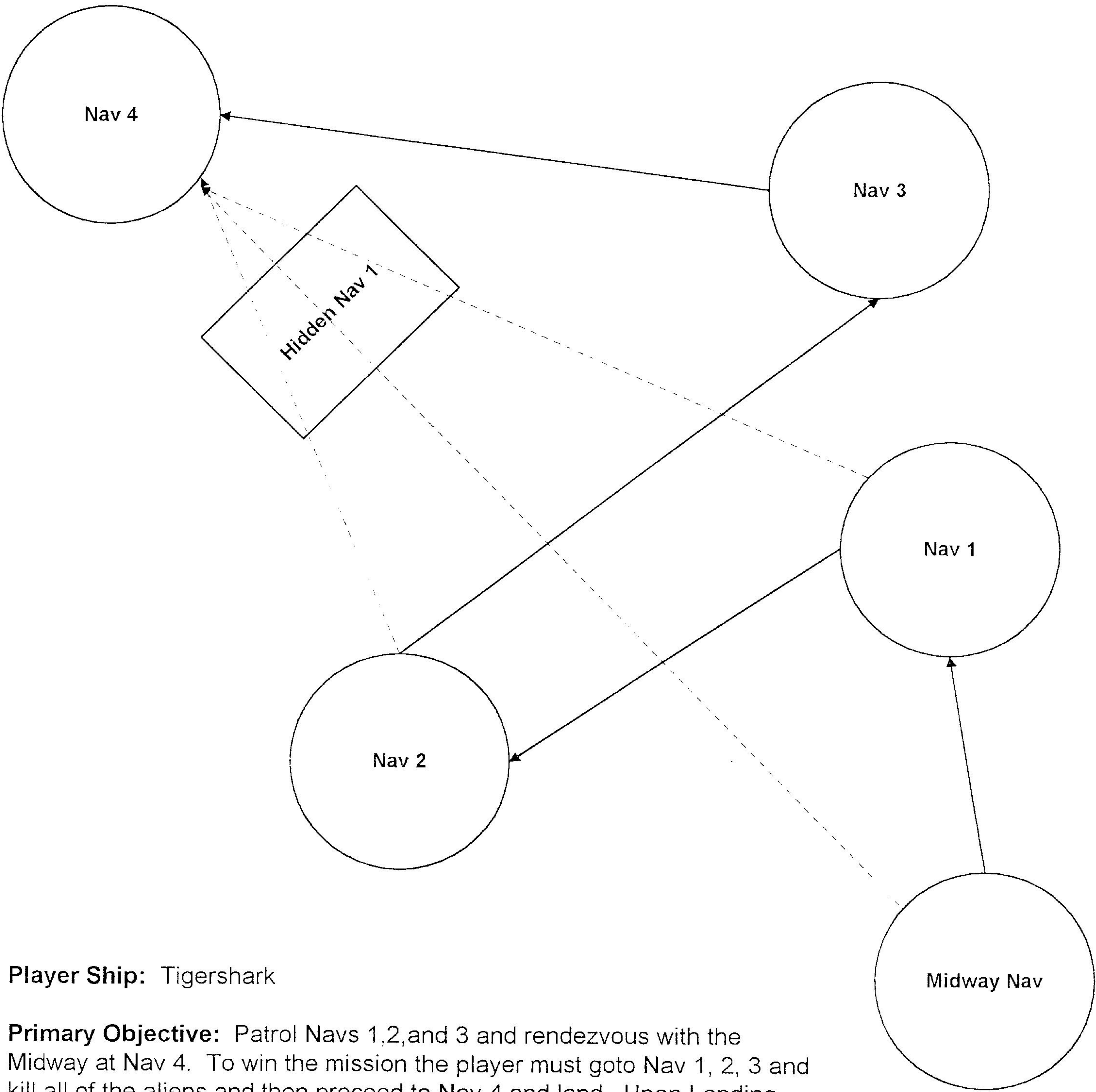
Wing Commander:
Prophecy
Mission B2



Player Ship: Piranha

Primary Objective: Rendezvous with Black Widows at Nav 1 and escort them back to the Midway via Nav2 and Nav 3. To win the mission M_Been_Nav1=True and M_Panthers_Alive>=3 (out of 6) when the player lands. Upon landing [Message 1]=Win and [Message 0]=Failure. Hidden Navs 1,2,4 should only set to intercept the player after they have been to N1 and should only intercept the player once.

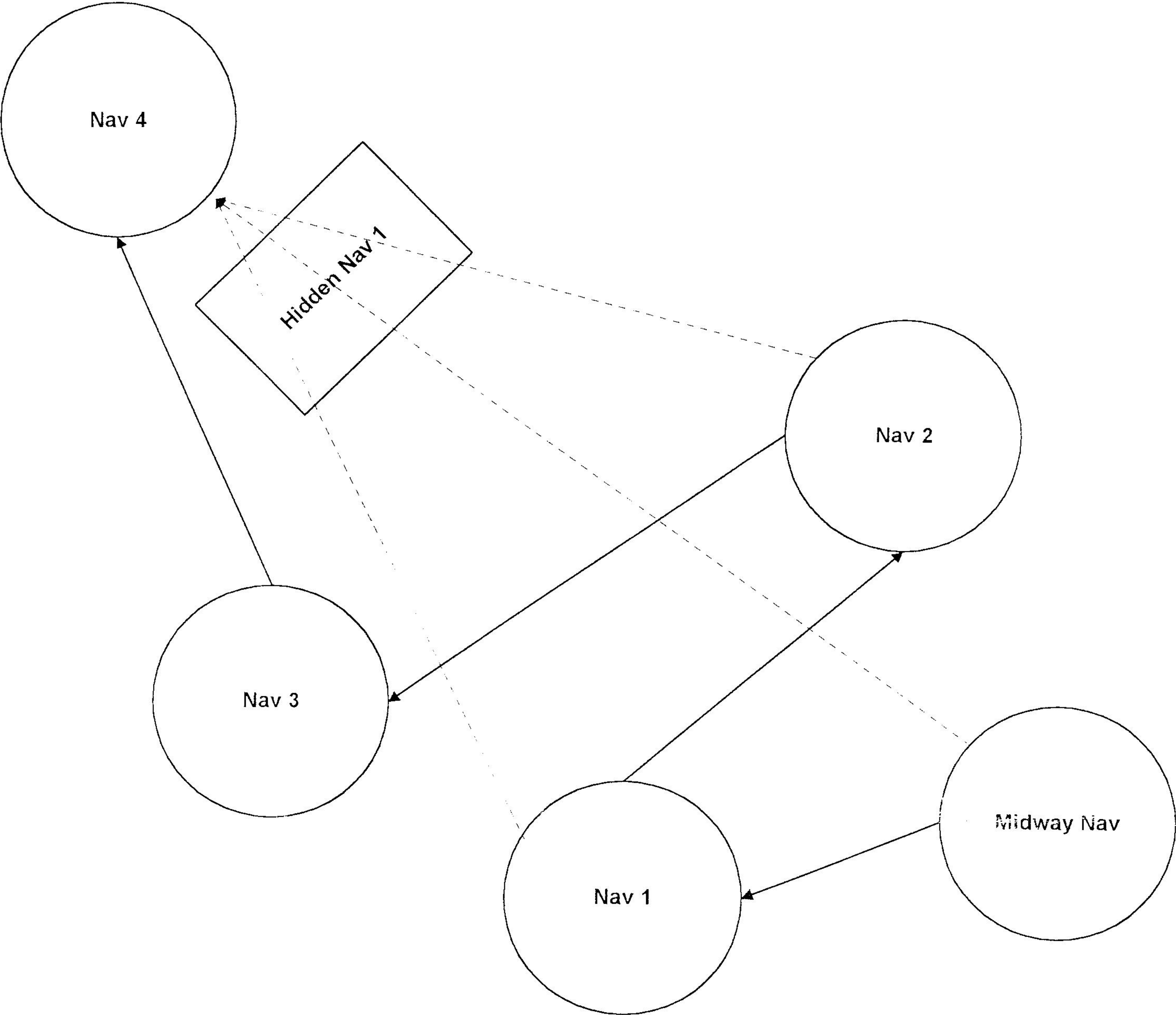
Wing Commander:
Prophecy
Mission B3A



Player Ship: Tigershark

Primary Objective: Patrol Navs 1,2,and 3 and rendezvous with the Midway at Nav 4. To win the mission the player must goto Nav 1, 2, 3 and kill all of the aliens and then proceed to Nav 4 and land. Upon Landing [Message 1]=Win and [Message 0] = Failure.

Wing Commander:
Prophecy
Mission B3B

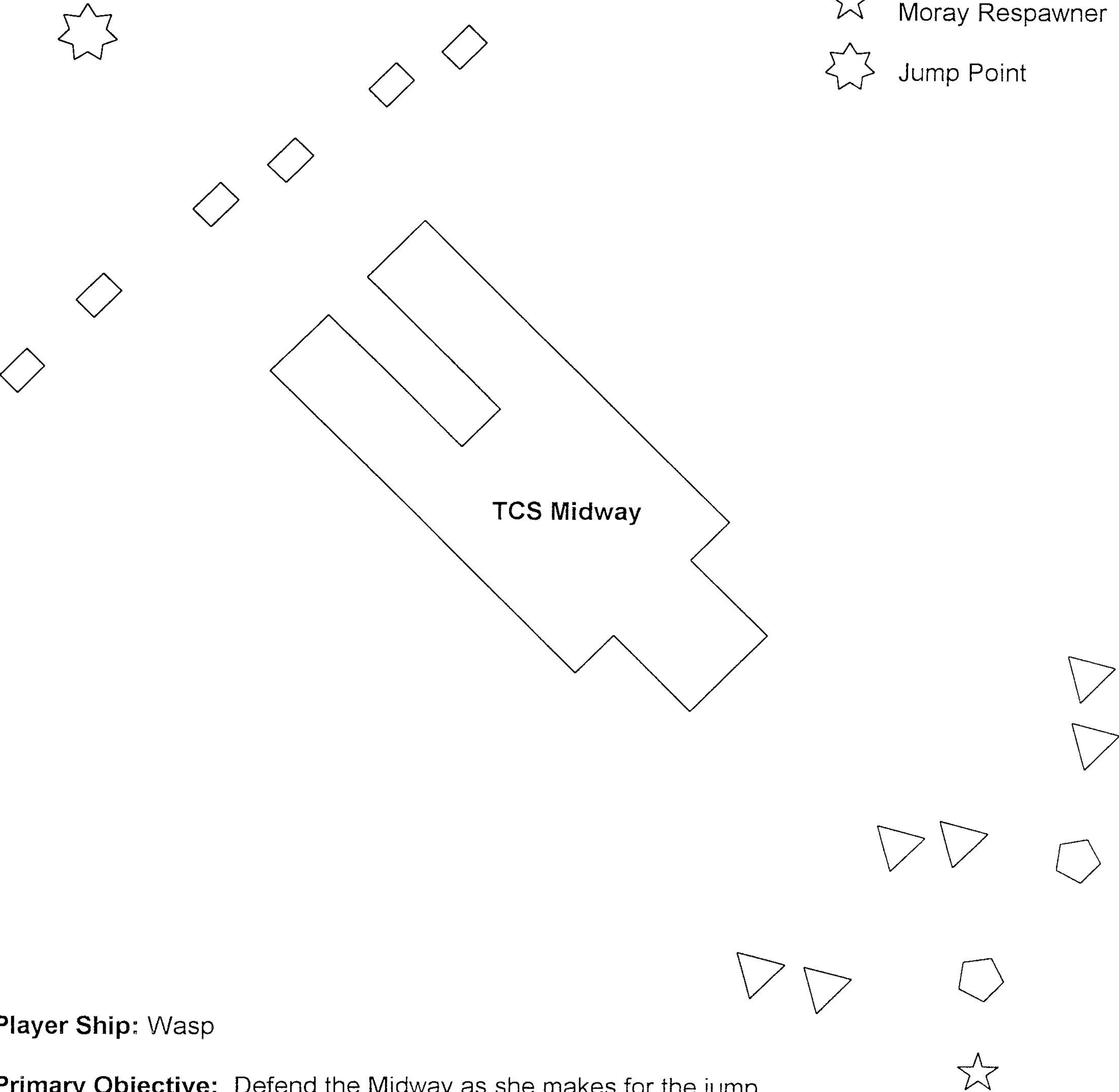


Player Ship: Piranha

Primary Objective: Patrol Navs 1,2,and 3 and rendezvous with the Midway at Nav 4. To win the mission the player must goto Nav 1, 2, 3 and kill all of the aliens and then proceed to Nav 4 and land. Upon Landing [Message 1]=Win and [Message 0] = Failure.

Wing Commander:
Prophecy
Mission B4A

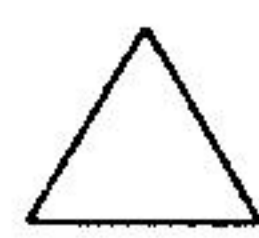
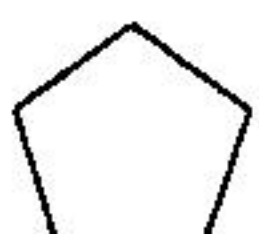
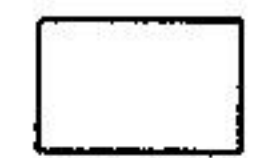
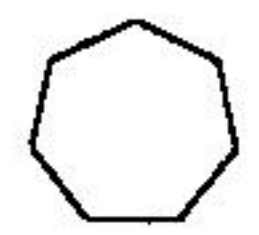


-  Moray
-  Ray - Fighter cluster
-  Wasp
-  Moray Respawner
-  Jump Point

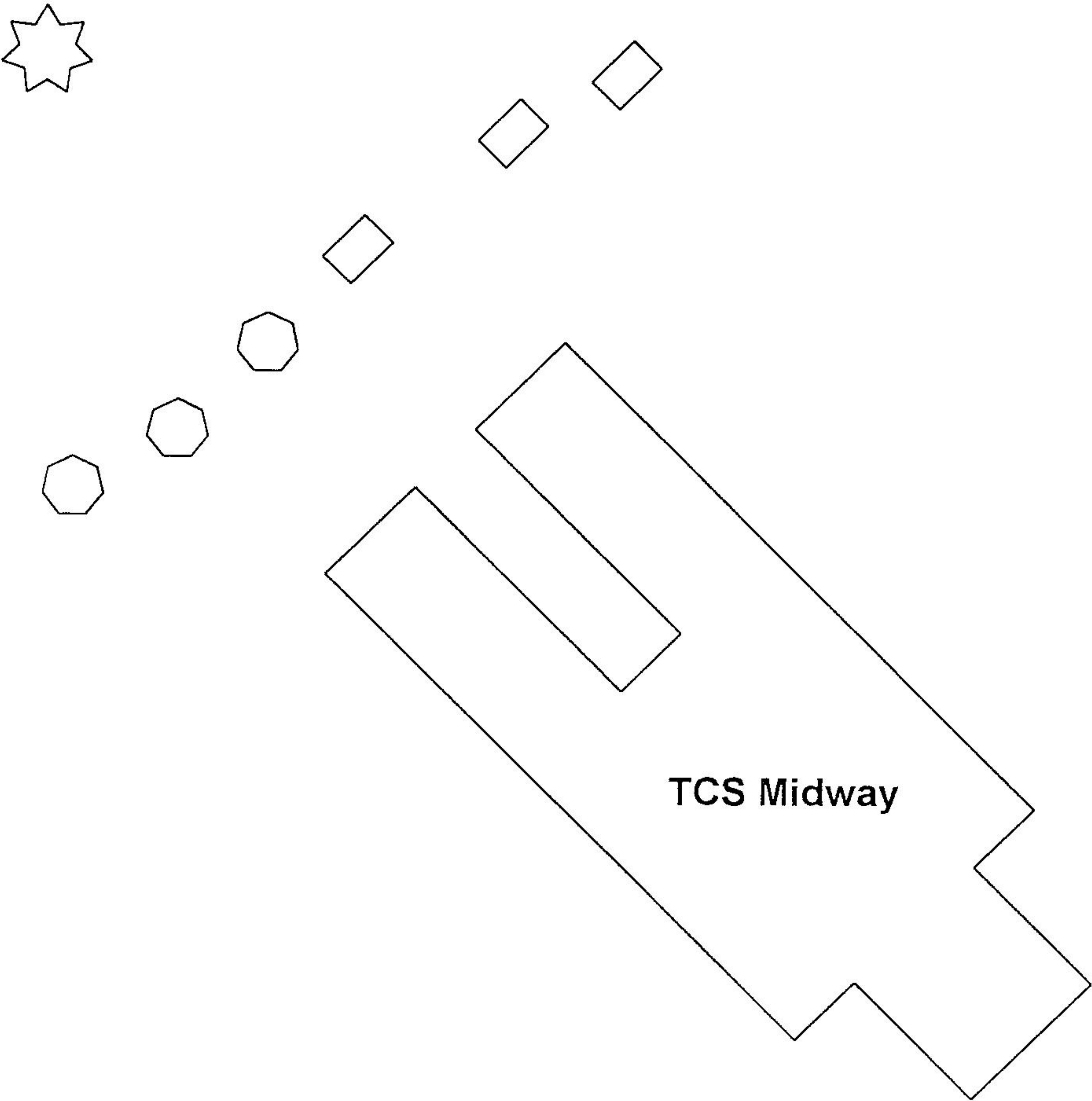


Player Ship: Wasp

Primary Objective: Defend the Midway as she makes for the jump point. To win the player must Launch, kill enemy ships, and land before the Midway jumps. Upon Landing [Message 0]= Fail and [Message1]=Success. Player will be unable to land until 4:00 into the mission. The Midway jumps out at 5:15 into the mission.

Wing Commander:
Prophecy
Mission B4B

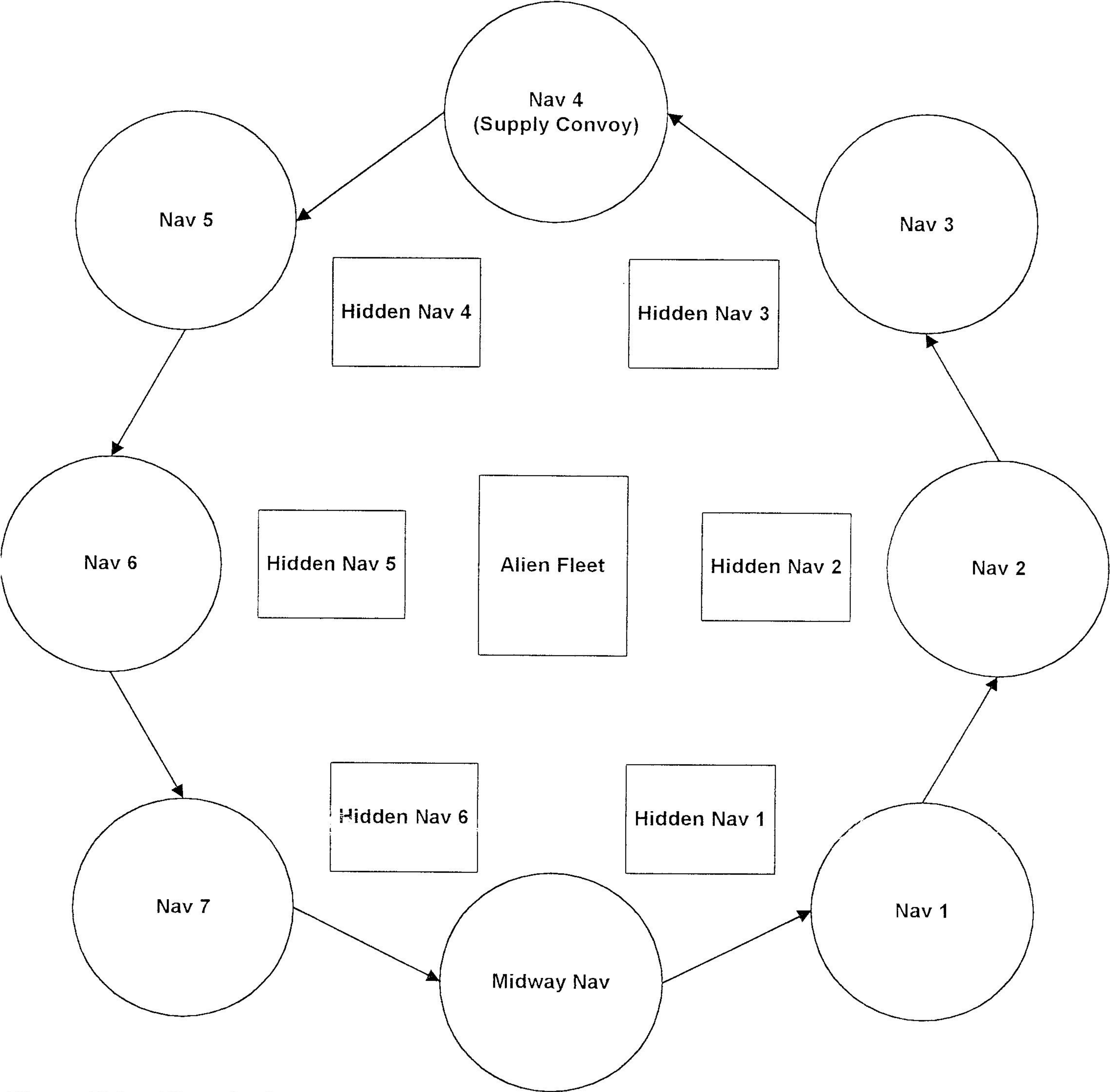
-  Moray
-  Ray - Fighter cluster
-  Wasp
-  Tigershark
-  Moray Respawner
-  Jump Point



Player Ship: Tigershark

Primary Objective: Defend the Midway as she makes for the jump point. To win the player must Launch, kill enemy ships, and land before the Midway jumps. Upon Landing [Message 0]= Fail and [Message1]=Success. Player will be unable to land until 4:00 into the mission. The Midway jumps out at 5:15 into the mission.

