

"WING COMMANDER V"

Outline

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WING COMMANDER V -- SYNOPSIS

Nearly a decade has passed since the Border Worlds conflict. CHRISTOPHER BLAIR is now the chief architect of Confed's newest and most advanced attack carrier, THE MIDWAY. This one ship can provide all the offensive capabilities of an entire task force; sparing Confed the cost of a fleet of support vessels. Blair is determined to see this ship, his final contribution to the cause of peace, succeed. Because when the Midway is finished, so is Blair's career -- he'll be headed into a long-overdue and much deserved retirement.

As the Midway completes her final space trials, a corps of mostly rookie pilots are assigned to train with her. Most have never seen action; and none are prepared for what's in store for them when a giant wormhole appears near the shattered remains of Kilrah.

A huge alien fleet of unknown origin uses this swirling gateway to invade Confed space. And, despite Blair's misgivings, the Midway's "nugget" pilots are ordered to confront this seemingly invincible armada -- and stop it before it reaches Earth.

Our story centers on LIEUTENANT LANCE CASEY. The best of the new pilots, this brave young man will engage in a series of critical missions against a variety of opponents; enemy aces, capital ships, and, ultimately, a Dreadnought-class vessel.

Casey must fly recon, escort Space Marines to designated drop points, and battle alien fighters. With each 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.

Casey will also confront a variety of personal obstacles. Friends are killed -- a beautiful young pilot is constantly (and aggressively) competing with him -- and he will blame himself when Blair is captured and tortured by the enemy.

Our hero perseveres through every challenge -- right up to the moment when he leads his wingmen against their final and most important objective: the alien-built Command Center which generates and maintains the wormhole portal.

During the battle to destroy that Command Center, Blair will be lost. But, thankfully, as the wormhole collapses, the invasion armada poised on the other side of it, is denied access to Confed space. Our hero manages to buy Earth some desperately needed time... at a tremendous cost. —

WING COMMANDER V

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 LANCE CASEY, the "player" to whom Blair will pass the baton -- and legacy -- of Wing Commander.

RETURNING CHARACTERS:

COLONEL CHRISTOPHER BLAIR
 MAJOR TODD MARSHALL (CALLSIGN: MANIAC)
 COLONEL DEKKER - COMMANDER OF MIDWAY'S MARINES

NEW CHARACTERS;

ROOKIE PILOTS:

2ND LIEUTENANT LANCE CASEY - Name is linked

Early twenties. Handsome, charismatic. And our new PLAYER. Casey is the son of a hero of the Tiger's Claw; Major Michael Casey. He's full of fight, enthusiasm and a deep desire to prove himself -- and to carry on where his father left off.

Casey 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. Casey is prone to take big gambles from time to time; something which can bring an angry Blair down on him.

Indeed, it seems to Casey (and others) that Blair lives for the chance to land on him with both feet. There is clearly something going on between he and the Colonel, but Casey is damned if he can figure out what it is. Perhaps Blair is only attempting to make certain that Casey doesn't end up like his father -- a young corpse.

Despite their conflicts, the two will eventually develop a strong relationship rooted in deep, mutual respect. But their connection will be sorely tested when, as the two fly a crucial mission together, Blair is captured and tortured by the aliens. The older man will return to the Midway radically

changed -- and consumed with a desire for revenge.

Not all from earth

While continuing to fly a series of hair-raising missions Casey must constantly wrestle with his own guilt over what happened to Blair. It will take everything he has, but Casey will survive and triumph.

2ND LIEUTENANT MAX TRACY (CALLSIGN: MAESTRO)

Wingman. Early twenties. Bright, winning, immediately likable. Casey's closest friend since their first day at the Academy.

Though not quite as capable as Casey, Maestro is a precise, calculating pilot -- hence his callsign. But first and foremost, Maestro is Casey's friend. Secondly, he's still one of the best pilots Confed has on its roster. And thirdly, Maestro is something of a ladies man. Or at least he thinks he is. Quick to flash holos of various ex-girlfriends, this kid sometimes comes off as a younger version of Maniac; a braggart and womanizer in training.

It's not surprising that Maniac abhors Maestro. Perhaps he reminds him too much of the worst side of himself -- or maybe he just can't stand the competition.

2ND LIEUTENANT JEAN TALVERT (CALLSIGN: STILETTO)

Wingman. Early twenties. Athletic. Strikingly attractive. Also ambitious, driven, and just a bit stubborn. Stiletto is a superb pilot and, though more by-the-book than Casey or Maestro, she's not above taking some serious chances.

Stiletto's feelings toward Casey are complex, to say the least. She thinks he 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, Stiletto is always competing with Casey; always on the lookout for a way to top him.

Additionally, though Stiletto would never admit it, she is more than a little attracted to Casey. When the two of them interact, sparks fly.

LIEUTENANT TODD "TUFF" O'HEARN (CALLSIGN: ZERO)

A young man who hails from one of Earth's most decayed industrial cities, Zero is a tough piece of work. A bundle of dynamite with a short fuse, this kid grew up hard, lives hard, and will die hard. He takes so many risks and blunders into so many bad situations that he makes Maniac nervous. Nobody will miss him when he's gone.