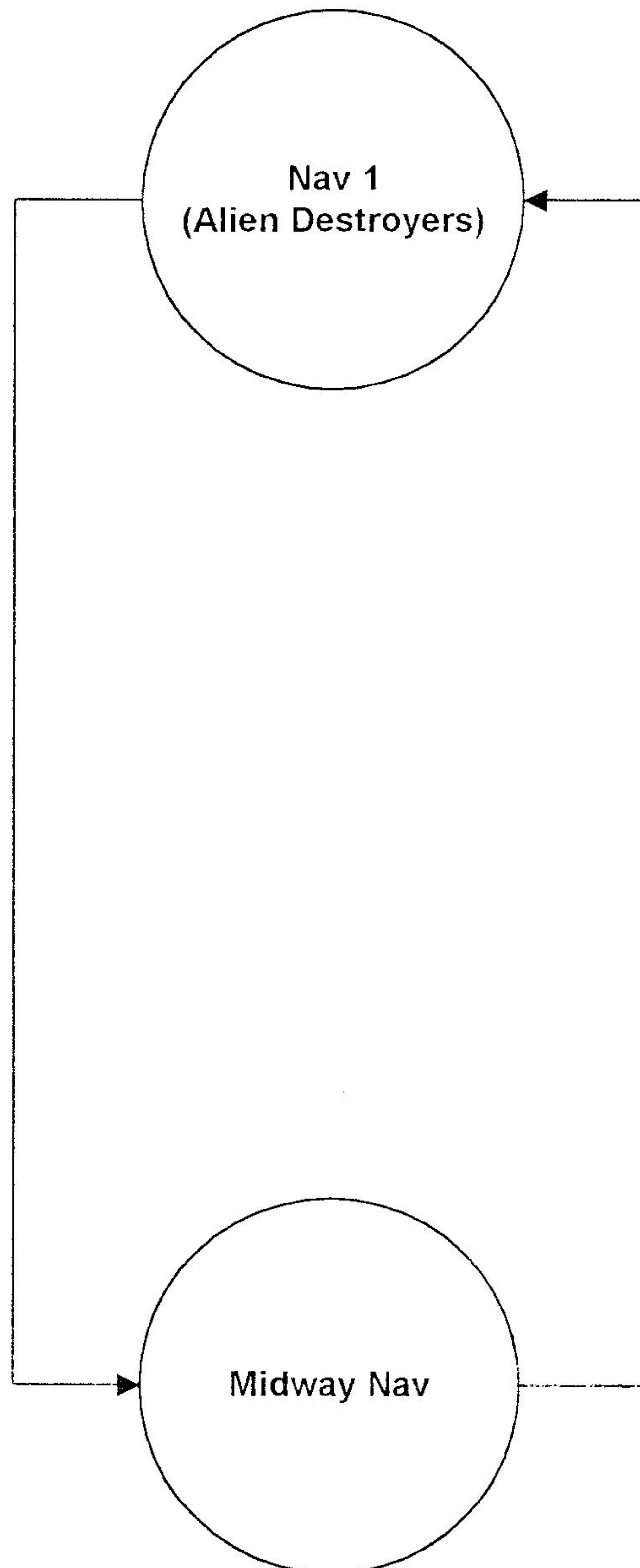
Wing Commander:
Prophecy
Mission C1



Player Ship: Tigershark

Primary Objective: Return the remaining ships in the convoy back to the Midway. Defend the Midway upon return. Landing conditions require that you have at least visited Nav1. Upon Landing [Message 1]=Win and [Message 0] = Failure.

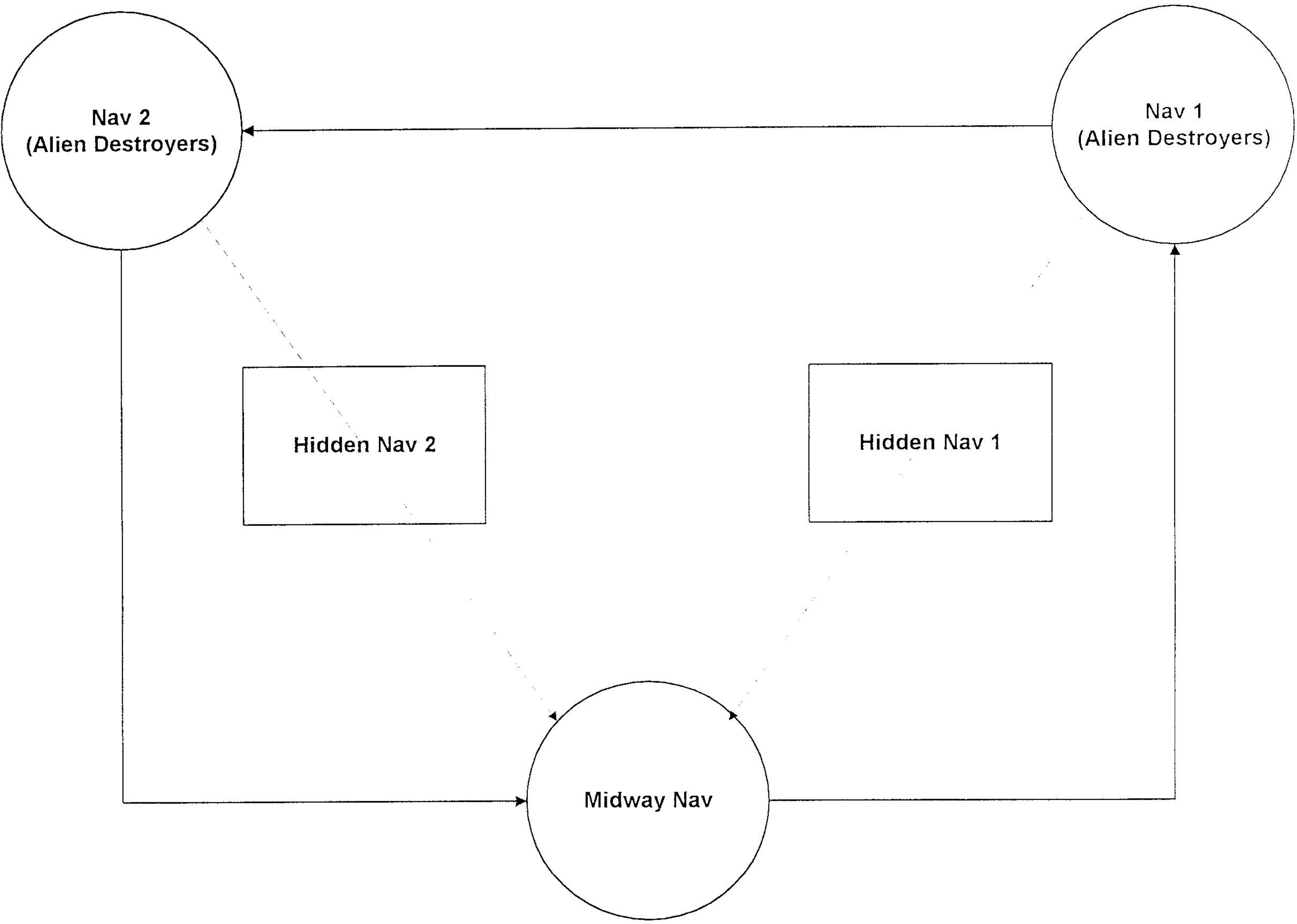
Wing Commander: Prophecy Mission C2A



Player Ship: Tigershark

Primary Objective: Escort Shrikes to Alien destroyer at Nav1. The destroyer's death sets the success flag. In order to land player must fly to Nav 1. Upon landing [Message 0]=Lose and [Message 1]=Win.

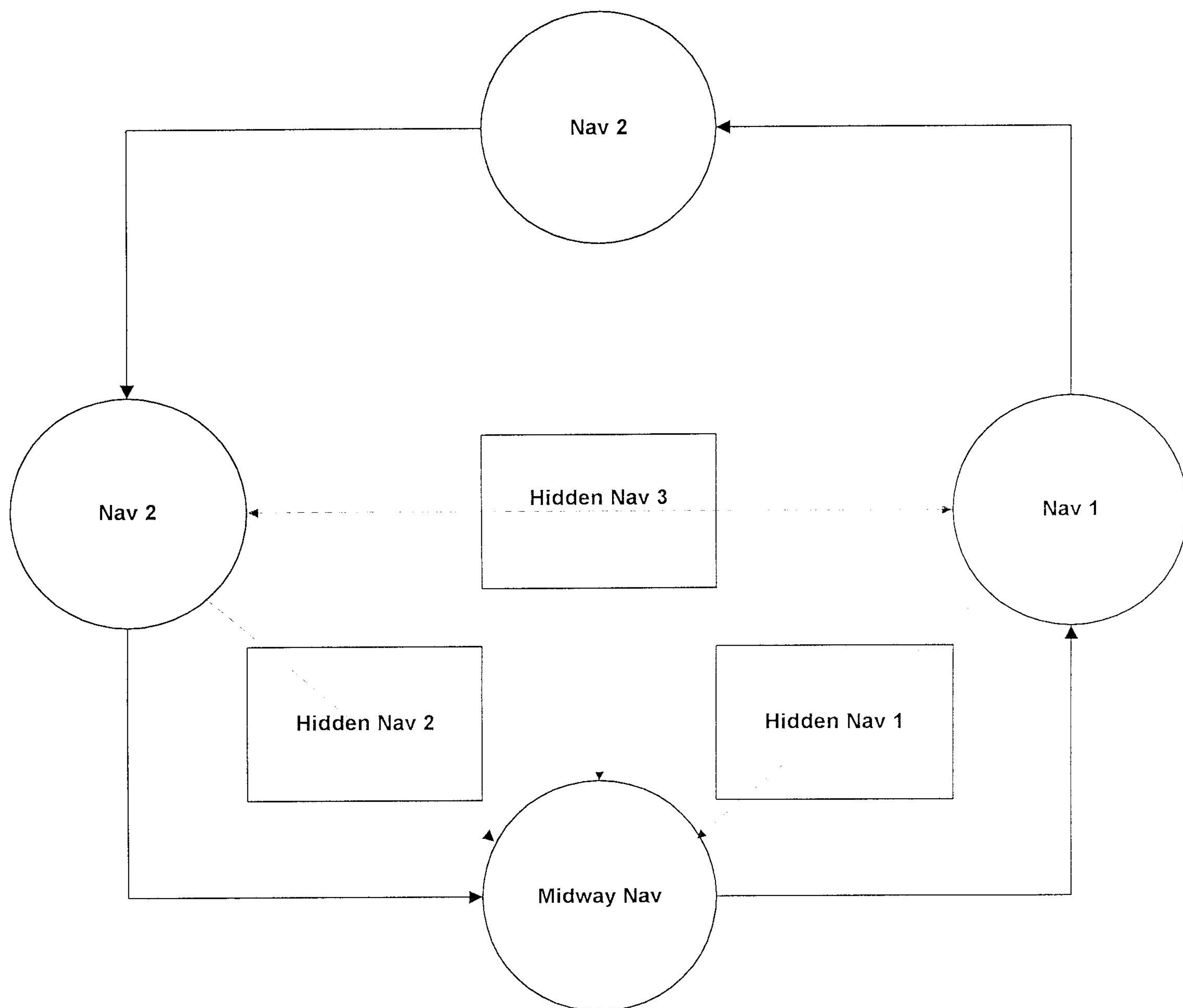
Wing Commander:
Prophecy
Mission C2B



Player Ship: Tigershark

Primary Objective: Escort Shrikes to Alien destroyer at Nav1and Nav 2. The destroyer's death sets the success flag. In order to land player must fly to Nav 1 and Nav 2. Upon landing [Message 0]=Lose and [Message 1]=Win. Hidden Nav 1 will be active if you visit Nav 1 and not Nav 2. Hidden Nav 2 will be active if you visit Nav 2 and not Nav 1.

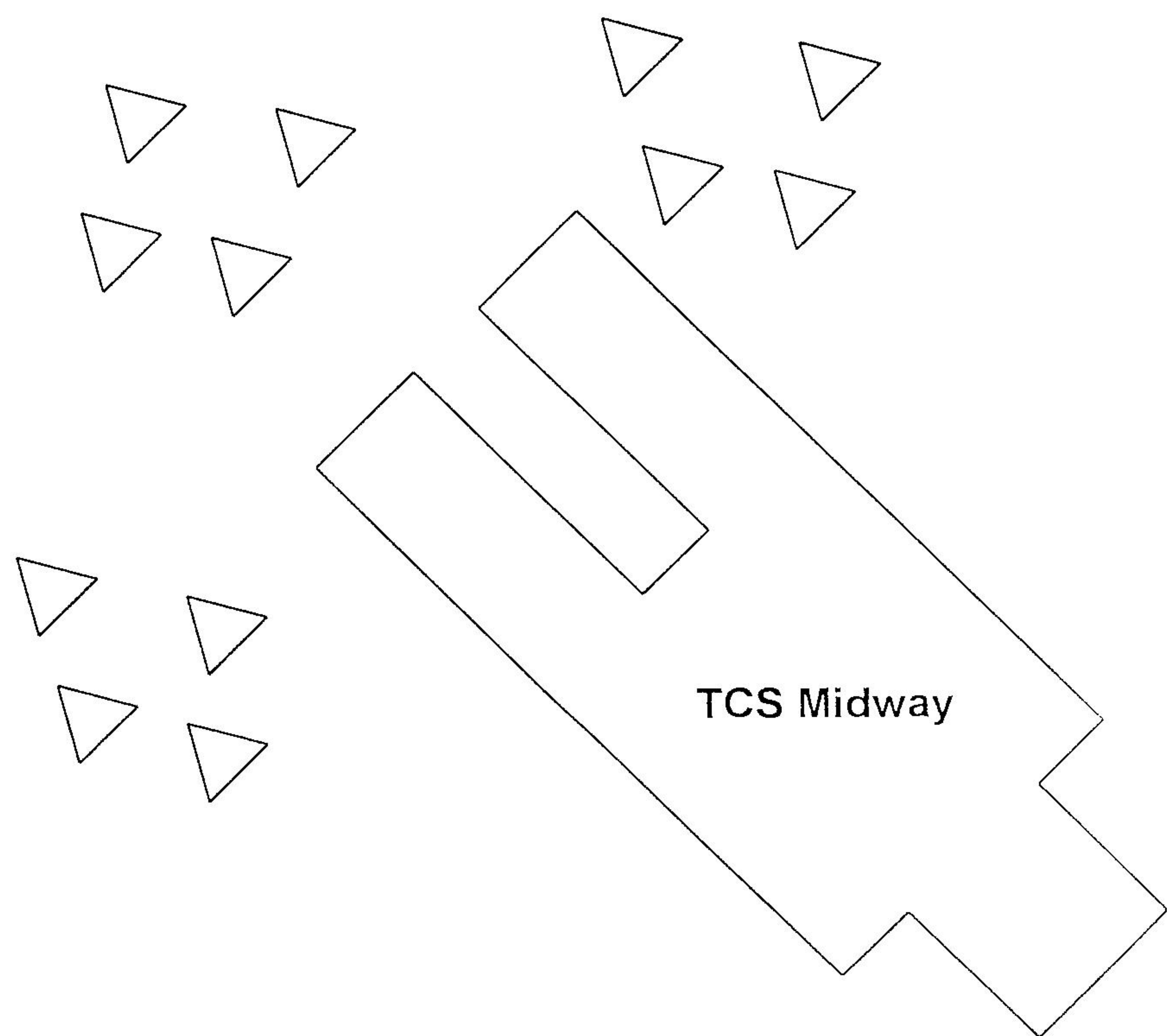
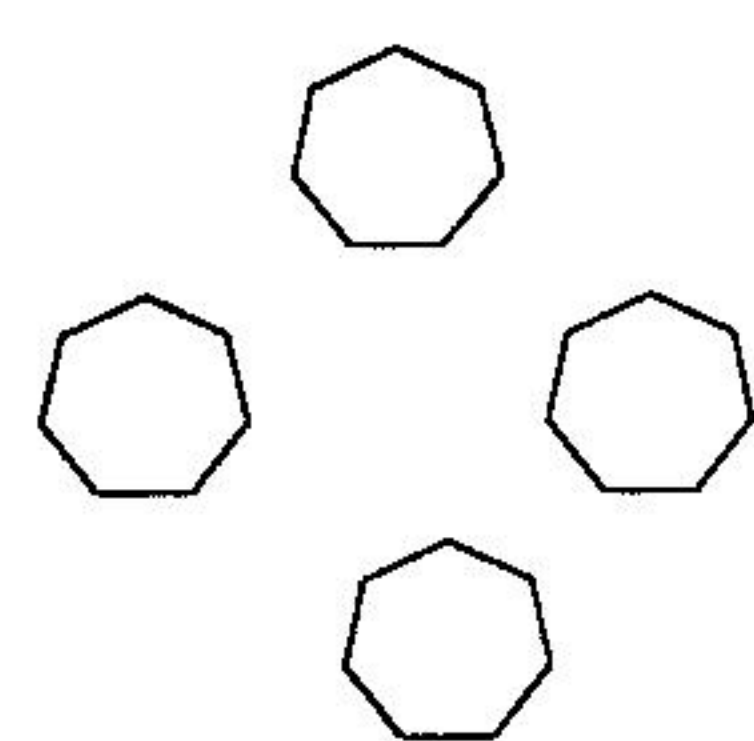
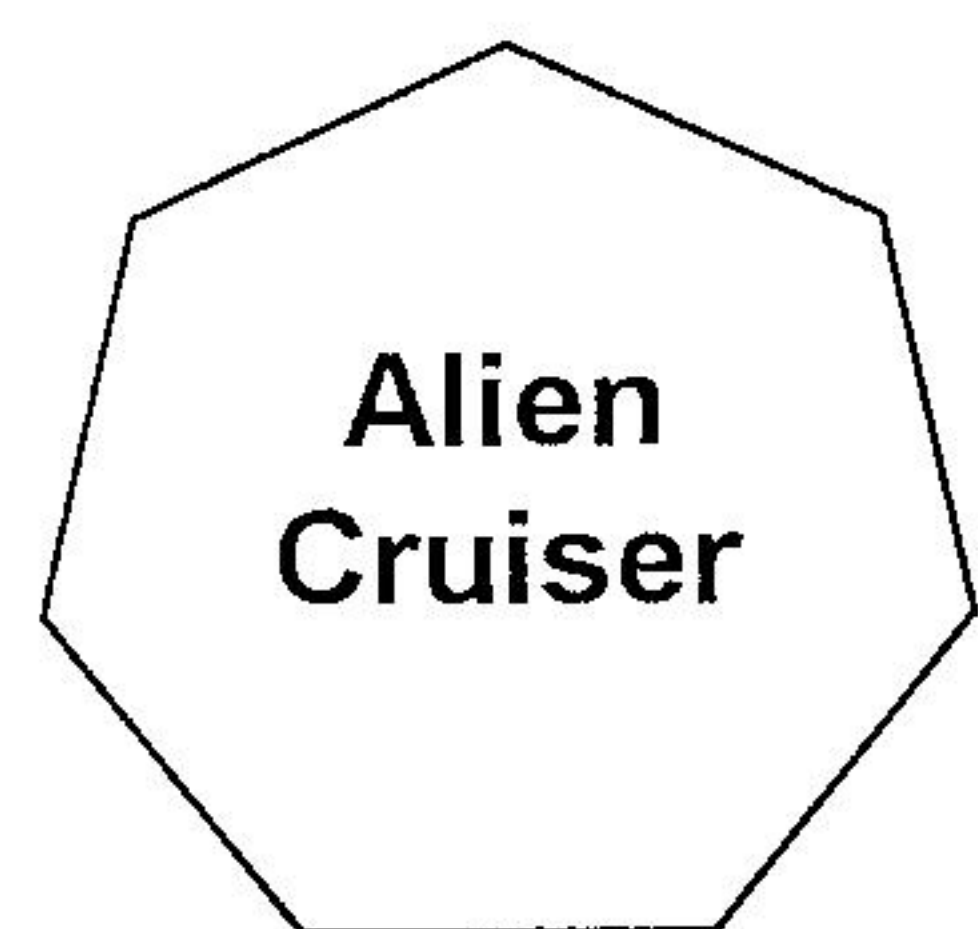
Wing Commander: Prophecy Mission C2C



Player Ship: Tigershark

Primary Objective: Escort and assist Shrikes indestruction of 2 Destroyers located at two of the three Nav points. The destroyers' death sets the success flag. In order to land player must fly to Nav 1 and Nav 2. Upon landing [Message 0]=Lose and [Message 1]=Win. Hidden Nav 1 will be active if you visit Nav 1 but not Nav 2 and Nav 3. Hidden Nav 2 will be active if you visit Nav 3 but not Nav 2 and Nav 1. Hidden Nav 3 is active until you visit all Navs.

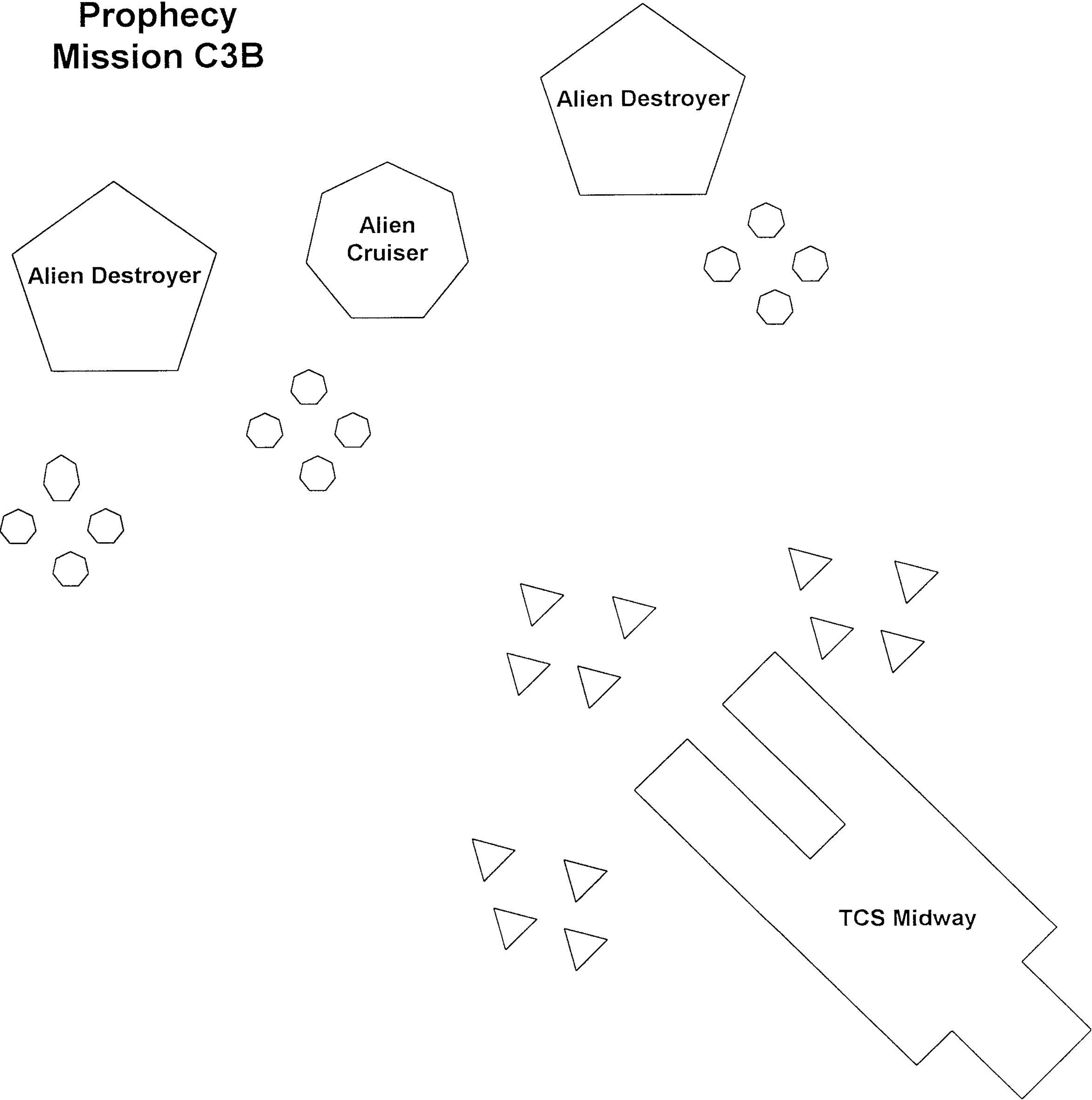
Wing Commander:
Prophecy
Mission C3A



Player Ship:

Primary Objective: Destroy all Squids defending Cruiser as well as defend the Shrikes. Player can land after 60 seconds. Upon Landing [Message 0]= Fail and [Message1]=Success.