LIEUTENANT JASON ~~XXXXXXXXXX~~ FARGO (CALLSIGN: DALLAS)

Born and raised in North Texas, Dallas knows the good life when he sees it; and the good life is not on the Midway. He joined a peacetime military not for the adventure, but for the pay, benefits, and pension. His greatest ambition is to retire after a quiet, non-violent career and grab a cushy job in military procurement. Dallas is astonished that he might actually be fired upon; maybe even killed. As soon as the shooting starts, he'll tender his resignation; but the CAG files it under "Postponed for the Duration."

This kid talks with a down home twang, loves to cook up a sweet side of short-ribs on a grill, and is basically a nice guy. We'll miss him if he gets tagged.

LIEUTENANT TARA TOMIKO (CALLSIGN: SWAN) Spirit

A young lady who hails from Osaka, Japan, Swan is determined to make her way through the ranks and snag Captain Drake's job. Ambitious is not the word for this girl; which is no surprise when one considers her background. Swan's parents expected their daughter to continue in the family business; politics. When Swan decided to become a pilot instead she was practically disowned for her rash act.

This has caused Swan her share of pain, and her method of overcoming it is to throw herself into her work. She's convinced that when she walks into her family's home in an Admiral's uniform, they'll change their minds about her career path.

Unfortunately, Swan's career, and her life, may be cut short long before that day comes around.

VETERAN PILOTS:**MAJOR RAY BERNARD (CALLSIGN: ~~HAWK~~ BANDIT)**

Every family suffered their share of losses in the Kilrathi War. However Bandit not only lost his family; he lost his entire world. His home planet, a remote Terran colony, was destroyed in the last years of the great conflict. Virtually everyone he ever knew or loved was killed. Bandit's totally alone; only his all consuming hatred of the Kilrathi keeps him company.

Bandit has a lot to offer Casey. His twenty years of flight experience have bred some excellent battle instincts he can pass on to our hero. He's the perfect wingman for most missions -- but on one particular sortie he'll be a disaster. Bandit will

encourage Casey to blast the Kilrathi Renegades as they assist a Confed operation.

If Casey goes along with him, the consequences will be severe.

MAJOR KARL BOWEN (CALLSIGN: SPYDER)

NON - Earth

Quiet, taciturn, and cold, Spyder gives new meaning to the term "loner." This guy is strictly business; on and off the flight line. If you approach him in the Wardroom, or anywhere else for that matter, you better have a strong, mission-related reason. Otherwise, he'll bite your head off.

A superb pilot, Spyder knows how to fly any ship in the Confed fleet; up to and including Victory Class. A master of air strategy and battle tactics, he can get a squadron in and out of even the worst firefight in one piece. To quote Kipling, this guy never loses his head -- while everyone around him is losing theirs.

Spyder and Blair both flew with the ~~Iceman~~; Casey's father. But when Casey approaches Spyder and starts asking him questions about his Dad, the man will coldly rebuff him. His attitude is simple and direct -- Iceman is a dead issue. Literally. What's the point of talking about him?

OFFICERS:

COMMANDER PATRICIA NELSON - THE "CAG"

Mid-forties. Attractive. Commander Air Group. 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 pilots are often unaware they've just been drop kicked.

However, Commander 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 man and woman in the Wing respects her leadership, though some, notably the nuggets, will chafe at her inherent caution.

That notwithstanding, the pilots of the Midway adore her. They listen closely when Nelson gives them their pre-mission briefings (she will share these duties with Blair, Finley, and, very occasionally, Captain Drake.) What's more, she may even fly a mission or two in the last series.

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 the CAG. Whatever is happening

out in space that matters to the Midway, Finley will analyze it, distill it, and present it in briefings as succinctly as possible. Finley possesses a keen mind -- and fun personality -- much appreciated by the rest of the crew. She is all business in the sciences, but lacks the hard, competitive edge of the women pilots and the CAG.

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 Casey. And she doesn't go to any great lengths to hide it.

CAPTAIN EUGENE DRAKE

Tall, quiet, and imposing; a man of limitless patience and strength. Think Charlton Heston at the height of his powers; a force to be reckoned with. But also respected and admired.

We won't see much of the Captain; he's a distant presence through most of the game. His rare appearances in the Briefing Room usually serve to underscore whatever dilemma the Midway is currently facing.

Captain Drake is exactly the kind of man you want in charge on the Midway's bridge. With tremendous affection and regard, his crew calls him the Old Man -- but not to his face.

SUPPORT PERSONNEL:

CHIEF TECH THEODORE "HARDWARE" CHONG

Rachael

Senior Support Officer. Mid-twenties. A B.D. Wong type. Hardware is responsible for the mechanical health of all of the Midway's fighter craft, and as such, is typically found on the Recovery Deck or in the Eagle's Nest.

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.

Lean, young, and handsome, Hardware projects the aura of one with whom you should not trifle. He often gets preoccupied with the technology he works with, and while he cares about his pilots to be sure, his fighter craft are his pride and joy. They, and the Midway, are his first priority. He drives his team of techs to the limits of their endurance, making sure every Wasp, Tigershark, etc. is on the line and ready to go.

Hardware does have a professional, supportive relationship with Casey (who often gets on the Chief Tech's good side by asking him to discuss his latest project.) Hardware is also pleased that Casey is the one pilot most likely to bring his birds back in one piece.

THE BARTENDER -- MIKE MORAN

The man who runs the Rec Room. King of his domain, Moran is a master of scuttlebutt. No one ever calls him by his given name; although Blair, under extreme provocation, might refer to him as Moran.

Somehow, though Moran never seems to leave the Rec Room, he is always up to date on the latest events. Depending on the circumstances, he can be a good source of vital information.

COMM TECH - LIEUTENANT ANDERSON

English, mid-twenties; just a touch of attitude. He'll be useful in battle situations as he tensely reports the results of an off camera mission to Casey, or announces over the PAVO that the Midway is under attack. Anderson will also relay battle status data to Casey while flying missions.

We may see Anderson in a briefing now and then, but only in a utilitarian role.

English

WING COMMANDER VSET LIST

THE MIDWAY:

- BRIEFING ROOM

- OBSERVATION DECK (Blair) (Blair)

EAGLE'S NEST (hybrid) (Blair)

RECOVERY DECK (hybrid)

FLIGHT DECK (CG only)

FINLEY'S LAB

CASEY'S ~~QUARTERS~~ COT~~FINLEY'S QUARTERS~~~~BLAIR'S QUARTERS~~

CORRIDORS

● Ready Room (INT.)

● Rec Room (INT.)

RELAY STATION:

CORRIDORS

(Redress; Midway Corridors)

Flight Deck (C.G.)

w/ Alcove

WORMHOLE GATE COMMAND CENTER

CONTROL AREA

CORRIDORS

ALIEN NIGHTMARE TORTURE CHAMBER

(Redress; Wormhole Gate Command Center) Limbo got

KILRATHI CAP SHIP

CORRIDORS

(Redress; Midway Corridors)

MONROE AND O'NEIL RESEARCH VESSEL (HYBRID)

(Practical dome and bulkhead mockup)

S.K. Interceptor

KILRATHI FIGHTER COCKPIT

(virtual)

bulk drop

ALIEN FIGHTER COCKPIT

(virtual)

e.g.i.

CONFED COCKPIT

CASEY'S FIGHTER

MAESTRO'S FIGHTER

STILETTO'S FIGHTER

BLAIR'S FIGHTER

MANIAC'S INTERCEPTOR

(all virtual)



WING COMMANDER V

Beat Outline

10/28/96

PROLOGUE

1 EXT. SPACE - ASTEROID FIELD

1

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 a LARGE RESEARCH VESSEL...

THE DEVERAUX (BEGIN CREDITS)

It cuts into the asteroid with an ore laser as 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...

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...

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, surrounded by slowly spinning asteroids.

CAPTION UP reads: Kilrah System.

BACK TO ASTEROID

A chunk of it breaks off, spinning away. As one of the smaller vessels goes after it, we GO TO:

2 INT. SMALL SHIP - PURSUING ASTEROID CHUNK 2

Packed with instrumentation; there is barely enough room for its two person (human) crew, a female MONROE and a balding O'NEIL. They communicate with the Deveraux as they approach the runaway asteroid chunk and latch onto it with an articulating claw

That's when their sensor panels suddenly light up like a Christmas tree. Scanners have detected an object of unknown origin -- close by. They head toward...

3 EXT. SPACE 3

... a tiny, strangely shaped object drifting in the void of space; seemingly inert. As the Small Ship closes in...

4 INT. SMALL SHIP - PURSUING ALIEN DEVICE 4

... Monroe and O'Neil speculate that the object is a probe of some kind. Maybe a spy eye launched by the Sivar Kilrathi Renegades operating in this sector. Which means they'd better treat it with kid gloves; what if it's booby-trapped?

Slowly and carefully, the scientists try to lock onto the probe with another articulating claw. The tension builds -- and then the device abruptly comes to life, zips up to their vessel and scans it with a flickering BEAM.

5 INT. SMALL SHIP - ON MONROE AND O'NEIL 5

As the Probe's Beam sweeps over them, emitting a shrill, alien SOUND, they scream in pain, grabbing their ears. Every console goes crazy; alarms sound and lights flash.

Then their vessel abruptly loses power, drifting dead in space.

The Beam passes on; the stunned scientists now illuminated only by the indirect sunlight pouring in through the craft's observation dome. They see the probe turn about, now pointed

toward empty space. Its tip begins to GLOW eerily... we hear another STRANGE SOUND... and then --

-- without warning, Monroe and O'Neil are suddenly and violently buffeted from side to side. As the strange turbulence subsides, they look out through the large dome and react to...

6 EXT. SPACE - NEAR SMALL SHIP

6

In a burst of light and color, A SWIRLING WORMHOLE opens to allow the emergence of two, distinctive ALIEN CAPITAL SHIPS (our SHIP KILLERS) and several other strange craft.

These vessels pass close to the asteroid and the small ship still attached to it.

7 INT. THE SMALL SHIP - ON MONROE AND O'NEIL

7

The two react with fear as the huge craft passes so close it threatens to crush them against the nearby asteroid.

Finally, one of the big Ship Killers passes on; and the small ship's emergency power comes on-line; providing limited illumination. The shocked scientists turn toward the observation dome, realizing they have a ringside seat as the huge alien craft heads toward...