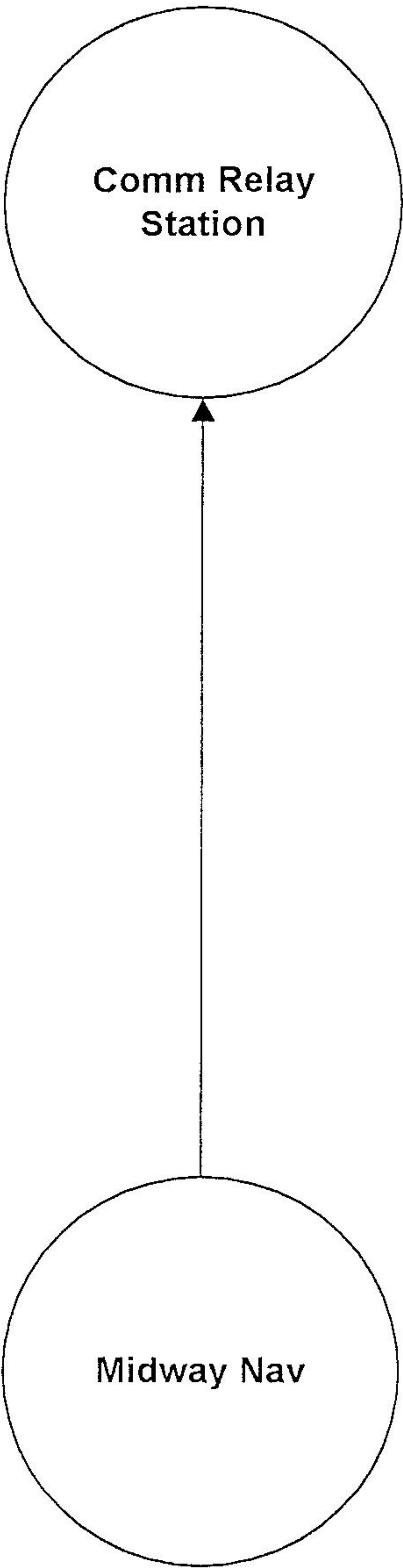
Wing Commander:
Prophecy
Mission C3B



Player Ship:

Primary Objective: Destroy all Squids defending Cruiser as well as assist the Shrikes in the destruction of the Cruiser and any Destroyers left from C2. Player can land after 60 seconds. Upon Landing [Message 0]= Fail and [Message1]=Success.

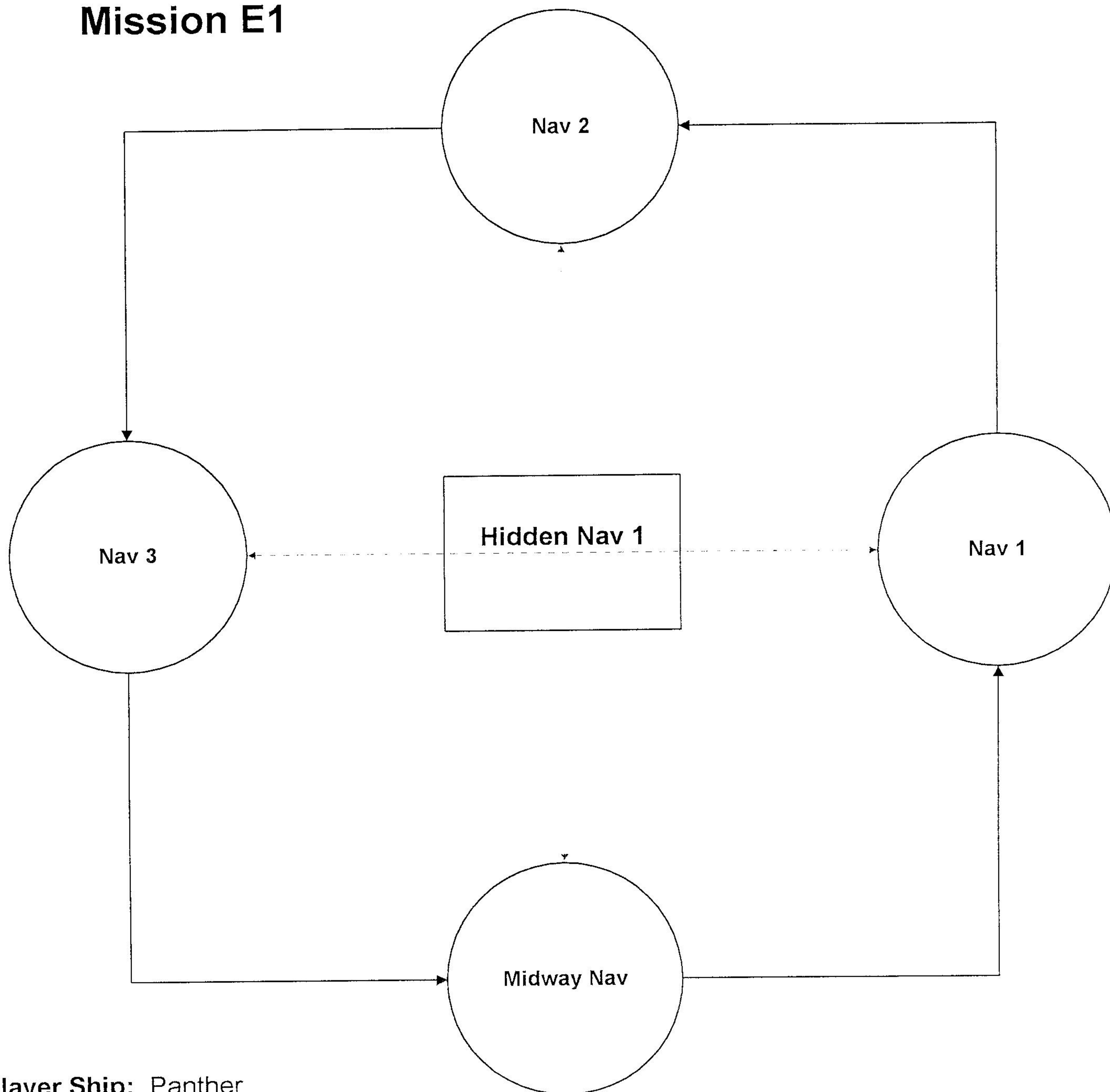
Wing Commander:
Prophecy
Mission D1



Player Ship:

Primary Objective: Destroy the Morays around the Comm Relay Station and wait or Dekker to land. Destroy the incoming Tri-Ray Bombers. In order to get landing clearance the player must wait for Dekker to land first. Note: The Midway Nav should dissappear after the player gets to the Comm Relay Station.

Wing Commander: Prophecy Mission E1



Player Ship: Panther

Primary Objective: The player is to perform a recon sweep through an asteroid belt to try and locate the source of a jamming buoy. The buoy is at Nav 3 and is currently represented by a cargo container. It must be ID'd within 3:00 of reaching Nav 3 or: 1. If Stiletto is alive she will find it 2. If Stiletto is not alive it will "disappear" and the player will be recalled to the Midway. Hidden Nav H1 will only intercept the player once.

Message [111] Player found buoy

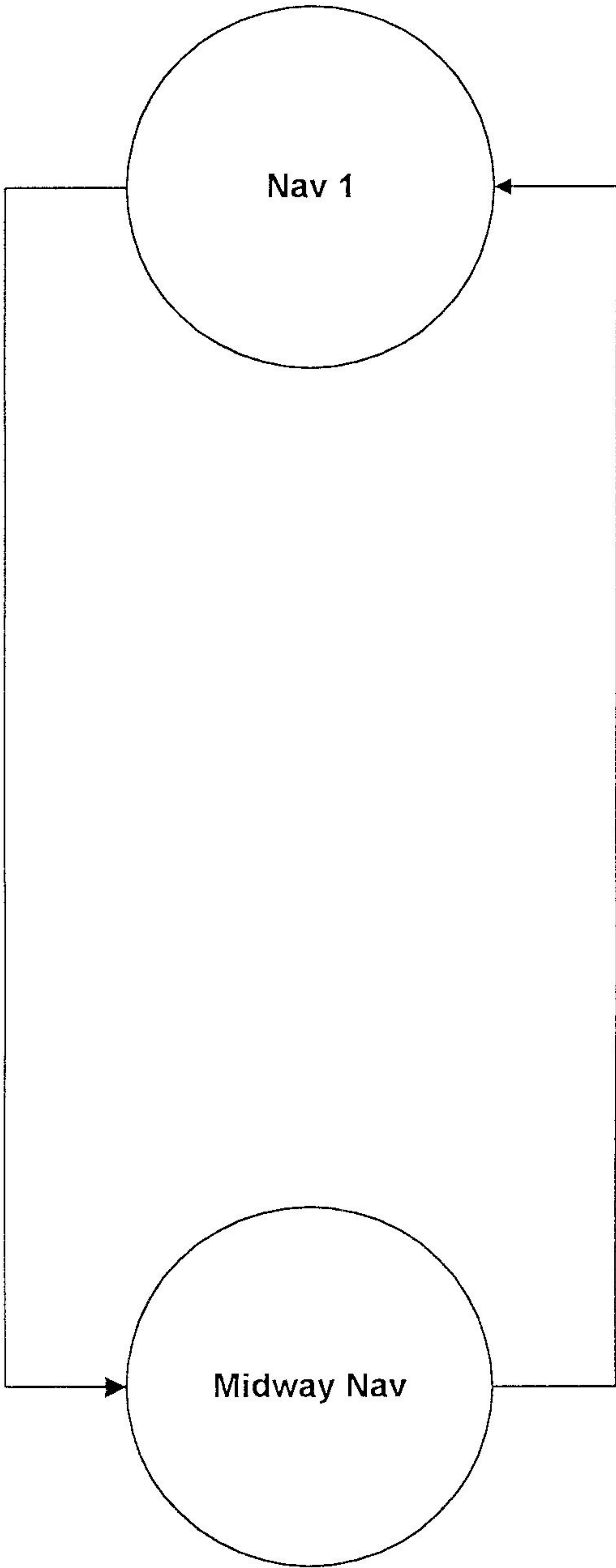
Message [222] Stilletto found buoy

Message [333] Nobody found buoy. Return to Midway.

Message [0] Mission Lost

Message [1] Mission Won

Wing Commander:
Prophecy
Mission E2

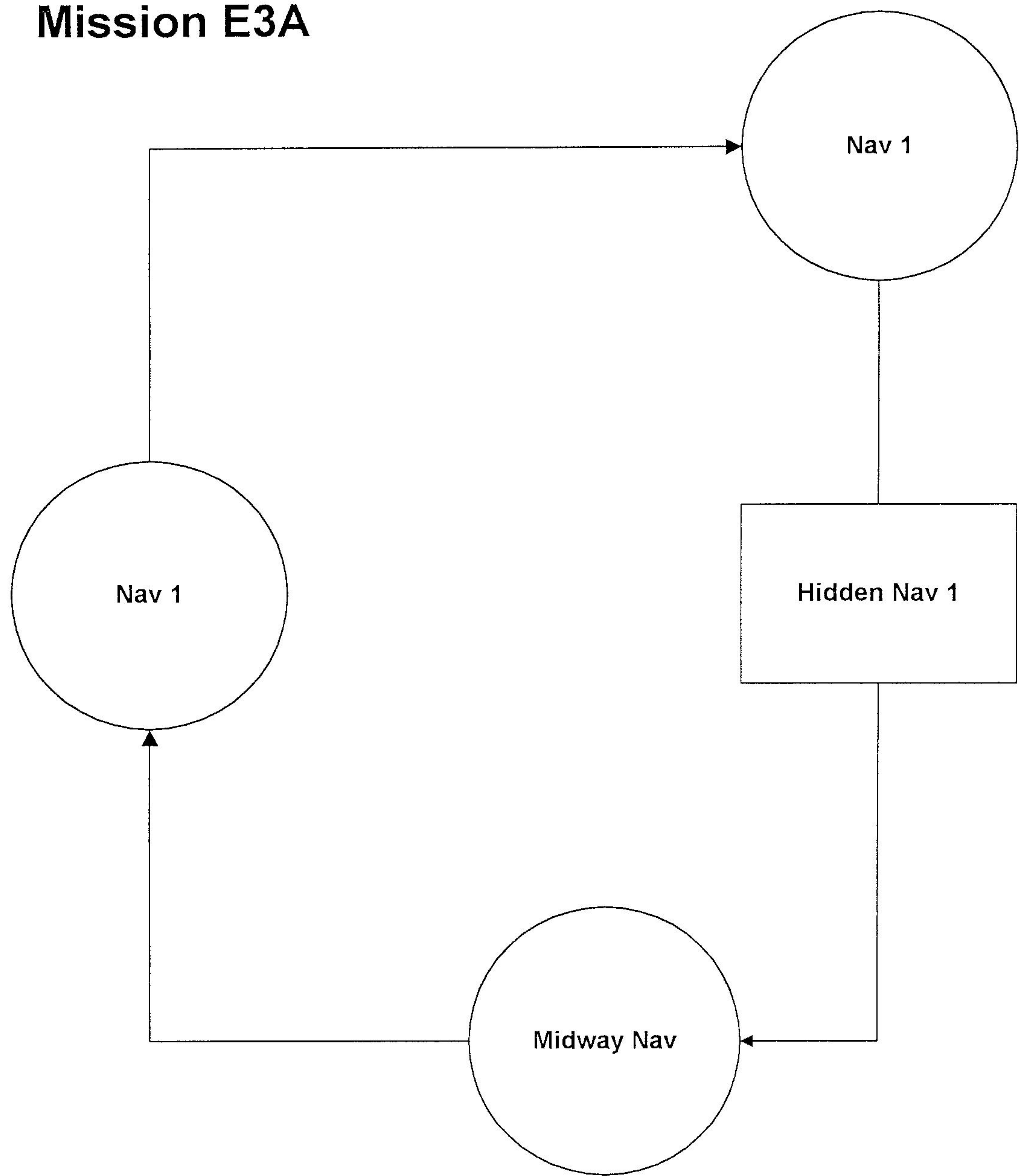


Player Ship: Panther

Primary Objective: The player is to escort the SAR shuttle to N1 where it will search for the ejected pilot. Player must ensure the safety of the SAR and the ejected pilot until the pickup is made. There is an alien ship that will pick up the pilot before the SAR unless the player prevents it.

- Message [100] Pilot nabbed by aliens
- Message [111] Pilot picked up by SAR
- Message [0] Mission Lost
- Message [1] Mission Won

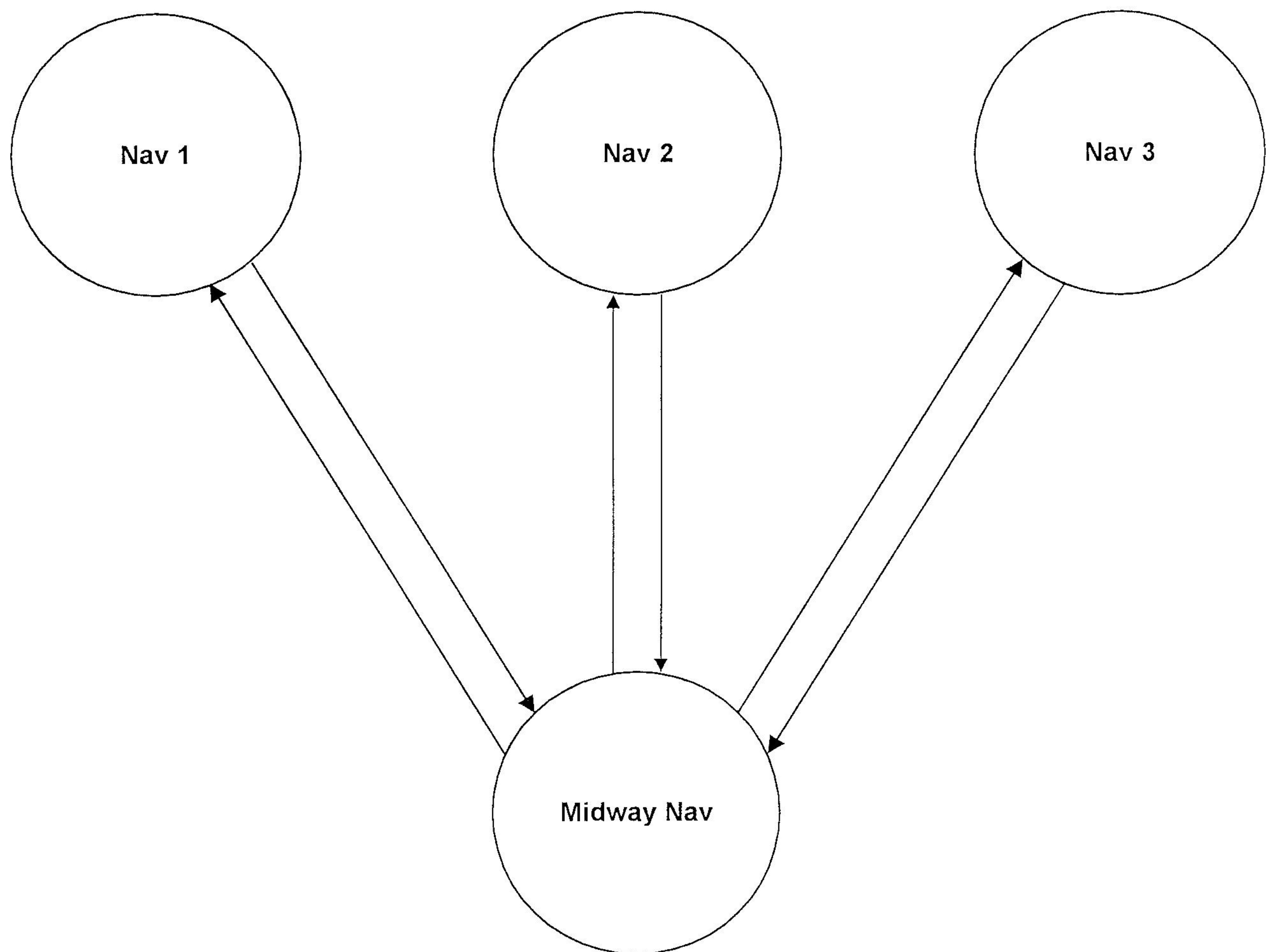
Wing Commander:
Prophecy
Mission E3A



Player Ship: Panther

Primary Objective: The briefing tells the player that he is going to perform a three point patrol. However, when the player goes to Nav 1 they will receive a comm from the Midway, telling the player to detour to the new Nav 2 and meet an AWACS flight under attack and escort it back to the Midway. At the Midway Nav the AWACS will detach itself from the player's wing and land on the Midway. Once it has landed the player can land with a success message. If the Player goes to Nav 2 or 3 first he will be "out of position" and will not be given a chance to rescue the AWACS and the mission is unwinnable.

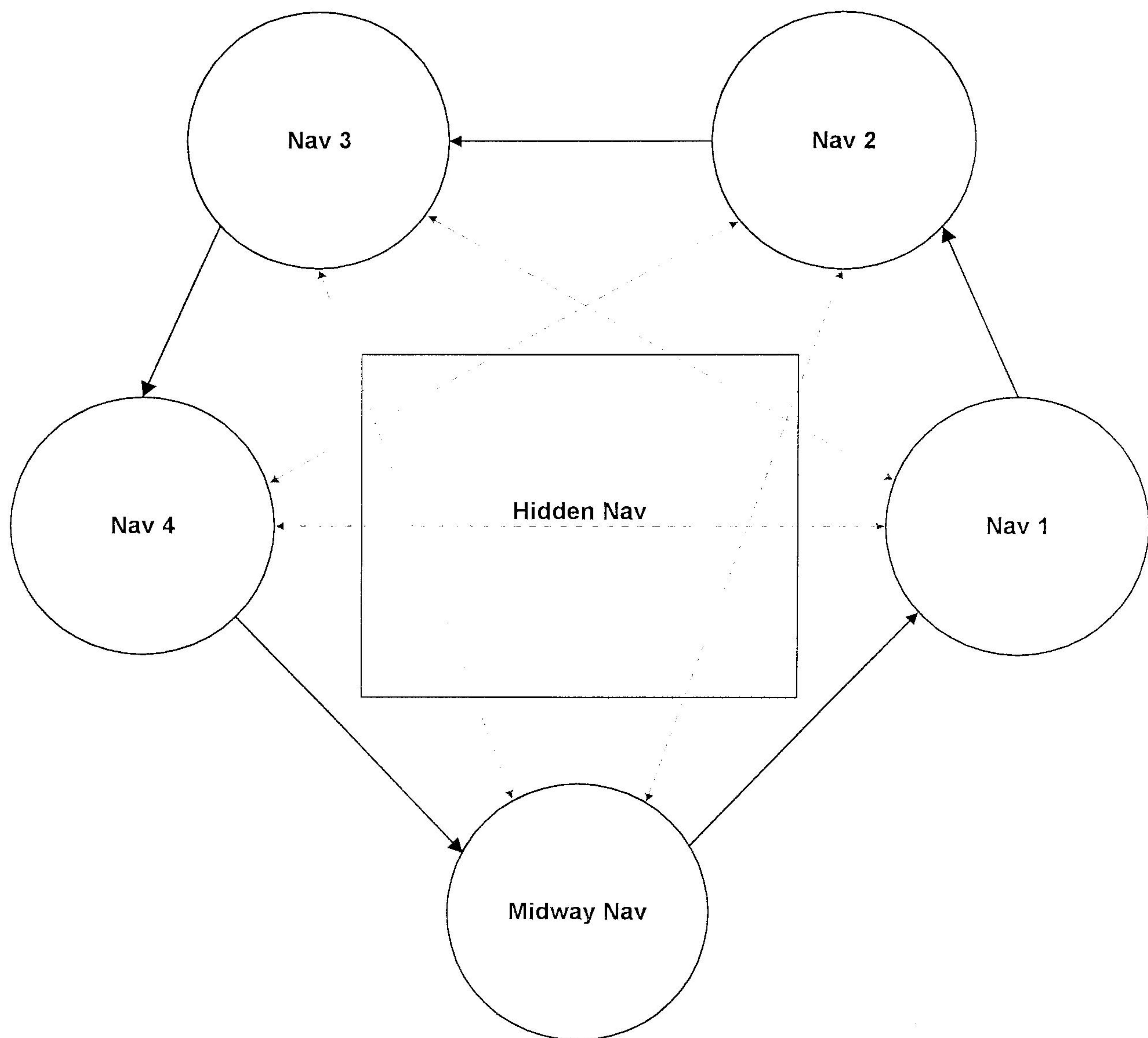
Wing Commander: Prophecy Mission E3B



Player Ship: Panther

Primary Objective: The briefing tells the player that he is going to perform a three point patrol. However, when the player goes to Nav 1 (or Nav 2 or Nav 3 if they go there first) the other Navs will deactivate and the player will receive a comm telling them to return to the Midway, which is under attack. The player will be unable to land until there are less than 3 enemies. The only way to lose is to eject or die.