THE DEVERAUX

Her CAPTAIN hails the oncoming alien ships. There is no response. Then, a large, distinctive deflector shield flares to life on the nose of the first Ship Killer. Its glow reaches an incandescent level, then emits a SWIRLING BALL OF ENERGY PLASMA. At its center is a tiny, glowing ENERGY EMITTER; the power source for the PLASMA BALL.

This streaks toward the Deveraux and strikes it amidships. BLUE ARCS of GLOWING ELECTRICITY crackle across the Deveraux, which glows red, then white hot, then EXPLODES.

Not only the Deveraux, but all her support vessels evaporate in a cloud of flaming debris; a mini-nova of amazing force.

PAN off this devastation to reveal Monroe and O'Neil's small ship still adrift -- and intact - behind the Ship Killer.

8 INT. SMALL SHIP - ON MONROE AND O'NEIL

8

A shock wave knocks the craft loose from the asteroid and it spins off; out of control. The two scientists react with horror as they tumble towards...

9 EXT. SPACE - A VERY DENSE ASTEROID FIELD

The rubble of Kilrah. O'Neil cries out in fear as Monroe grabs the controls, thrusting this way and that as the Camera follows them through a nightmarish maze of destruction.

They eventually emerge, miraculously intact, on the other side of the field -- and settle to a stop.

10 INT. SMALL SHIP - ON MONROE AND O'NEIL

10

The two breathe easy for a moment only to realize a large alien ship is now hovering very close to them.

11 EXT. SPACE - SCIENTISTS' VESSEL AND ALIEN SHIP

11

The nose of the alien ship SHIMMERS, becoming semi-translucent as it reveals the vague, inhuman shape of its pilot. Monroe and O'Neil follow its progress as the strange craft approaches an access hatch on the port side of their ship. A large umbilicus secures itself to this hatch...

12 INT. THE SMALL VESSEL

12

... and the scientists panic as the hatch's locking wheel begins to nudge forward. O'Neil tries to hold it, finally blocking the wheel with a large spanner. This works for a moment...

... until sparks fly from the hull as some kind of cutting torch begins to burn through the

*- This needs
to appear
in series 9 I*

steel. O'Neil quickly presses a series of buttons, releasing a JUMP CAPABLE DISTRESS BEACON.

The two scientists back away as the torch cuts through the hatch... it falls outward with a metallic clang. We cannot see much of anything in the alien ship beyond except a cold, glowing mist.

The two humans wait for a beat, watching. At first there are only shadows... and eerie sounds... primordial whispers...

Then we cut to an ALIEN POV rounding a bend in the other ship, charging through the glowing mist. It moves insanely fast toward the horrified scientists. As they scream...

13 EXT. SPACE - LONG SHOT ON SMALL VESSEL AND ALIEN SHIP

13

The screams slowly trail away; the small vessel lit by the alien glow within. Then it all stops. All light, all sound... gone.

We PAN to the Distress Beacon that O'Neil released, racing PAST the Wormhole... and the vast fleet of alien ships now pouring through it.

As the little Beacon JUMPS out of the system, RUN TITLE AND REMAINING CREDITS.

Then as we END THE PROLOGUE...

WIPE TO:

SERIES A: SUMMARY

This first Series is designed to show off new technology without overwhelming new players with intensive, hard-core missions from the start. We will introduce all of our key characters -- Lance Casey and his fellow Nuggets; the CAG and other staff officers; and, of course, Blair and Maniac.

Special emphasis will be placed on Stiletto and Maestro, the rookie pilots who will have the biggest impact on Casey. The ship's Science Officer, Aurora Finley, and Hardware, our Chief Tech, will also be established.

The first series of Missions will involve the eradication of a small faction of Renegade Kilrathi who have occupied the remote Bluepoint Station (established in Wing IV.) The opposition will be automated vessels that look aged and somewhat beaten up -- nothing our heroes (and our player) can't easily handle.

The new protagonist Casey (a rookie by design) will fly a few warm-up missions which culminate with an encounter with an alien probe. The appearance of this probe, and its significance, will launch us into the next Series and the rest of the game.

This Series will also offer the player the false premise that this entire game might be a continuation of the historic Confed/Kilrathi conflict.

This is STILETTO -- cool, tough, and sharp as knife. She introduces herself as Acting Commander of the Ridgeback Squadron; their initial assignment on the Midway. Maestro reacts with a shocked grimace; a shavetail Lieutenant is their boss? Stiletto comes down on him like a ton o' bricks. Stow the attitude, nugget. You're already in trouble; seems there was a little incident on Delta Five -- which the CAG can't wait to talk to you about.

Casey grins. It seems Maestro's reputation has preceded him.

Stiletto is quick to point out that Casey has his own rep -- for being needlessly foolhardy. "You may have gotten by on your old man's record in the past, Mister, but when you fly on my wing it's how you fly that counts!"

She orders Casey to log some time in the flight simulator before his first mission. Ferrying a Tigershark is one thing -- combat quite another.

As the scene ends, Casey and Maestro exchange looks: Welcome to the Midway.

16 INT. MIDWAY - REC ROOM

16

A busy, exciting place. Unless we want to specifically limit interactivity, there will almost always be pilots here; bragging and laughing it up.

Casey ENTERS via the Aft Door. Forward Door is CLOSED. Ready Room door is OPEN. Flight Simulator has TIGERSHARK SIM available.

MORAN is serving drinks; three older pilots (MANIAC, BANDIT, and SPYDER) are at a table. A fourth, younger pilot (ZERO) sits alone at another table.

Maniac is holding forth as a bored-looking Spyder and Bandit (two grizzled veterans with lots of seasoning) listen. IF Casey tries to INTERACT with them, THEN Maniac tells him to get lost: No "nuggets" allowed. This table is reserved for the big boys, members of the Devils Squadron to be exact.

But when Maniac turns back to his two "friends," he discovers Bandit and Spyder have slipped off.

Maniac glares at Casey; then EXITS himself. In a huff.

Zero comes up to Casey. Congratulations. You've just met, and pissed off, Maniac. A legend in his own mind. Zero then introduces himself as a fellow member of the Ridgeback Squadron and offers to escort Casey to his quarters. Casey agrees, and they go out through the Forward Door.

IF Casey first INTERACTS with either Zero or the bartender, THEN he will be told he was smart to steer clear of Maniac's table. Zero will introduce himself, give Casey an explanation of the Rec Room's hierarchy, and guide him to his quarters.

IF Casey first chooses to use the FLIGHT SIMULATOR, THEN, afterwards, he will find Moran and Zero still in the Rec Room; and still be able to interact with both. Again, IF Casey interacts, THEN he will be guided to his quarters.

IF Casey first chooses to go into the Ready Room, THEN he will be able to examine stats; learn who top pilots are, etc.

NOTE: IF Casey CHOOSES the Ready Room, THEN he will find the Briefing Room Door OPEN. Those players who so desire can jump right into the first mission. However, that will mean some future optional scenes may not be available to them as many are CONDITIONAL. For example, IF you don't strike up a friendship with Finley, THEN you won't be invited to join her subsequent investigations.

17 INT. MIDWAY - CORRIDOR (OPTIONAL)

17

Zero and Casey walk and talk. More backstory about the Midway and it's chief architect: Christopher Blair. We learn Blair designed the Midway to be a stand alone task force; a single, massive carrier system with no need for support vessels. This will save a cash-short Confed mucho operating costs while still providing an adequate defense.

We segue into a discussion of Blair's nickname; Blue Hair.

Which he got, Casey says, because, according to what he's heard, Blair is as stodgy as a little old, blue-haired lady.

And that's when they round a bend in the corridor and come face to face with BLAIR... who has clearly overheard Casey. He comments on how it's better to have survived long enough to be called a little old lady -- that to have perished young and foolish.

Awkwardness and red-faces. A terse Blair then comments on Casey's father, the Iceman. Who he knew very well... and it would seem his son has a long way to go if he ever hopes to fill his Dad's shoes.

As Blair stalks off, the young pilots exchange tense looks, then head on to their quarters.

18 INT. MIDWAY - CASEY'S QUARTERS ~~(OPTIONAL)~~ *Sliding*

18

Zero watches as Casey settles in. DALLAS, Another young pilot, and fellow member of the Ridgeback Squadron, pokes his head in the door. He wryly comments on how well Casey and his pal Maestro are fitting in with the rest of the ship's company: Everybody is talking about their first encounter with Stiletto on the Recovery Deck, Maestro already in trouble with the CAG, Casey antagonizing Maniac in the Rec Room -- and, most of all, Casey's foot-in-mouth experience with Blair.

Maestro comes in, waves off questions about his "conference" with the CAG. Big news is an upcoming briefing; and scuttlebutt about them going up against some Kilrathi renegades. (Also filling in details about the Midway we might have missed; why she was built, why no support ships, etc. OR any references to Casey's famous father; the Iceman, etc.)

Maestro, Zero, and Dallas EXIT. Casey finishes unpacking, then EXITS himself.

19 INT. MIDWAY - REC ROOM

19

Casey ENTERS. Forward Door CLOSES behind him. Ready Room Door OPEN.

Moran greets Casey; advises him Midway's staff officers are sticklers about pilots logging time in the Flight Simulator. Tells Casey that, if he wants, he has time to do so before briefing.

IF Casey chooses to use FLIGHT SIMULATOR and Wasp Sim, THEN, afterwards, a PAVO will summon him to briefing. Moran may also tell Casey he can get to Briefing via the Ready Room Door.

MISSION (A1): FIRST ENCOUNTER

20 INT. MIDWAY - BRIEFING ROOM

20

Casey ENTERS. Pilots are taking their seats. We establish hierarchical, amphitheater-like seating. Casey meets SWAN, another member of lowly Ridgeback Squadron, all of whom are seated in front row. Then as Blair and CAG ENTER, everyone snaps to attention. Blair makes introductory remarks.

CONDITIONAL: IF Casey chose not to interact with other characters earlier, THEN Blair will make introductory speech about Midway; filling player in with required information regarding her design and mission.

Blair observes as CAG briefs pilots on first mission. During this, ESTABLISH a LARGE VIEWSCREEN behind CAG and smaller, INDIVIDUAL SCREENS on pilot's desks (Desk Padds.)

We also establish a distinctive chair which will be used by Captain when he (rarely) attends briefings.