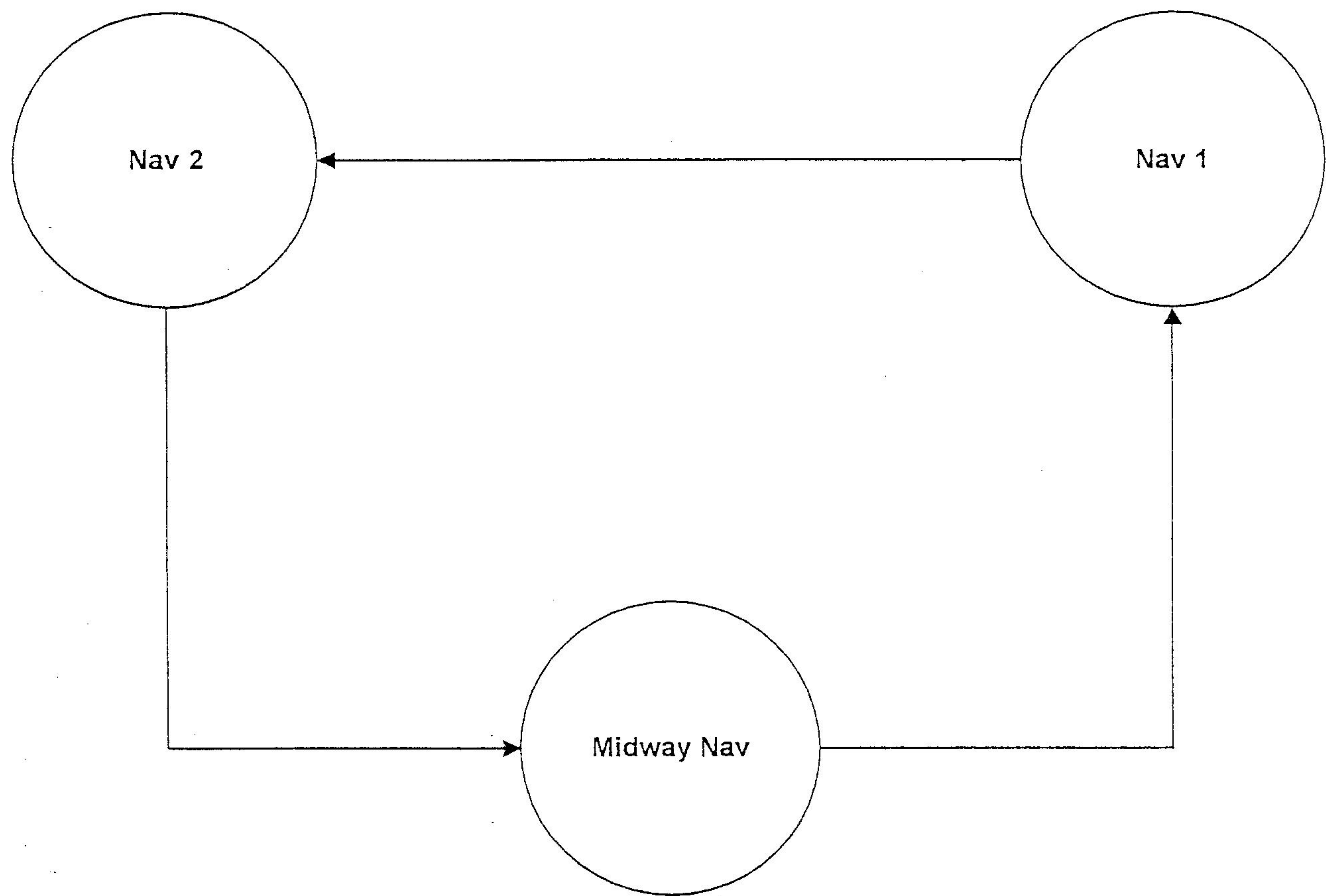
**Wing Commander:
Prophecy
Mission E4A**



Player Ship: Panther

Primary Objective: Destroy Alien Cruiser and Carrier at Nav 3 and return to the Midway. Player will pick up a Kilrathi Strike Force at Nav 1 and drop them off at Nav 4.

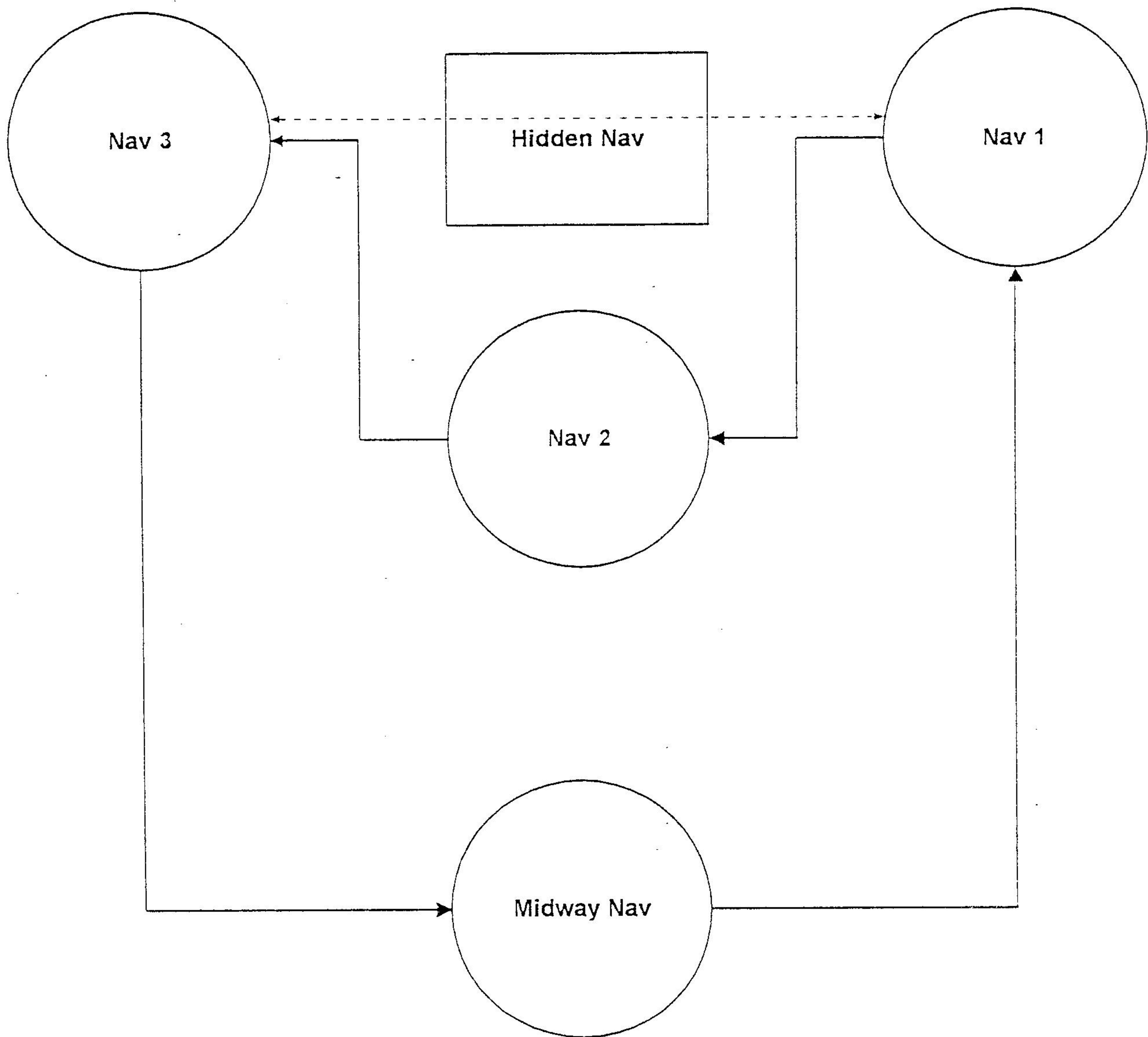
Wing Commander:
Prophecy
Mission F1



Player Ship: Panther

Primary Objective: Rendezvous with a Kat squadron at Nav 1. Destroy all enemy fighters and escort the Kat fighters to Nav 2 then return to the Midway. The player may attack the Cats as Hawk suggests. Right now, in order to set the flag the player must destroy the Vampire object at Nav1.

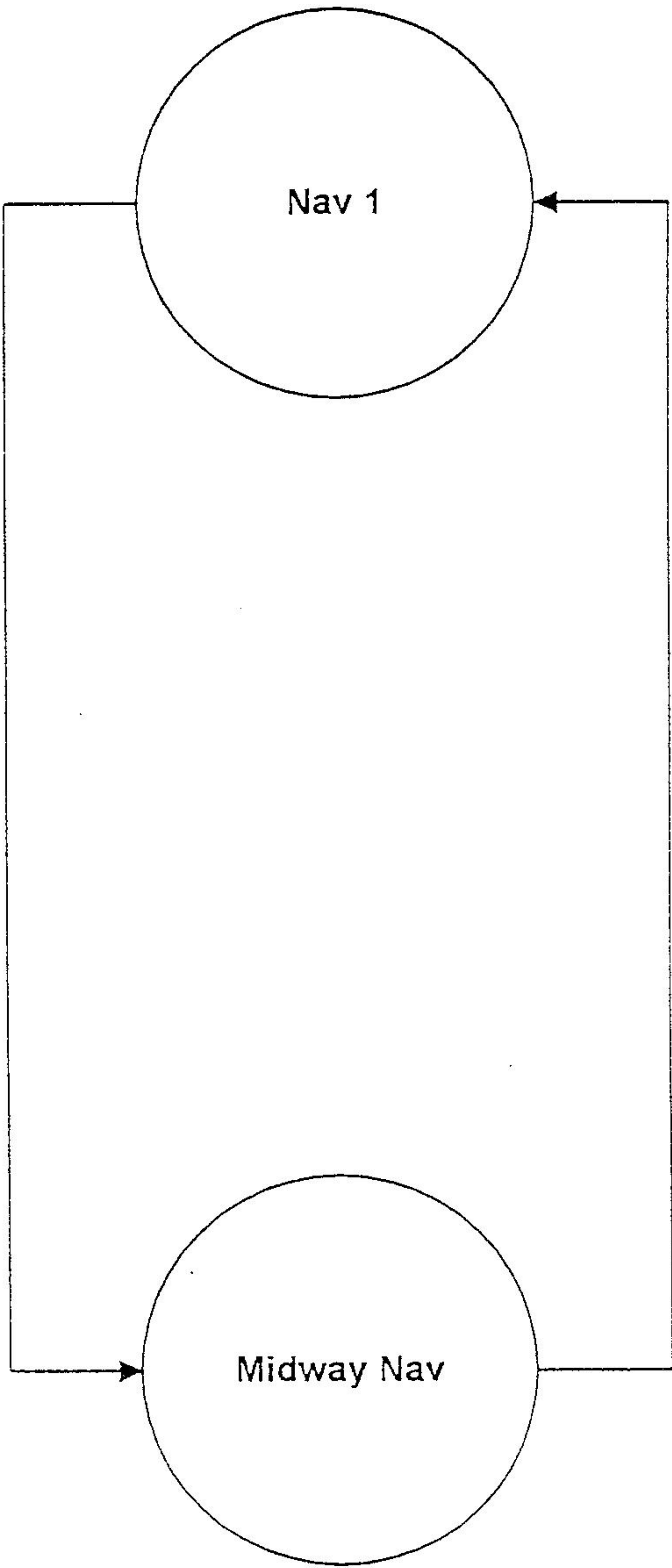
**Wing Commander:
Prophecy
Mission F2**



Player Ship: Panther

Primary Objective: Escort the SWACS shuttle as it makes its scanning runs at Nav1, Nav2 and Nav3, then return to the Midway. The hidden Nav will only intercept the player once.

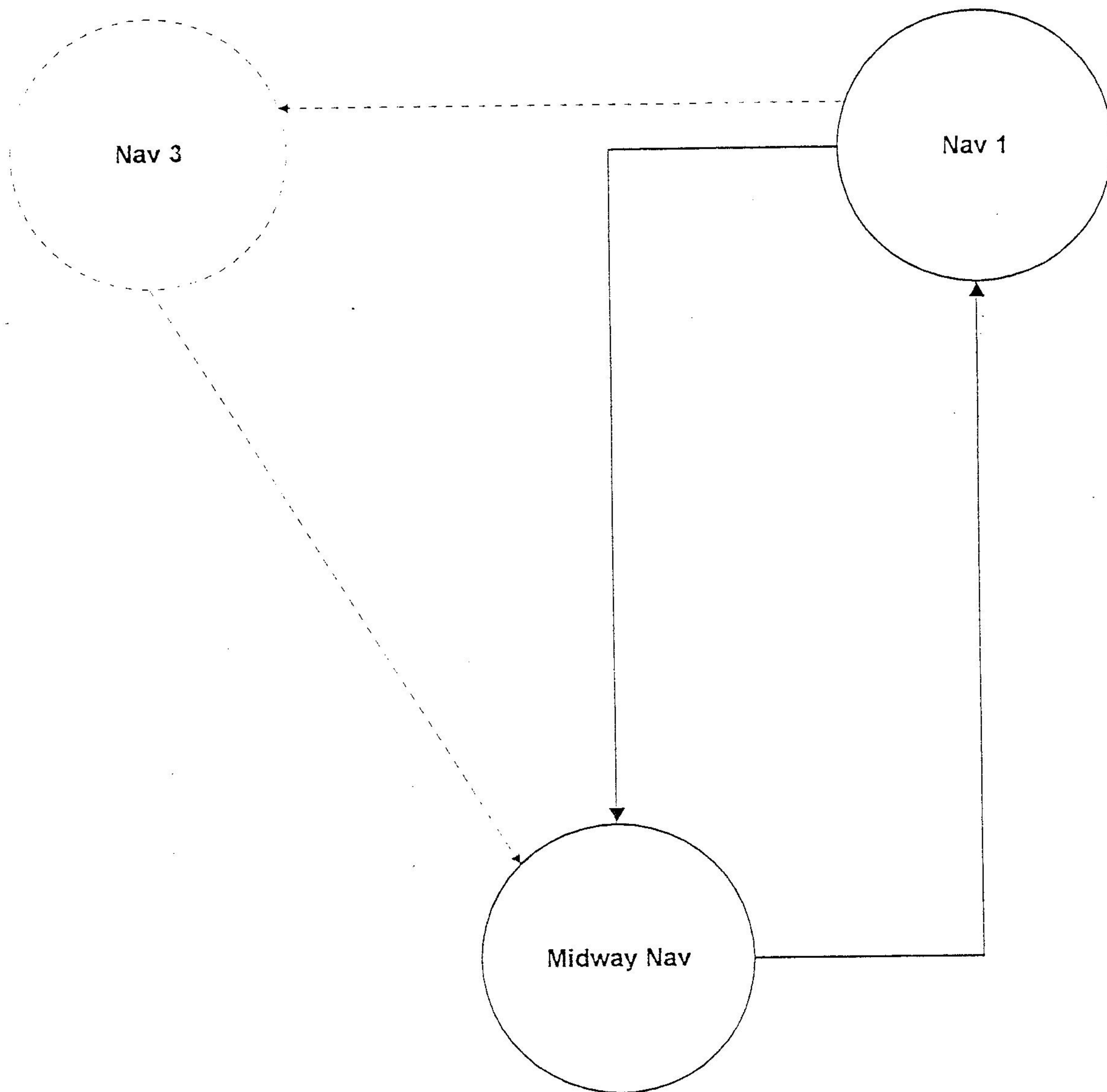
Wing Commander:
Prophecy
Mission F3



Player Ship: Panther

Primary Objective: Eliminate the DD at Nav1 then return to the Midway.

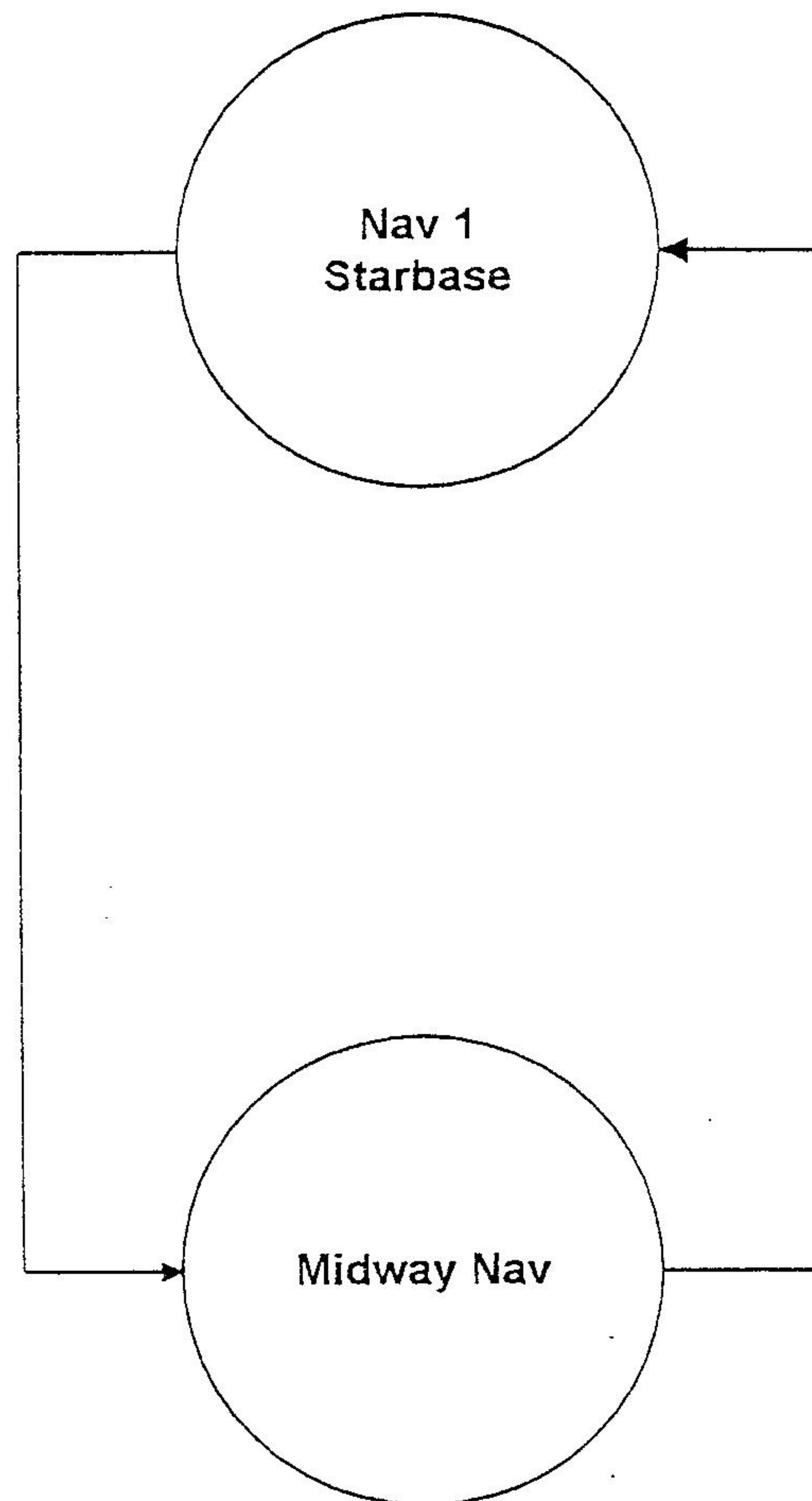
**Wing Commander:
Prophecy
Mission F4 (A/B)**



Player Ship: Panther

Primary Objective: Destroy all enemy forces at the assigned Nav1. Player must destroy alien before it escapes. There is a bonus objective at Nav 3 if the player responds to a distress call from Echo wing.

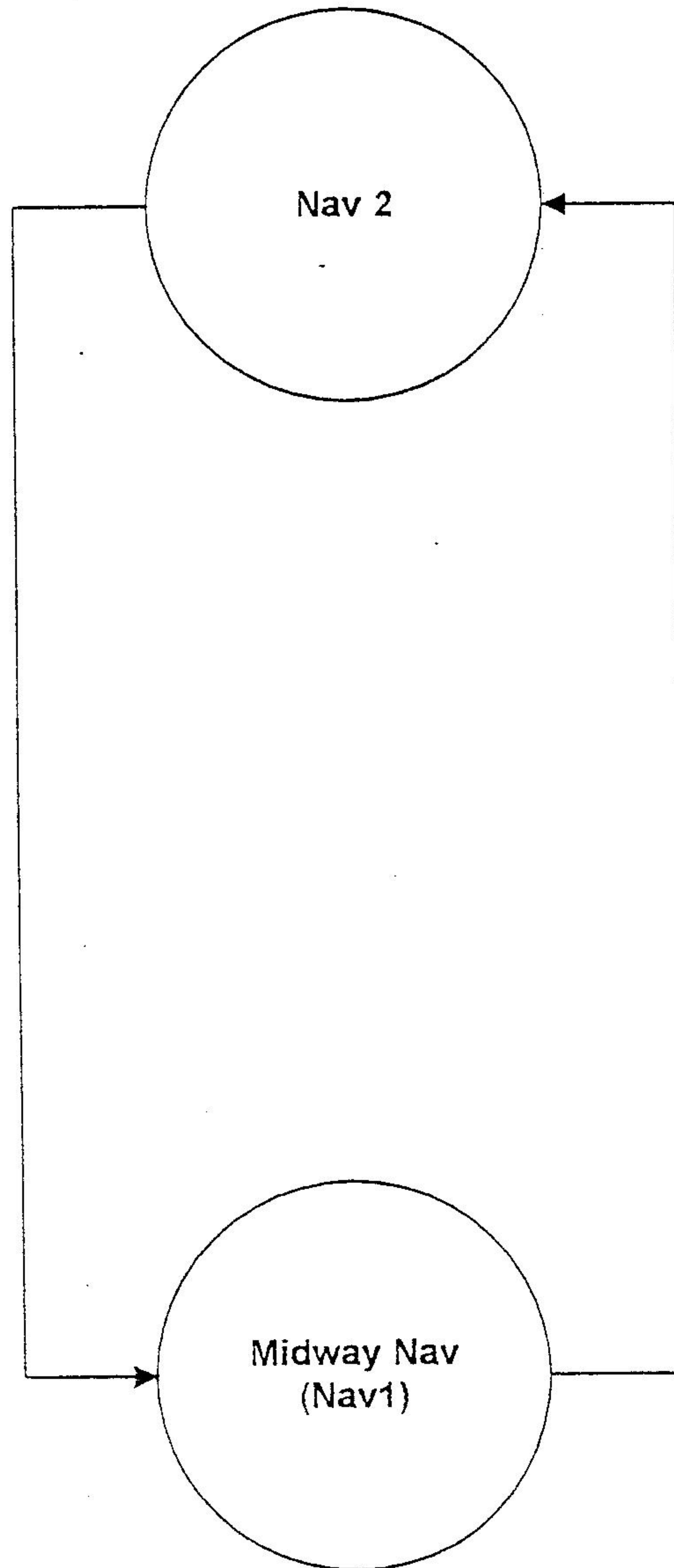
Wing Commander: Prophecy Mission F5



Player Ship: Panther

Primary Objective: Escort Dekker's shuttle to the Starbase at Nav 1, then escort him back to the Midway. This mission is extremely time critical as the bases' reactor is about to go BOOM! Therefore the player must get Dekker in and out as quickly as possible. This mission will be using the mission clock, so if you spend too much time at the Midway Nav to start with you risk the station going BOOM while you are still there.

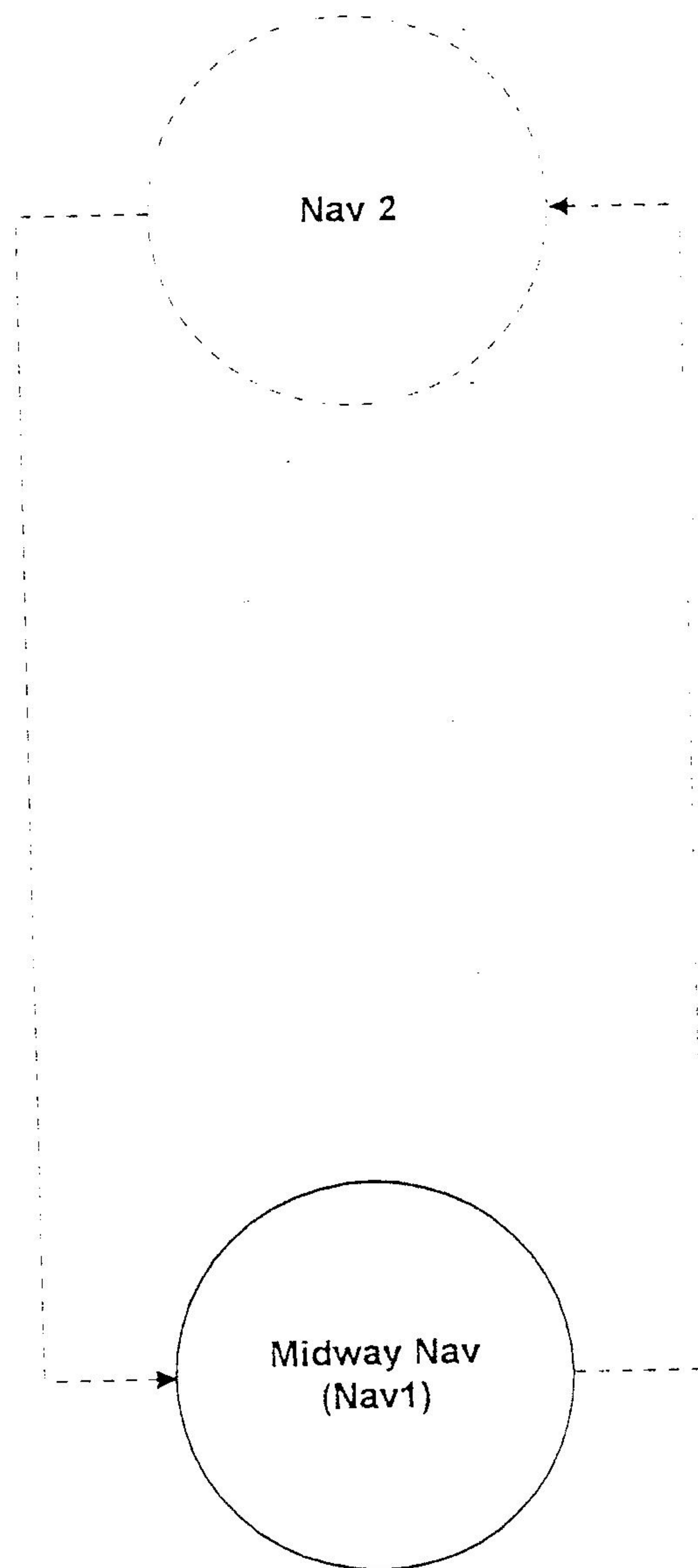
**Wing Commander:
Prophecy
Mission F6**



Player Ship: Panther

Primary Objective: Destroy all enemies at assigned intercept point then return to the Midway and defend her from at hostile forces. Depending on whether or not the player attacked the Cats in F1 there will be Kilrathi forces assisting the player at both Nav Points.

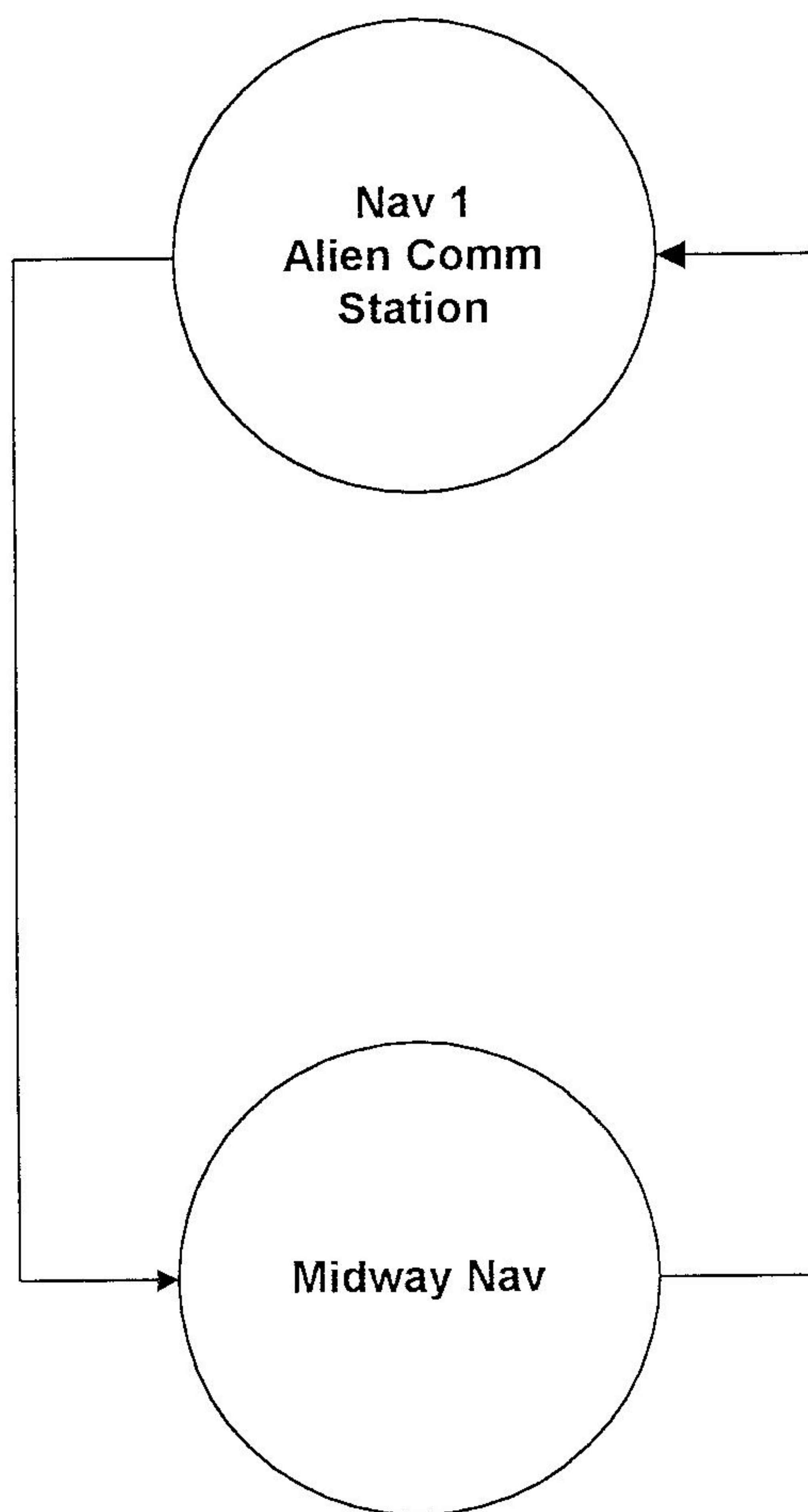
**Wing Commander:
Prophecy
Mission F6B**



Player Ship: Panther

Primary Objective: Defend the Midway from inbound alien fighters. During the mission the player will receive a distress comm from the Kilrathi at Nav2, if he chooses to rescue them, he will be "redeemed" otherwise he will be court martialled for his activities in F1.

Wing Commander: Prophecy Mission G1



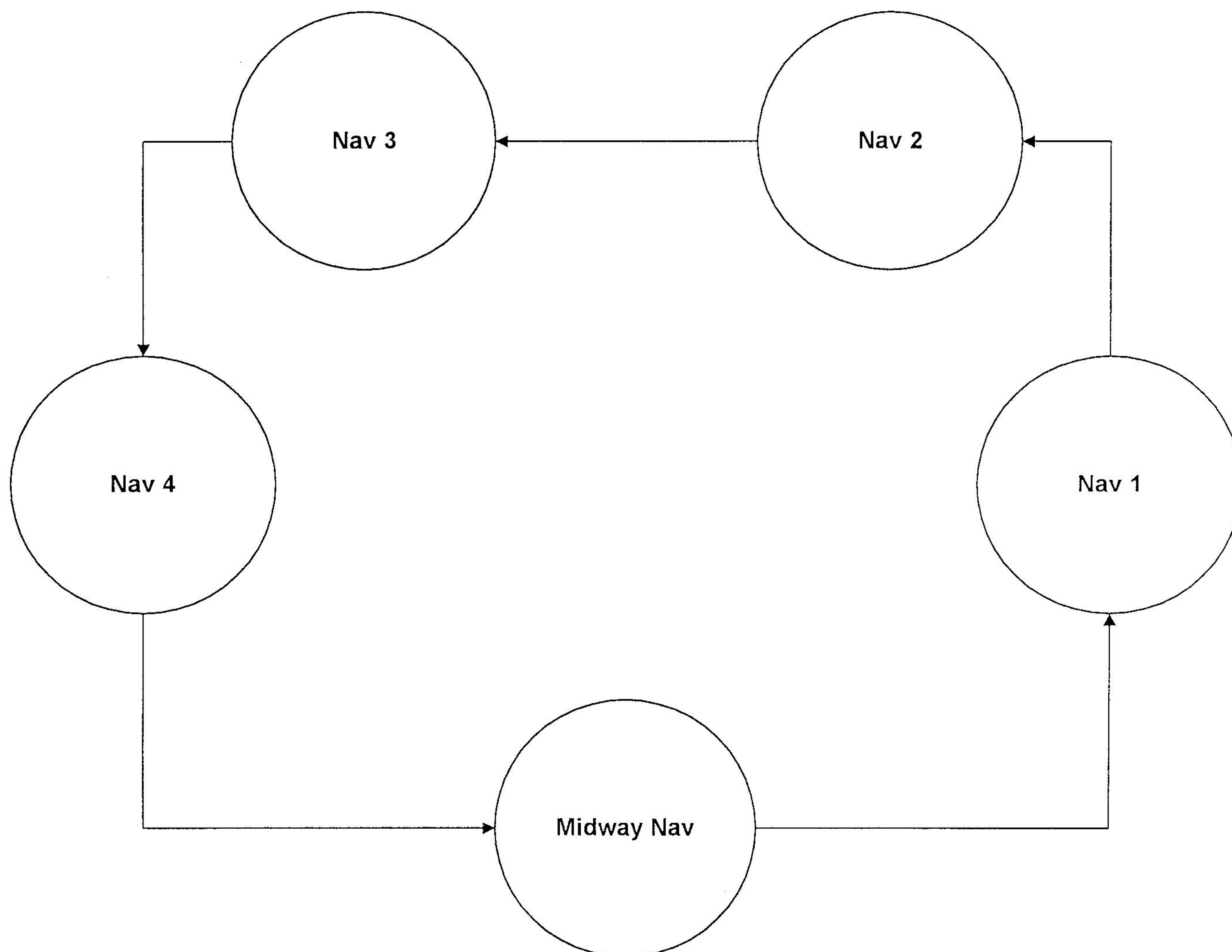
Player Ship:

Primary Objective: This mission is the one and only (as far as I know) "ambush" mission where the player has to fake out the alien forces and bring them to their doom at the edge of the nav sphere. The player is sent to Nav1 where he will see enemy fighters, a comm station (saved object status for G2... so LOOK OUT!) and a radar array. The radar array is the secondary objective which would be cool to take out. The primary objective is not a matter of killing any of the objects, but making it to the "ambush point" at the right time.

Player has two minutes once he reaches Nav1. Get the fighters' attention and wait for the signal. A message will appear (for Beta purposes, look for the 666 message) indicating that you have two minutes to reach the ambush point.

If you reach the point on time, the Confed forces from the Eisen jump in and kick ass. If you take too long, you get less help and end up "losing" the mission.

Wing Commander: Prophecy Mission G2

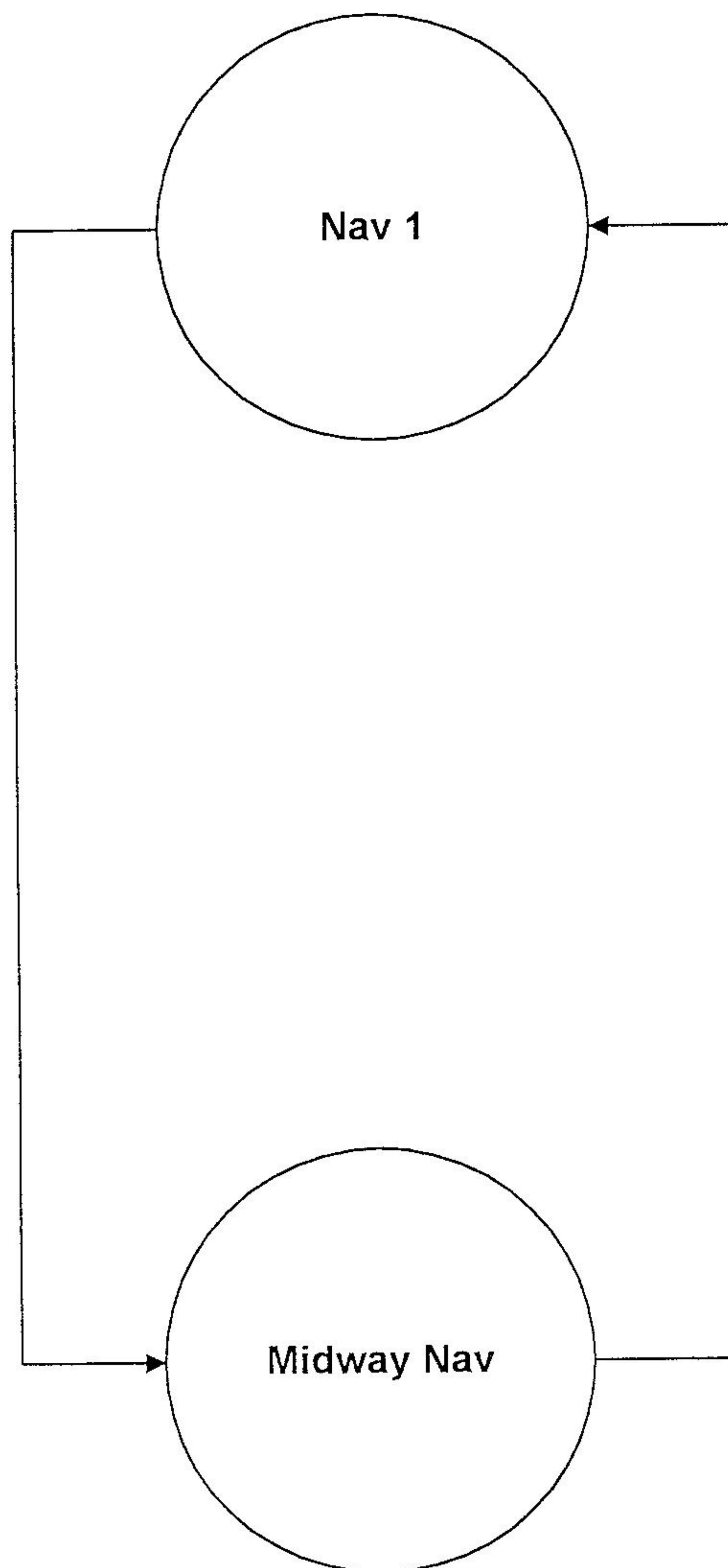


Player Ship:

Primary Objective: This is basic cleanup work for the player. Hit all the navs... kill all the badguys. This mission has an incredibly simple structure. Head for each of the nav points and make sure that none of the alien ships make it out of the sphere. Right now, the only way to lose this mission is to leave action spheres 1 or 3 without killing the large badguy ships.

In the next iteration, or so, I'll add a routine that makes the light fighters try to escape after a certain amount of time has expired. However, killing these capships may be just enough. We'll have to see once we get turrets and real missile loadouts working.

Wing Commander: Prophecy Mission G3



Player Ship:

Primary Objective: This mission is very complicated. The basic here is that you have to keep fighters off of Dekker's back as he tries to wrestle the "Alien ShipKiller" into submission (like a good C&C Engineer). Here is the catch, though... you'll get a surprise in the middle of the mission when the shipkiller starts to move out of drydock. The point of the mission is this:

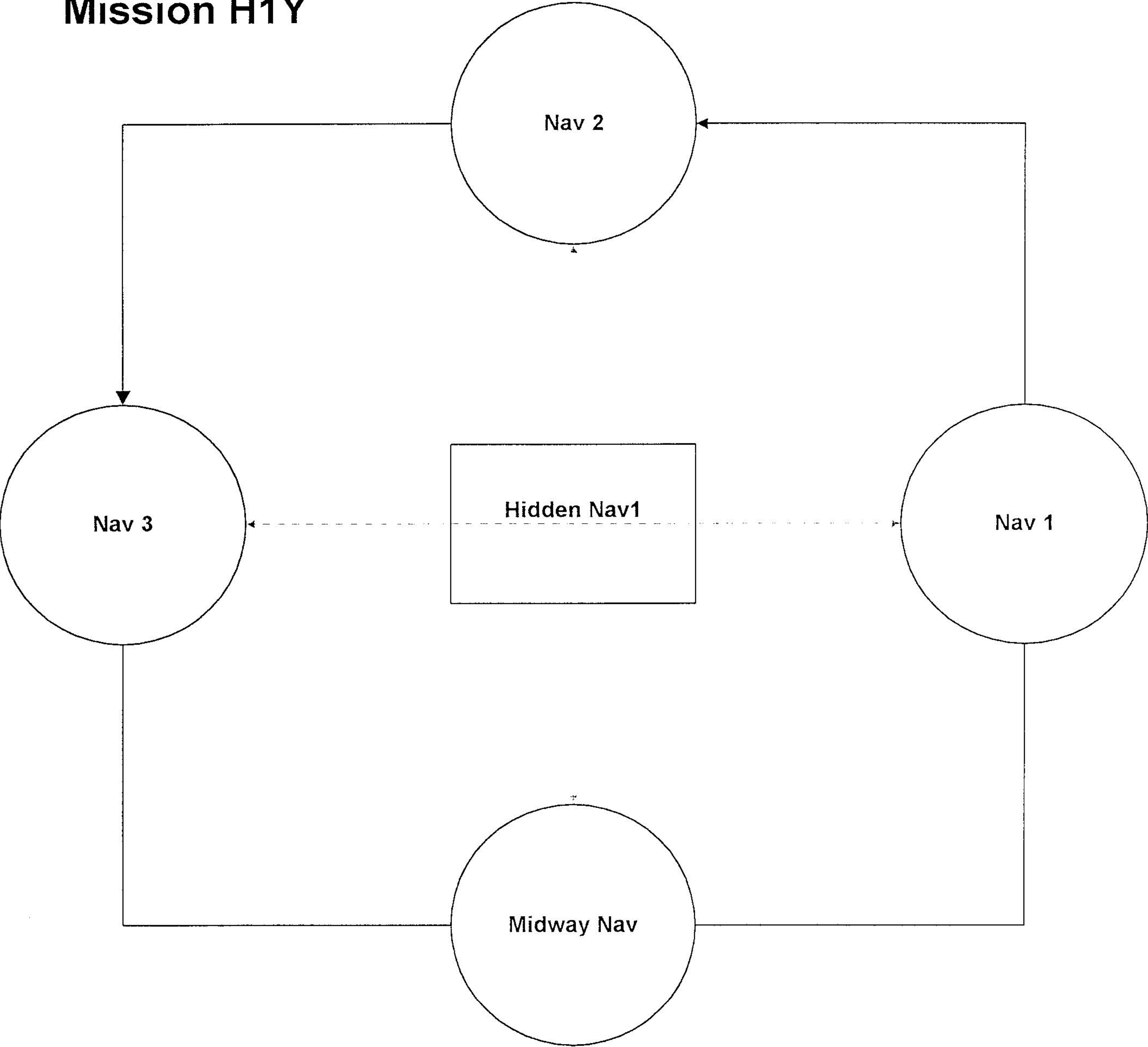
Couple of minutes before Dekker arrives that you must use to clear out the alien fighters.