CAG reveals how, since end of Border Wars, Confed military forces have assumed a policing role. The only enemy they encounter these days is occasional Kilrathi Renegade hoping to restore the Empire to its former glory. Though poorly armed and underfunded, these Renegades can present a real threat to Confed shipping

The Ridgebacks' latest mission involves neutralizing such a group who have occupied the remote Bluepoint Station. Said Renegades have programmed ROBOTIC DRONE FIGHTERS to harass Confed vessels. The Ridgebacks are to destroy these drones.

These particular Kilrathi are Cult of Sivar members. In the old days, they would be a formidable enemy, but -- thanks to the current state of Kilrathi hardware -- they're now strictly bush league. Watch your sixes, nonetheless.

Blair finishes up briefing with final warning; this was supposed to be a shakedown cruise for the Midway; not a combat patrol. But she's being pressed into service before all her

systems have been fully tested and cleared. So be prepared, nuggets. If you get into trouble, don't count on the Midway to get you out of it.

Casey is assigned to be Stiletto's Wingman. He makes a comment about wanting his own wing. Stiletto sneers; that won't happen overnight, rookie. It took her weeks to get a wing.

Casey is instructed to refer to his DESK PADD for weapon/wingman loadout specs...

NOTE: It is still TBD how much of the following information will be conveyed graphically on DESK PADD; how much via a COMPUTER VOICE OVER; and how much directly in briefing, either ON or OFF CAMERA.

Squadron: Ridgeback
Fighter: Tigershark

Loadout: Standard Dogfight

Alpha Flight Leader - Stiletto
Wingman - Casey
Wingman - Maestro

Bravo Flight Leader - Dallas
Wingman - Swan
Wingman - Zero

Advisory: Alpha will fly point; Bravo tactical support.

Casey and other pilots stand and EXIT as we GO TO:

21 INT. MIDWAY - FLIGHT DECK (SF)

21

A spectacular sequence as each fighter is "dropped" out into space. As they roar OFF, GO TO:

22 INT. CASEY'S TIGERSHARK - SPACEFLIGHT (SF)

22

Bold comm chatter between nervous rookie pilots trying to hide how anxious they really are. Stiletto tells everyone to clam up and keep eyes peeled. Opportunity to show what kind of leader she is -- tough, capable, but fair.

SPECIAL NOTE: Here and through most succeeding missions Casey and his unit will be addressed by Midway collectively: "Alpha Flight, check in. Bravo Flight, assist Alpha," etc.

23 INT. CASEY'S TIGERSHARK - AT FIRST NAV POINT (A1-1) (SF) 23

{ When Casey and friends arrive at First Nav Point in asteroid field, a lone Kilrathi Corvette sits at other end of field. As Casey moves toward it, the craft begins to retreat -- slowly. Stiletto comms: "There's our target, Lieutenant -- hang back while I call in an AWAC to scout those asteroids."

Casey chooses between A - "I'll check out those rocks myself." or B - "Forget the rocks; let's hit that Corvette!"

*cut,
we don't
want bromely
replies.*

Whichever path Casey picks, the Corvette comes about into an offensive posture. At the same time, a half dozen aged, automated Strakhas suddenly de-cloak nearby. Battle ensues.

Much Top Gun-like jeering and baiting over comm during this; further development of Maestro, Stiletto, and other nuggets. Win/Lose:

IF Casey's ship is damaged (these worn-out Kilrathi drones do not have the firepower to destroy or kill him) and he has to bow out, THEN mission ends. He will be reamed by Hardware back on Midway's Recovery Deck.

IF Casey's ship is more severely damaged and he has to eject, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway.

IF Casey and friends destroy all enemy ships, THEN Maniac (via VDU at end of mission) will still dog Casey for falling for one of the oldest Kilrathi ambush tactics in the book. (A fact that Stiletto won't let Casey forget either.)

NOTE ON OPPOSITION: Specifically, a Kilrathi Commander, T'GARR, who is in command of the Bluepoint Station from which the drone ships are being launched. He'll feed insults via VDU to Casey throughout this series. (T'Garr is not operating the drones; their AI works independently. Think of T'Garr as more of a jeer-leader.)

- 24 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 24
- Standard clearance/landing sequence.
- 25 INT. MIDWAY - RECOVERY DECK 25
- Casey returns from first Mission. Meets
HARDWARE, who DEBRIEFS him:
- IF Casey did well, THEN Hardware invites him up
to the EAGLE'S NEST for a quick tour (CUT
SCENE.) THEN a PAVO calls Casey into Briefing
Room for session with Blair.
- IF Casey did poorly, THEN we establish shot-up
ship on deck behind him, and Hardware is less
than warm in his greeting. Does not invite
Casey to Eagle's Nest.
- IF Casey did really bad; forced to eject, THEN a
SAR (in a CUT SCENE) brings him to the Recovery
Deck to be greeted by a very unhappy Hardware.
- NOTE: A SAR CUT SCENE consists of a CGI SHOT of
Casey being tracted in by the craft; then he
is shown wearily arriving on the Recovery Deck
to be confronted by whomever is mission
appropriate.
- In either LOSING SCENARIO, Hardware will coldly
inform Casey he's to report to Briefing Room;
which he does via a CUT SCENE:
- 26 INT. MIDWAY - BRIEFING ROOM 26
- Casey ENTERS an empty Briefing Room; the staff
door OPENS and Blair ENTERS. He gives Casey a
dressing down for falling for the old Kilrathi
bait and switch; expresses doubts about Casey's
suitability as a carrier pilot. A chastened
Casey quickly EXITS.
- 27 INT. MIDWAY - REC ROOM 27
- Casey ENTERS to join other nuggets. Forward
Door OPEN. Ready Room Door OPEN. Perhaps a CUT
SCENE here. Young pilots jubilant, charged up.