A couple more minutes for Dekker to reach the ship killer...

TEN SECONDS and then the shipkiller starts to move.

If the shipkiller makes it to the center of Nav1... it shoots the Midway (we see a nice movie and stuff) and you lose the game bigtime.

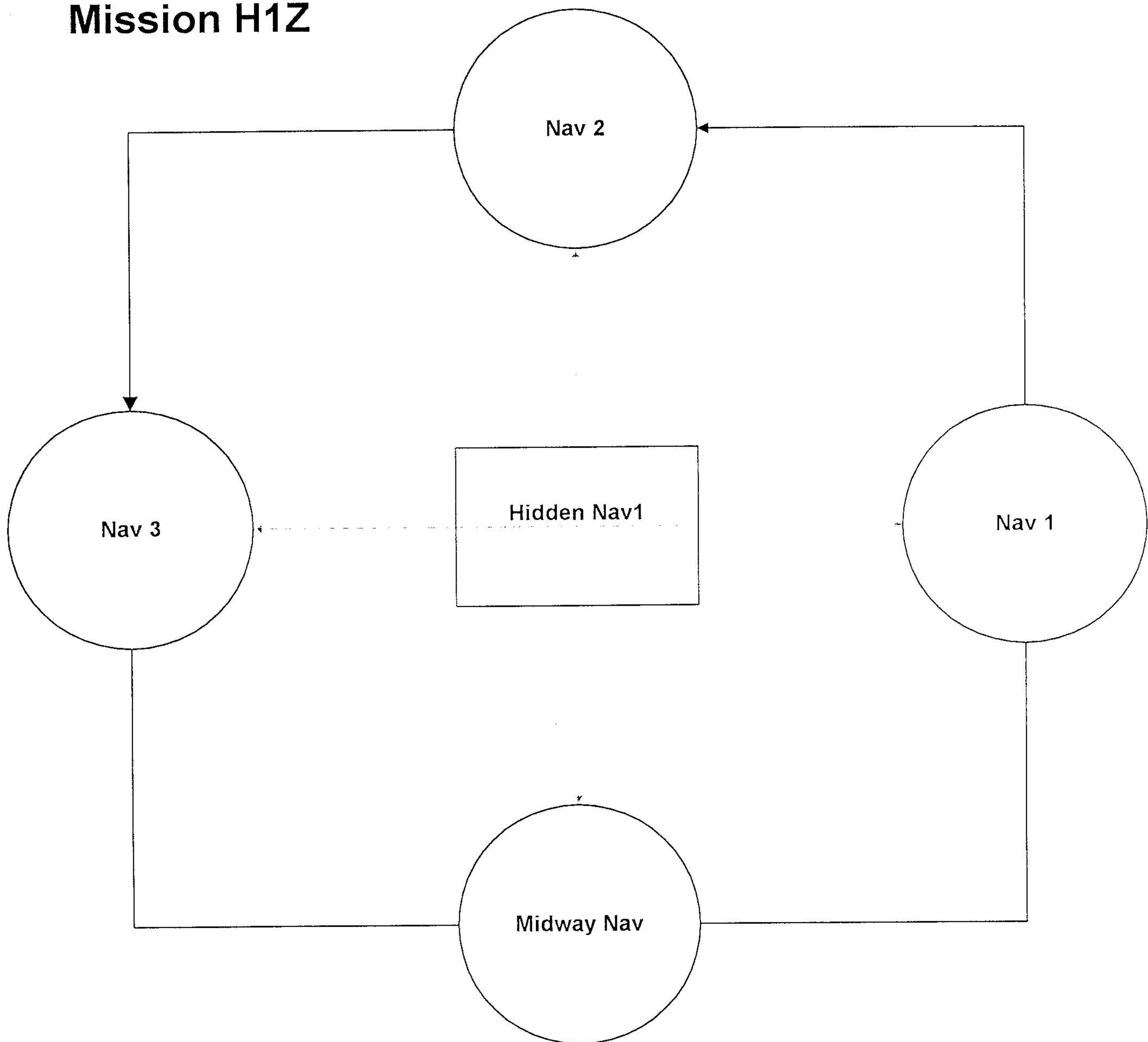
Wing Commander:
Prophecy
Mission H1Y



Player Ship: Vampire

Primary Objective: Escort and assist Bravo and Charlie wings in destruction of Carrier at Nav 2. The player must visit at least one Nav point before he can land. Hidden Nav 1 is always active unless the Cruiser is destroyed at Hidden Nav 1.

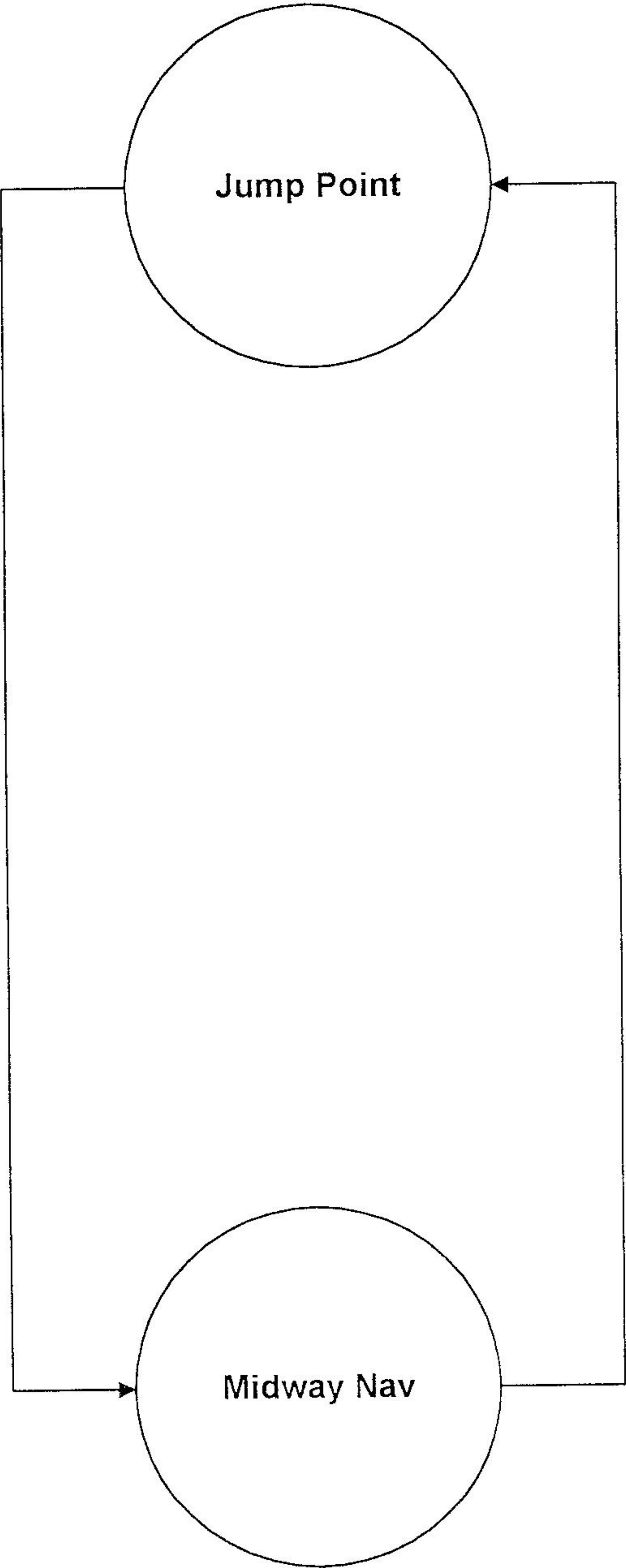
Wing Commander: Prophecy Mission H1Z



Player Ship: Devestator

Primary Objective: Escort and assist Bravo and Charlie wings in destruction of Carrier at Nav 2. The player must visit at least one Nav point before he can land. Hidden Nav 1 is always active unless the Cruiser is destroyed at Hidden Nav 1.

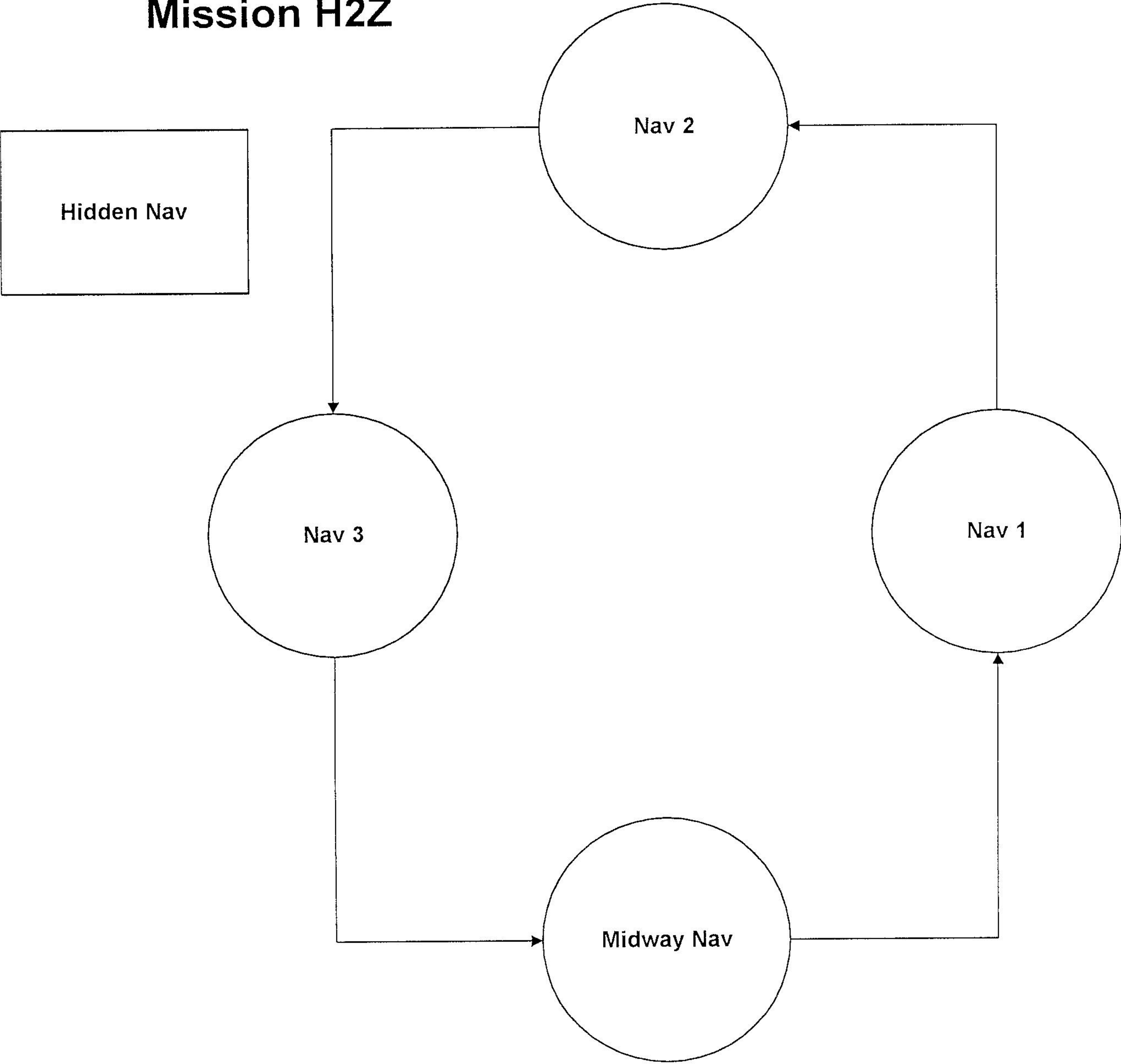
Wing Commander:
Prophecy
Mission H2Y



Player Ship: Vampire

Primary Objective: Destroy 10 out of 15 of every enemies at the Jump point.

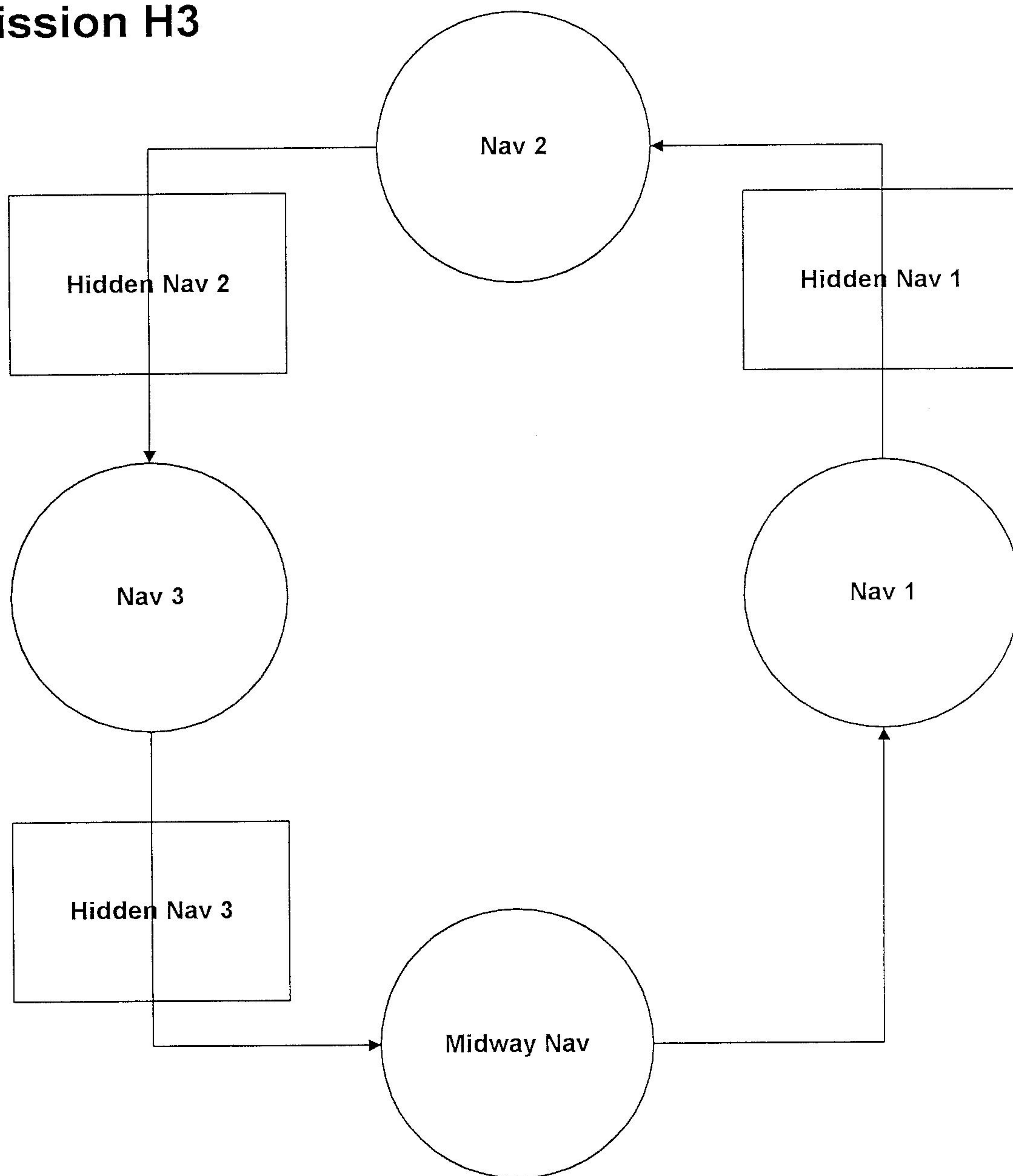
Wing Commander:
Prophecy
Mission H2Z



Player Ship: Devastator

Primary Objective: Destroy the Carrier at Nav 2. Bonus objective if player targets carrier at hidden nav. The hidden Nav activates when player gets to Nav 3.

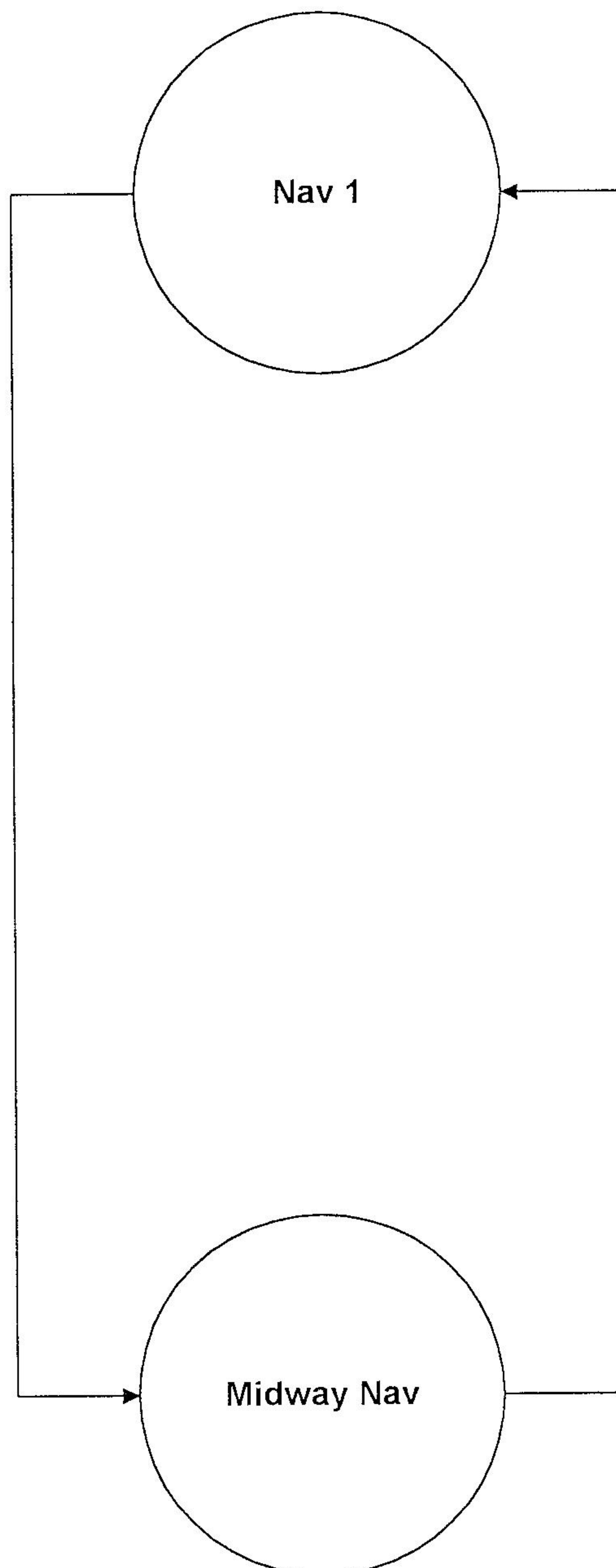
Wing Commander: Prophecy Mission H3



Player Ship:

Primary Objective: Gain targetting information on the alien cap-ship fleet. Bonus objective reached if 75% of the fighters are destroyed. Hidden Navs are always active.

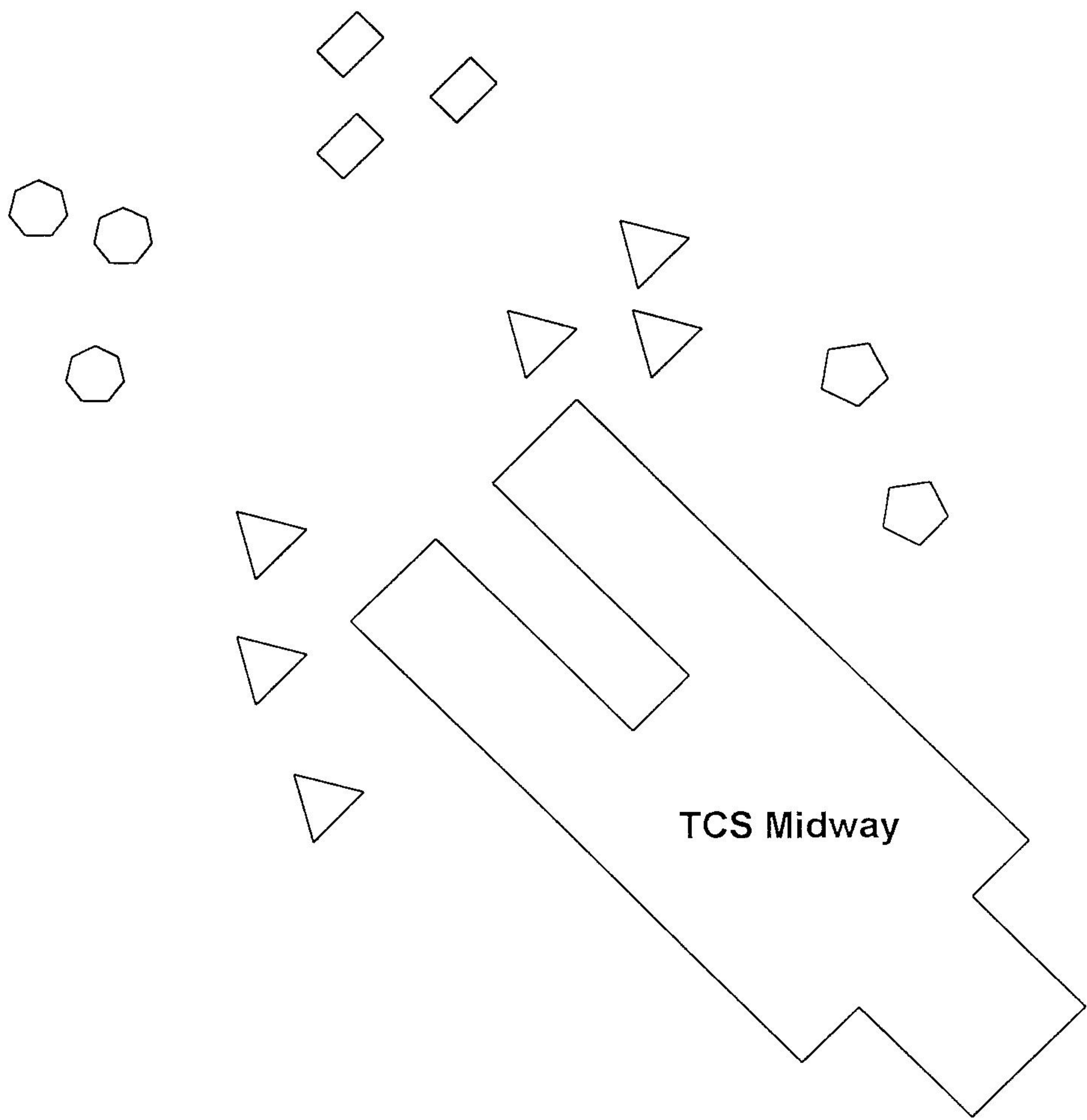
**Wing Commander:
Prophecy
Mission H4**



Player Ship:

Primary Objective: Destroy the Ship Killer. Bonus objective if 75% of fighters and 75% of starships are destroyed.