Could talk about fact that they have earned their first Flight Combat Ribbon. Everyone compares notes, has a drink, brags it up.

IF Casey kicked butt, THEN 'You done good, buddy.' IF Casey got his butt kicked, THEN 'Hey, that was rough out there, wasn't it?'

IF Casey did not interact with Maniac earlier, THEN he will have opportunity to do so here. (In a variation of earlier optional scene; perhaps CONDITIONAL off Casey's performance in first mission.)

Moran could also nudge Casey to log time on Wasp in Flight Simulator.

IF Casey chooses to use FLIGHT SIMULATOR, THEN, afterwards, he can EXIT Rec Room through FORWARD DOOR, or EXIT to Ready Room and next briefing.

IF Casey chooses, he can EXIT to Ready Room, for a Game Maintenance Opportunity, THEN either go directly to Briefing Room to begin next mission or return to Rec Room.

IF Casey decides to return to or stay in Rec Room, and EXITS via Forward Door, THEN a CUT SCENE will take him TO:

28 INT. MIDWAY - OBSERVATION DECK (OPTIONAL/SLIDING)

28

Casey encounters Swan. Discussion (CONDITIONAL) of Casey's mission performance. Also delve into Swan's personal background. We learn her family has ostracized her for joining Confed, but she is determined to make good, etc.

Encounter is a pleasant one for our hero; perhaps his first on the Midway.

That's when PAVO calls them into another briefing.

Casey is TRANSITIONED into Ready Room for Game Maintenance Opportunity. And then into:

MISSION-(A2): SECOND ENCOUNTER

29 INT. MIDWAY - BRIEFING ROOM 29

CAG and Stiletto brief Casey and other RIDGEBACKS on next mission. We also work SCIENCE OFFICER FINLEY into this briefing. She reveals Kilrathi robot drones are operating via a roaming frequency that cycles across a wide band in an unpredictable pattern. All attempts to jam frequency and shut down drones have failed; but she'll keep trying.

DESK PADD Loadout Specs...

Squadron: Ridgeback
Fighter: Wasp

Loadout: Standard Dogfight/Intercept

Alpha Flight Leader - Stiletto
Wingman - Casey
Wingman - Maestro

Bravo Flight Leader - Dallas
Wingman - Swan
Wingman - Zero

Advisory: Bravo will operate independently of Alpha.

30 INT. MIDWAY - FLIGHT DECK (SF) 30

Standard launch. Midway/CAG VDU: "Remember to make those shots count; hit your targets sharp and fast!"

31 INT. CASEY'S WASP - SPACE FLIGHT (SF) 31

As they return to Nav 1 (only Nav in mission,) our heroes comm chatter. Unlike first mission, everyone is jazzed and ready for a fight. Stiletto reminds them they could still get hurt out here; robot ships or no robot ships.

32 INT. CASEY'S WASP - AT FIRST NAV POINT (A2-1) (SF) 32

One wing of four Dralhti enter action sphere and attack Confed Fighters/Priority One -- Midway/Secondary.

The Kilrathi AI running the drones is mediocre at best. The only time drones really get dangerous is if Casey takes too long, then next wave will arrive, throwing off one-to-one friendly/enemy ratio. Win/Lose:

IF Casey's ship is damaged and he has to bow out, THEN mission ends. He will be reamed by Hardware back on Midway's Recovery Deck.

IF Casey's ship is more severely damaged and he has to eject, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway.

IF Casey fights off this wave, THEN he will be ready for next.

Stiletto and Dallas are very effective during this affair. Casey will be the one who can screw things up by taking too long to kill targets.

IF any wave gets through before previous one is destroyed, THEN Stiletto will give Casey hell about pulling his own weight in the cockpit.

During this, comm broadcasts ongoing macho/rivalry between Confed fighter wings -- interspersed with occasional VDU insults from T'Garr.

Wave Two enters sphere and attacks. As timing permits, Wave Three enters sphere and attacks. After a suitable pause, the final wave attacks. Win/Lose:

IF Casey's ship is damaged and he has to bow out, THEN mission ends. He will be reamed by Hardware back on Midway's Recovery Deck.

IF Casey's ship is more severely damaged and he has to eject, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway.

IF all enemy craft are destroyed, THEN Midway's Comm Tech Anderson contacts us via VDU: "All Ridgebacks break contact and return to Midway."

BLAIR COMMENTARY END OF MISSION: Via VDU, Blair will point out, no matter how well mission is played, how bloody the fight would have been with a stronger, more adept enemy; i.e., real live Kilrathi.