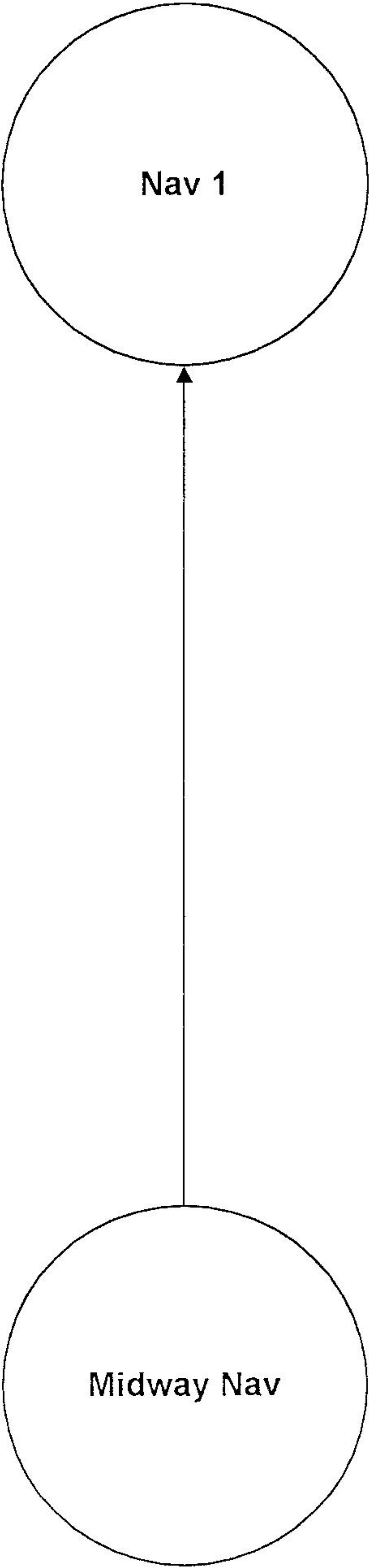
Wing Commander:
Prophecy
Mission H5



Player Ship:

Primary Objective: Defend the Midway. Bonus objective if the player destroys 75% of the fighters and 75% of the bombers.

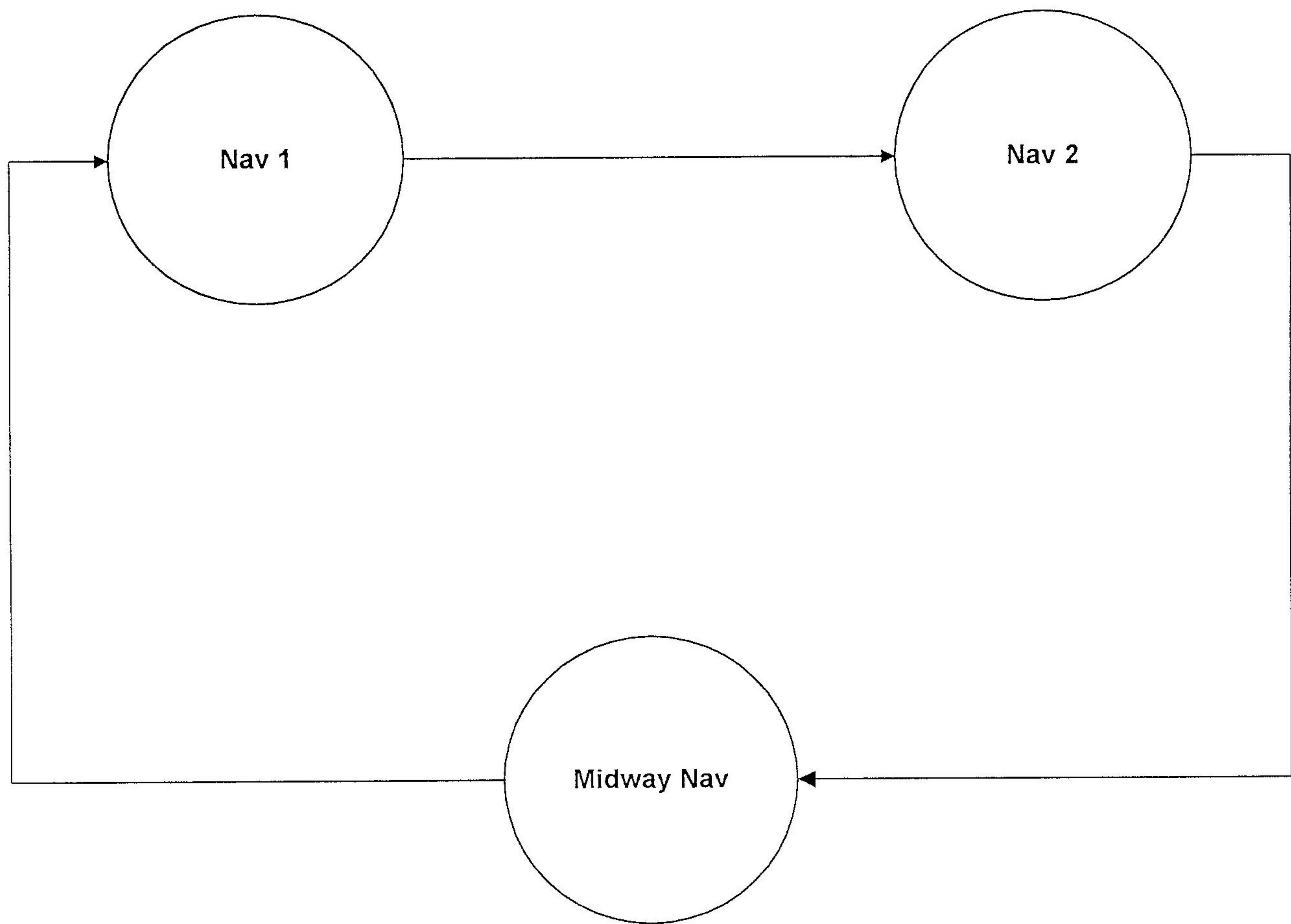
Wing Commander:
Prophecy
Mission H6



Player Ship:

Primary Objective: Must attach the targetting disk to the Transport.

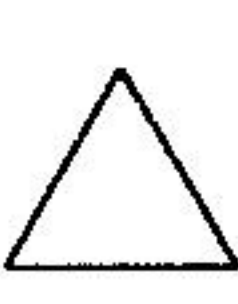
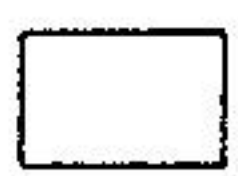
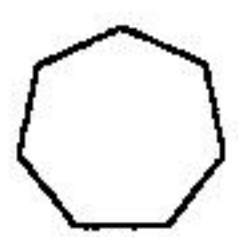
Wing Commander: Prophecy Mission I1

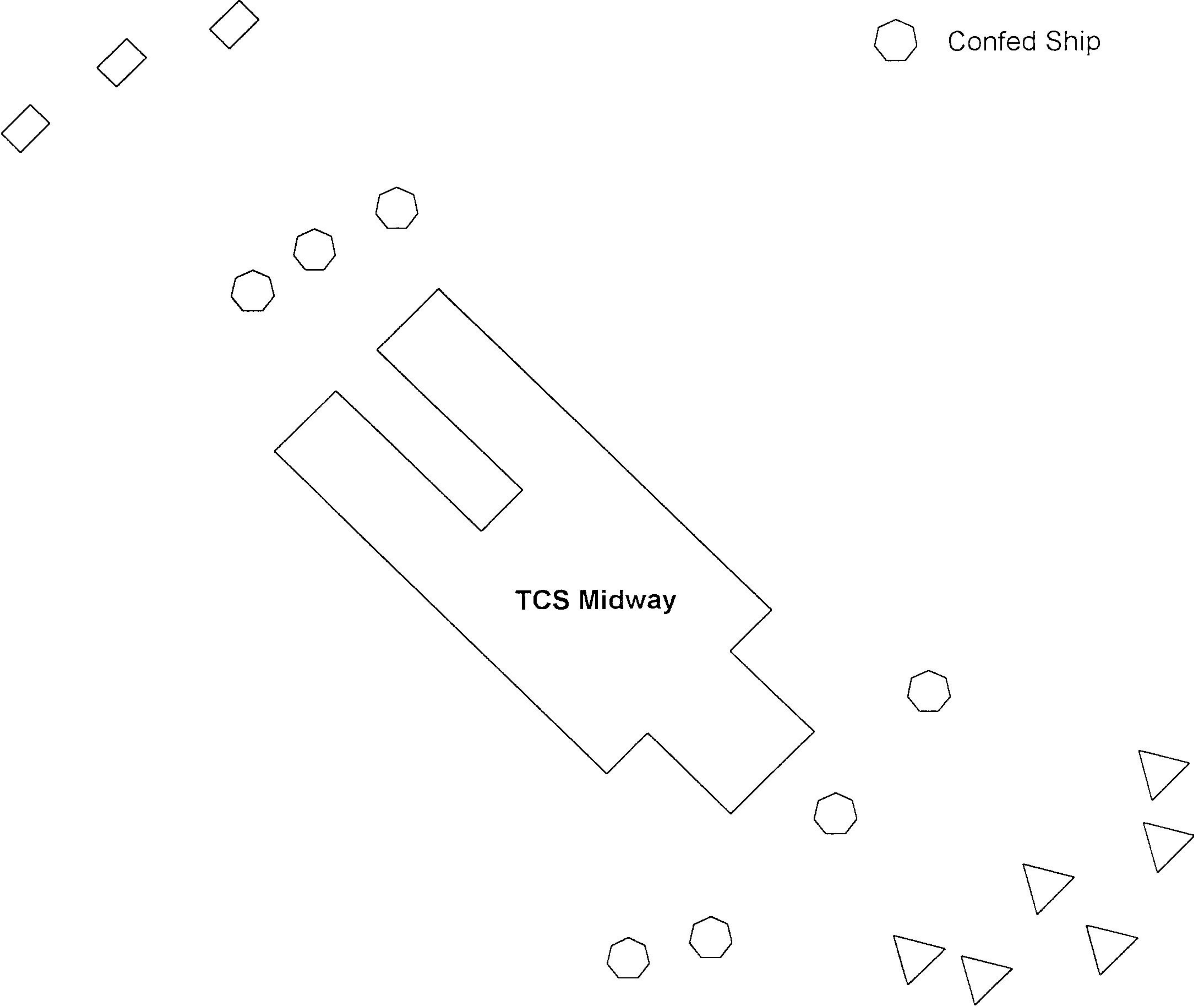


Player Ship:

Primary Objective: Player will fly cover for a bomber group heading out to destroy the lead elements of a fresh enemy fleet at Nav1. An identical group will head to Nav2 to clear out fleet remnants. After killing most of the fighters at the first nav point, the player will get a distress call from Nav2 pilots indicating that they need assistance immediately. The player can then travel to Nav2 and get score for keeping the friendly pilots from dying. Right now, you get a "Message Plaque" but nothing else. In the future, you'll get the message from Nav2 and ALSO be given a time limit of three minutes (or so). Meaning, that if you don't get to Nav2 within two minutes, you'll lose the friendly fleet and (thus) lose the mission.

Wing Commander:
Prophecy
Mission I2

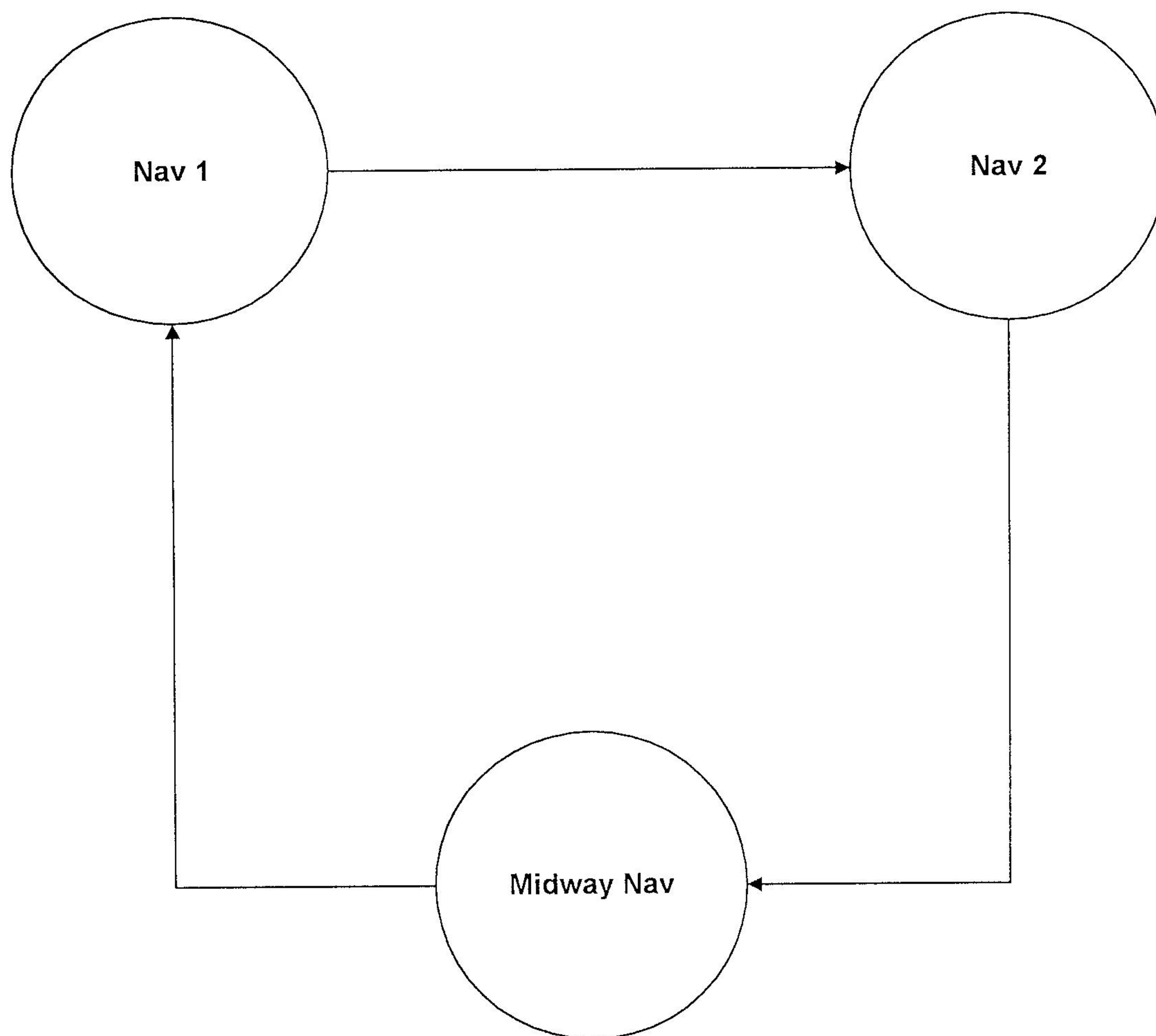
-  Incoming Alien Bomber
-  Anti Ship Missiles
-  Confed Ship



Player Ship:

Primary Objective: Scramble mission! The nearby alien Dreadnought has launched a bunch of CAPMISS at the Midway. Your job is to secure these missiles... while also making sure that the bombers and fighters do not destroy the carrier while you're away. You start in space, full throttle heading toward the first "torpedo" object spawned from the Dreadnought. You must kill all four (4) of the torpedo objects to get success. However, to complete the mission you must also make sure that the bombers and fighters are taken out. This mission may end up very similar to the early D-series of Wing IV where you had a percentage of fighters to take out in order to get landing clearance. Due to the way I want this mission to feel, you might get a whole shitload of spawned fighters that keep coming and coming as long as you are out there... Either way: Kill the missiles (timed to launch at about 1 - 2 minute intervals), the bombers and the fighters, land and you should win. Losing means losing the Midway in this mission.

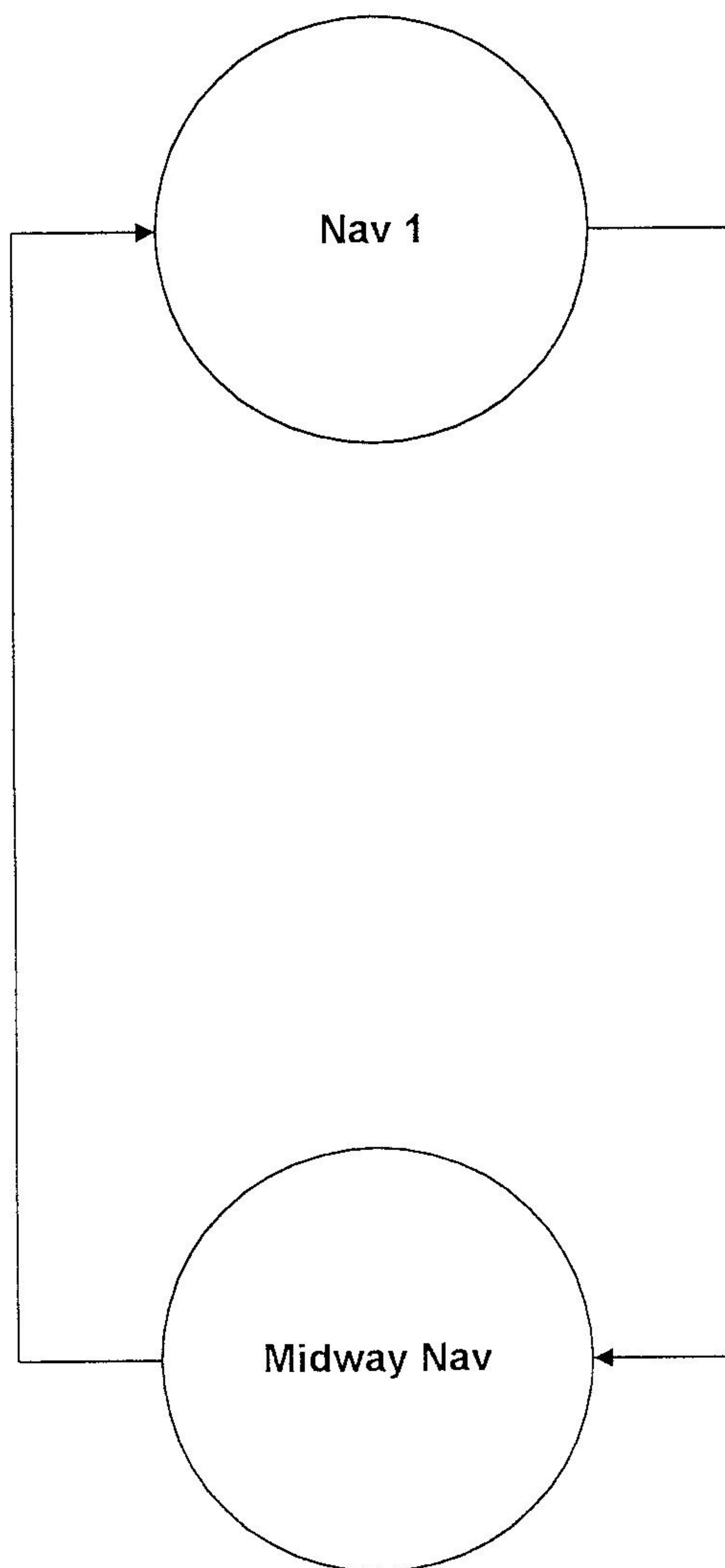
Wing Commander: Prophecy Mission I3



Player Ship:

Primary Objective: Your task is to take out the Alien Dreadnought's escort ships. This mini-fleet is a collection of Alien cruisers that are out scouting to make sure that you're NOT doing your job. Head to the first Nav point and take out the Alien Cruiser Force. Much like a previous mission, you will get a distress call from the Nav2 forces (since they are TOTALLY incapable of doing their job right!), and you will have to head to Nav2 and destroy all enemies to win. If you fail to destroy any of the cruisers in this mission, you will be forced to fly mission I3B. Mission I3B (described next) is another scramble mission where the specs are uploaded to your ship while "in flight." The logic here is that the Aliens get a bit of a jump if you don't kill the cruisers. The Dreadnought is better positioned and there are more enemy cap ships to fight in I3B.

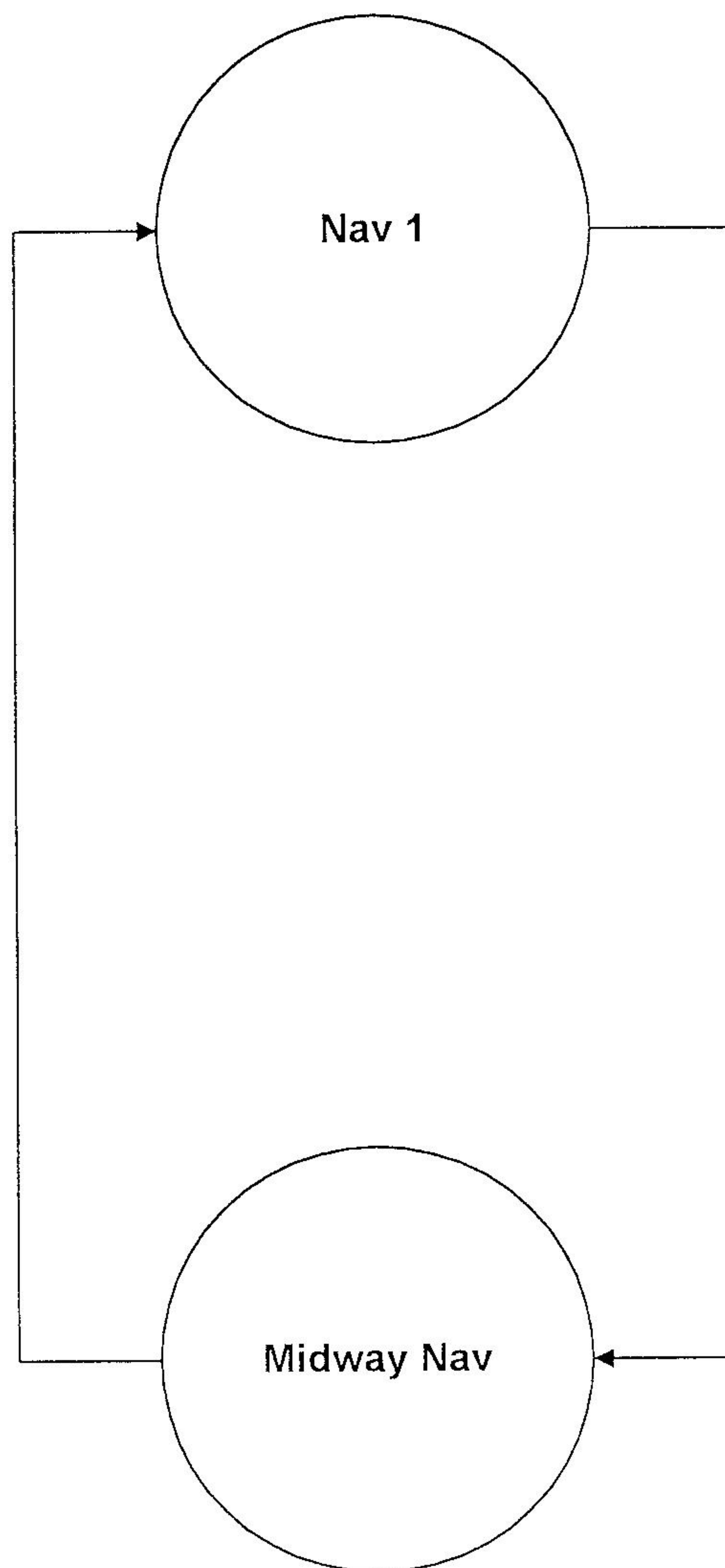
**Wing Commander:
Prophecy
Mission I3B**



Player Ship:

Primary Objective: Take out the Cruisers at Nav1. This is basic cleanup work. The Nav2 wing should NOT need any help this time. If they do, it's a BUG.

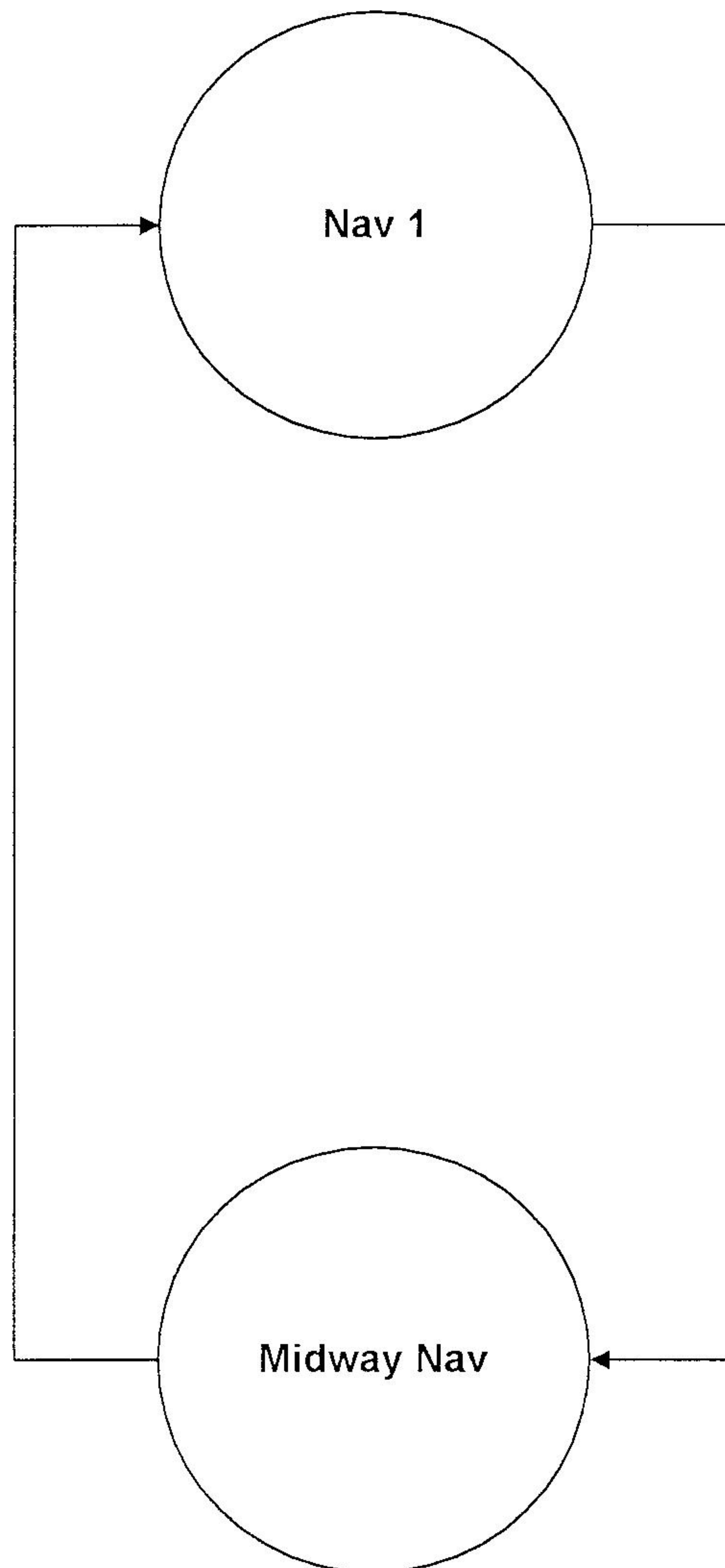
Wing Commander: Prophecy Mission I4



Player Ship:

Primary Objective: First real strike on the Dreadnought itself!!! Fly to the first nav point. Make sure to destroy the Dreadnought turrets. If you can, take out the bridge and shield emitters covering the engines. The bridge may or may not have a separate shield emitter. Either way, it's gonna be really tough on its own... without waves upon waves of fighters chewing your ass.

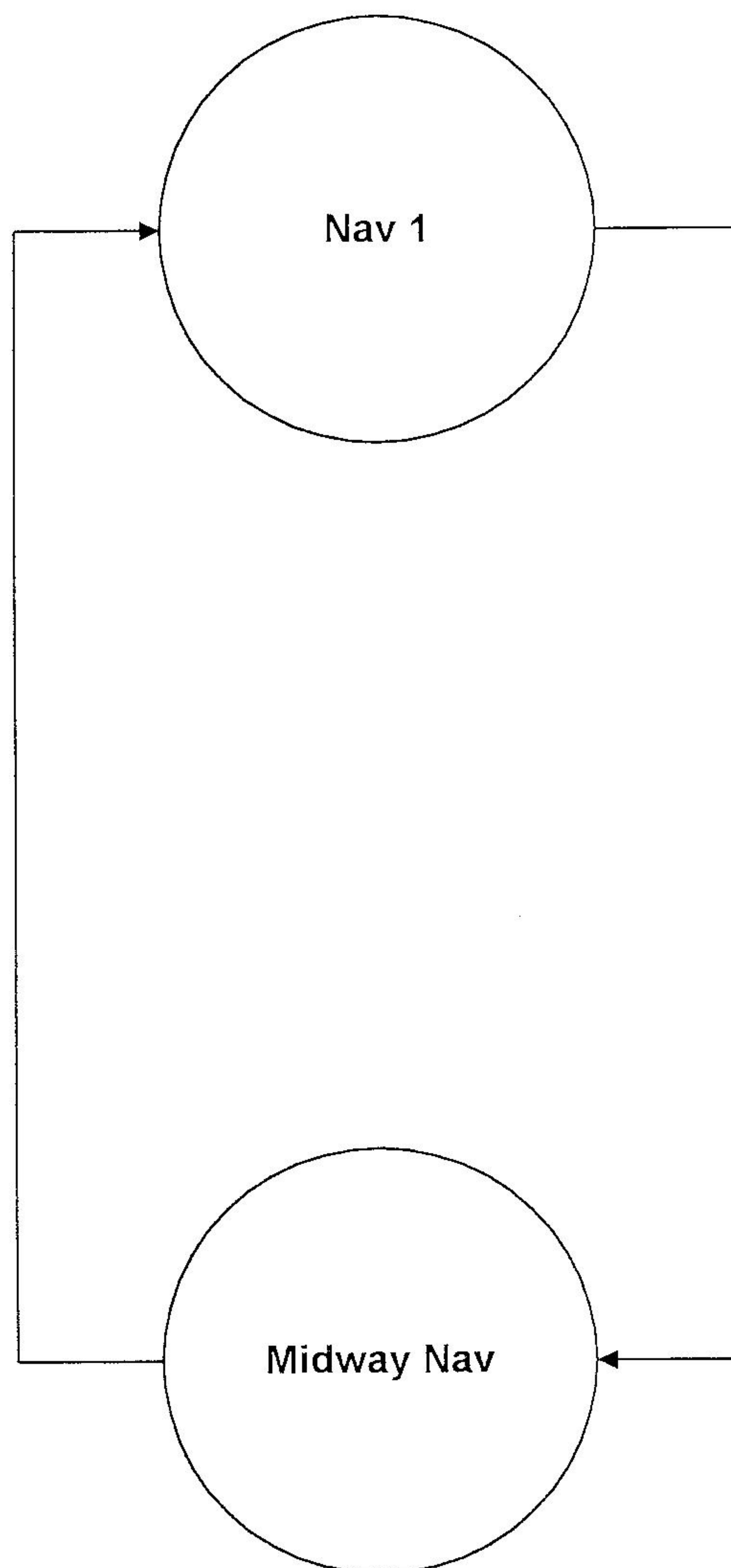
Wing Commander: Prophecy Mission I5



Player Ship:

Primary Objective: Scramble mission "uploaded" while in the cockpit if mission I4. This is another instance of cleanup. Since you did (or did not) take out the Turrets, you are tasked with taking down the remaining major components of the Dreadnought. In this mission, the Bridge and the Engines are the primary targets. Dust these guys and you're on your way to...

Wing Commander: Prophecy Mission I6



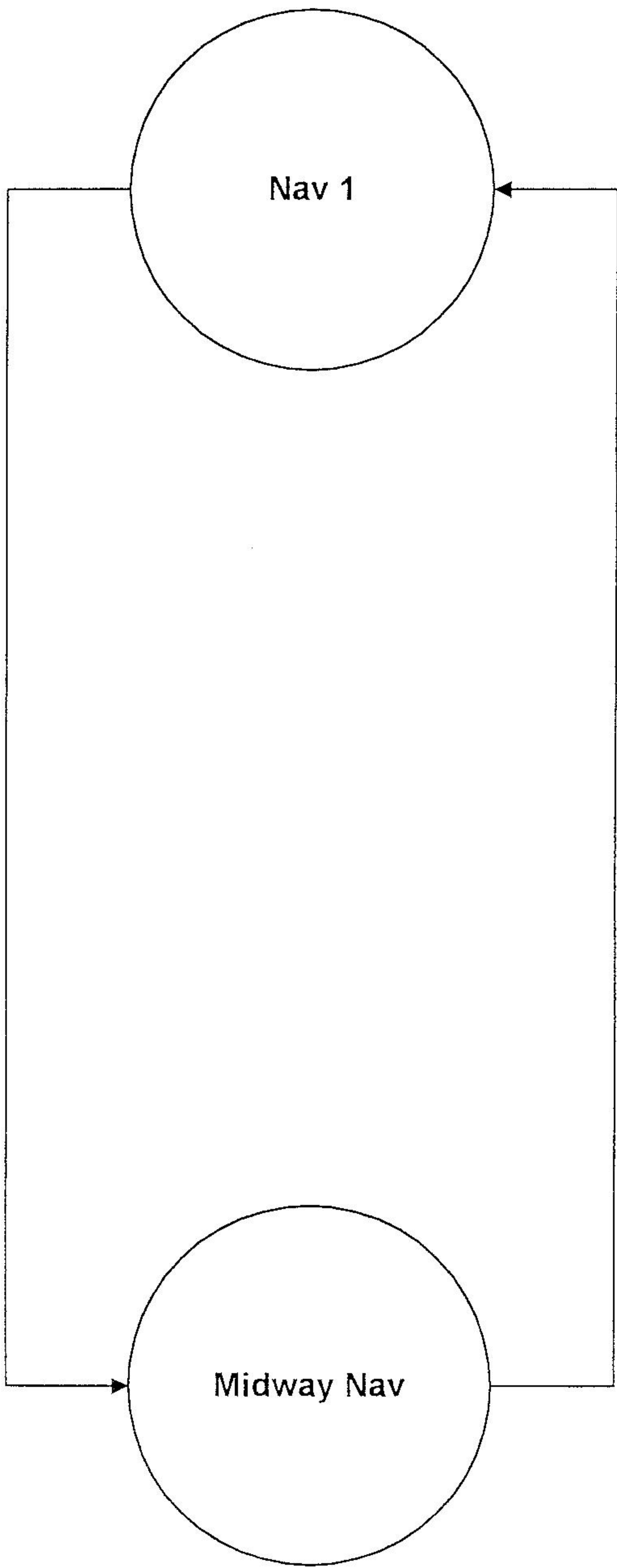
Player Ship:

Primary Objective: TAKING DOWN THE WORMHOLE!!! Dekker follows your wing to the first nav point. Your task is to keep Dekker clear of fighter cover until he can reach the Gate Command center. Once Dekker reaches the command center, a clock starts. You have roughly two minutes to fight off the alien fighters before shields around Gate Tower 1 and Gate Tower 4 are dropped. Dekker can only drop shields on two (2) towers for about one (1) minute at a time. After 1 and 4 are made vulnerable, 2 and 5 will become vul, 3 and 6 and then...

Big surprise happens...

You have to go back to the REFUELING stop. After refuel, head back to the seventh (7th) Gate Tower and take it down with the help of Commodore Blair, himself! Once the last one is down, the Wormhole will collapse! Get out of the sector as soon as possible so you can avoid the huge blast.

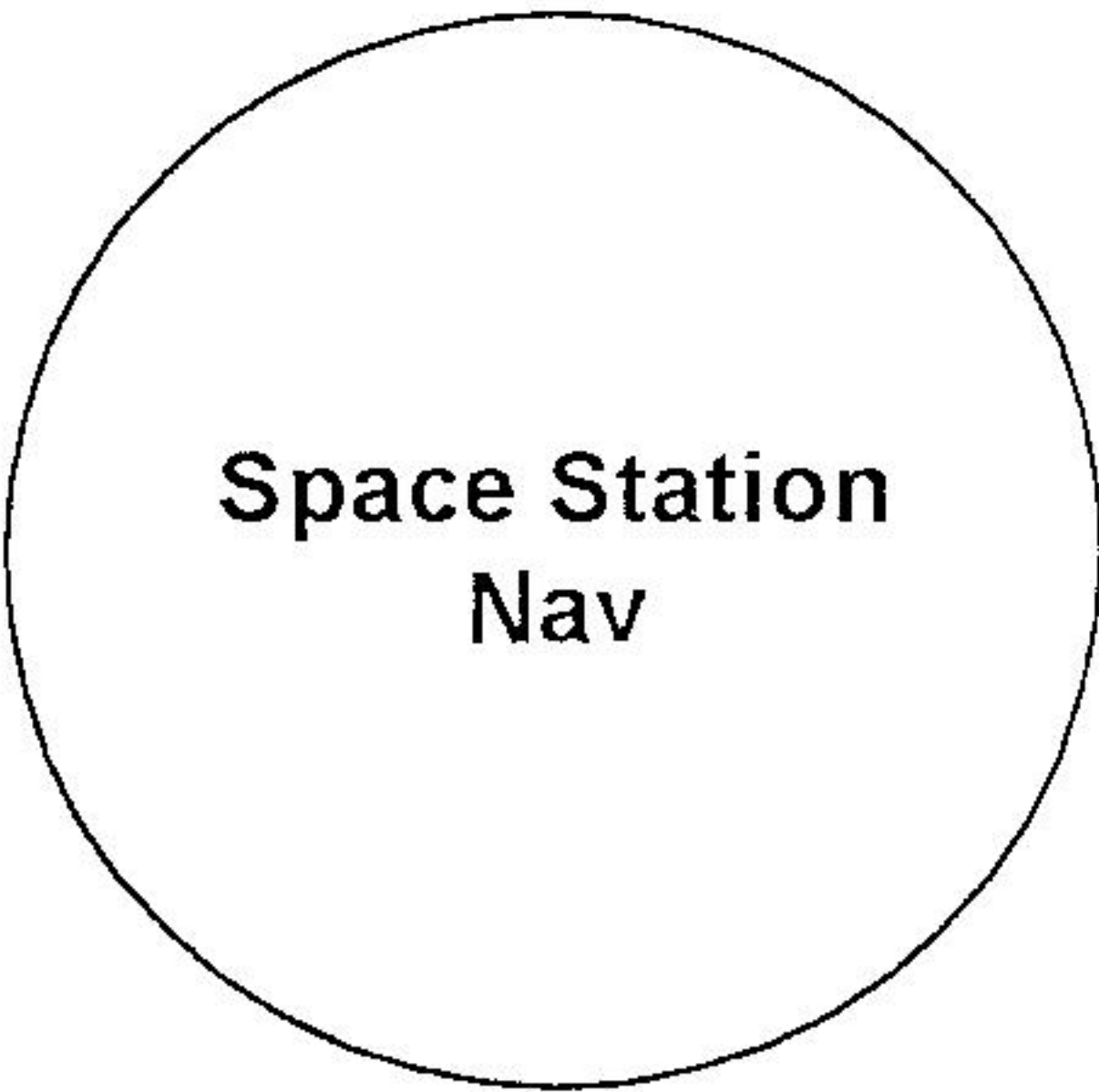
**Wing Commander:
Prophecy
Mission L1**



Player Ship:

Primary Objective: Destroy all inbound bombers.

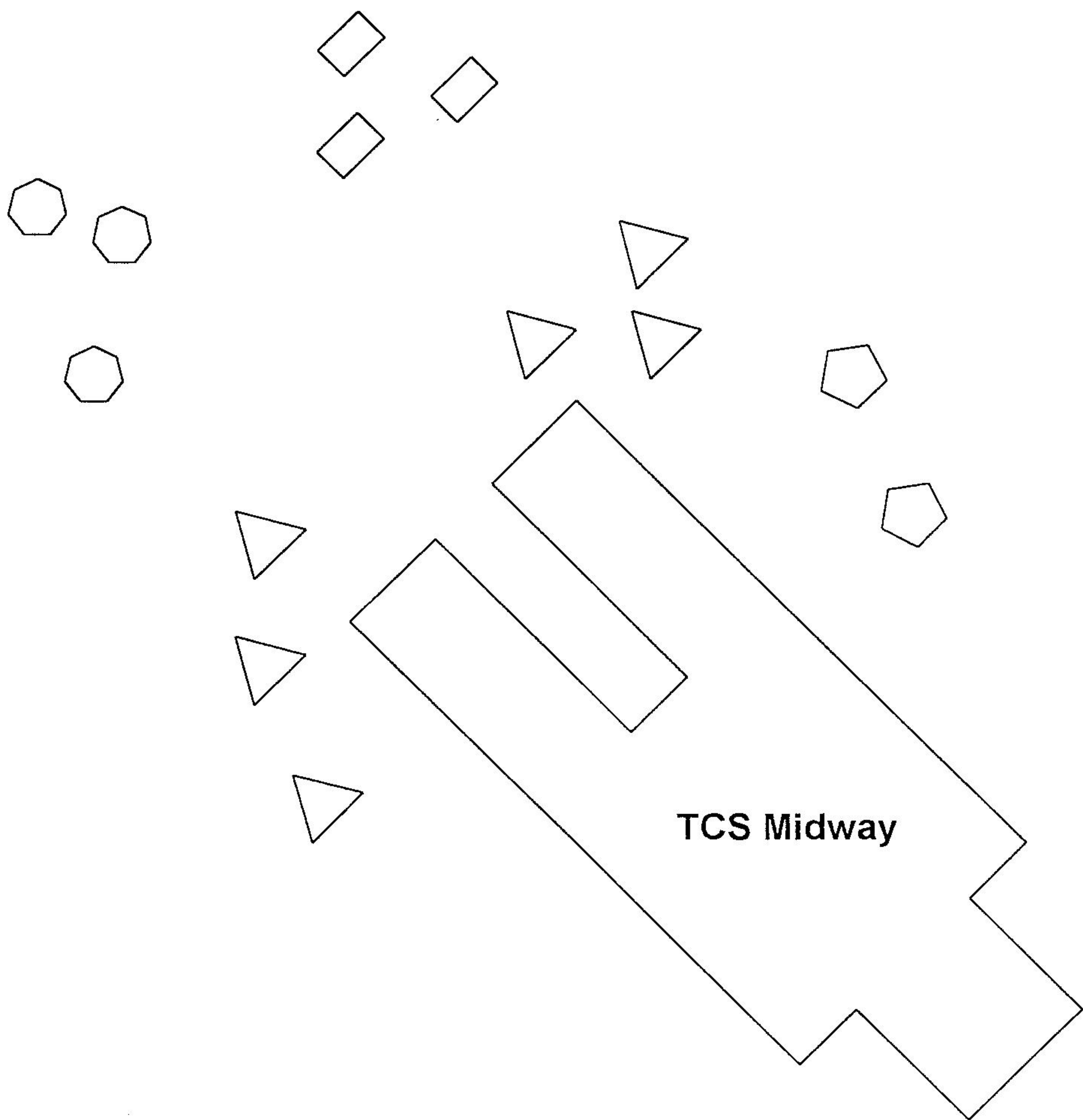
**Wing Commander:
Prophecy
Mission L2**



Player Ship:

Primary Objective: Destroy all of the bombers and defend the Space Station.

Wing Commander:
Prophecy
Mission L3



Player Ship:

Primary Objective: Destroy the carrier fleet.