- 33 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 33
Standard clearance/landing sequence.
- 34 INT. MIDWAY - RECOVERY DECK 34
{ Casey returns from first Mission. Meets
{ HARDWARE, who DEBRIEFS him:

IF Casey did well and was not invited before,
THEN Hardware now invites him up to EAGLE'S NEST
for a quick tour (a variation of previous CUT
SCENE.)

IF Casey did poorly, THEN we establish shot-up
ship on deck behind him, and Hardware is less
than warm in his greeting. Does not invite
Casey to Eagle's Nest.

IF Casey did really bad; forced to eject, THEN a
SAR (in a CUT SCENE) brings him to the Recovery
Deck to be greeted by a very unhappy Hardware.
- 35 INT. MIDWAY - REC ROOM 35

Casey ENTERS with Maestro. Ready Room Door
OPEN. IF Casey did not interact with Swan on
Observation Deck earlier, THEN Forward Door is
OPEN (allowing player access to previous SLIDING
SCENE with Swan on Observation Deck.)

Finley approaches Casey and Maestro; offers to
buy them drinks -- pretext being she wants to
discuss those Kilrathi frequencies she's been
trying to jam. Maestro pulls a Maniac Jr: "I
love a lady with smarts and looks to match."
Finley puts him down, but good. "It's a shame
you don't have either."

Casey's subsequent VERBAL INTERACTION with
Finley will determine course of future
relationship. IF he wimps out, THEN she loses
interest. IF he holds his own, THEN she warms
up and buys him a drink.

Afterwards, IF Casey doesn't leave for SLIDING
SCENE with Swan, THEN he can GO ON to next
briefing.

MISSION (A3): RECON AROUND BLUEPOINT STATION

36 INT. MIDWAY - BRIEFING ROOM

36

CAG again points out if nuggets had been up against real Kilrathi insurgents, and not worn out automated ships, they would all be dead -- and Midway possibly in big trouble.

She then gives Casey and other Ridgebacks instructions for next mission. This time, they're making their move on the Bluepoint Station the Renegade Kilrathi have occupied.

Alpha and Bravo Flights will make a standard recon/patrol run and destroy all enemy craft encountered. This mission is designed to gain Confed superiority around Bluepoint Station before the Marines are shuttled in to finish the job.

As CAG finishes giving mission info, she tells Casey that, even taking into account his many mistakes, he is clearly an exceptional pilot. Despite her own misgivings, she's putting Casey in charge of Alpha Flight.

Stiletto, who was lording it over Casey earlier about how long it took to her become a Wing Commander, is steamed.

Casey just smiles and shrugs.

DESK PADD Loadout Specs...

Squadron: Ridgeback
Fighter: Wasp

Loadout: Standard Dogfight/Intercept

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

Advisory: Bravo will operate independently of Alpha.

- 37 INT. MIDWAY - FLIGHT DECK (SF) 37
- Standard launch. Midway/CAG VDU: "Cleared to proceed to Nav 1 and eliminate all hostile craft encountered. Happy hunting."
- 38 INT. CASEY'S WASP - AT FIRST NAV POINT (A3-1) (SF) 38
- All clear. Our guys move on to Nav 2.
- 39 INT. CASEY'S WASP - AT SECOND NAV POINT (A3-2) (SF) 39
- One wing (four) of Vaktoths attack. Again, Kilrathi AI will be marginal at best, but Vaktoths take quite a beating before they go down.
- Lots of excited comm chatter between our heroes. And let's not forget T'Garr's colorful commentary via VDU from his safe berth in Bluepoint Station. Win/Lose:
- IF Casey's ship is damaged and bows out, THEN he will be reamed by Hardware back on Recovery Deck.
- IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway.
- IF Casey dispatches enemy, THEN he proceeds to next Nav Point.
- 40 INT. CASEY'S WASP - AT THIRD NAV POINT (A3-3) (SF) 40
- One wing of (four) Dralathi come into play.
- More comm chatter; more T'Garr taunts, etc. Win/Lose paths SAME AS (A3-2).
- 41 INT. CASEY'S WASP - AT FOURTH NAV POINT (A3-4) (SF) 41
- One wing (four) Vaktoth attack followed by one wing (four) Dralathi. The comm chatter, and the mission, reaches a climax. Win/Lose:
- IF Casey's ship is damaged and bows out, THEN he will be reamed by Hardware back on Recovery Deck.

IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway.

IF Casey dispatches enemy, THEN he is ordered to return to Midway. We END MISSION with Casey debriefed via VDU by CAG. She will give slight praise to Casey for doing well.

42 { INT. MIDWAY - REC ROOM

42

Casey and Maestro ENTER with other nuggets. Aft Door CLOSES behind them. Ready Room Door OPEN. IF Casey did not interact with Swan on Observation Deck earlier, THEN Forward Door is OPEN.

Perhaps a CUT SCENE here. Young pilots are all jubilant and jazzed. Everyone compares notes, has a drink, brags it up.

CONDITIONAL: IF Casey kicked butt, THEN 'You done good, buddy.' IF Casey got kicked, THEN 'Hey, that was rough out there, wasn't it?'

Moran could suggest Casey log more time in Flight Simulator, checking out Wasp.

IF Casey chooses to use FLIGHT SIMULATOR, THEN, afterwards, a PAVO will summon him to next briefing.

IF Casey chooses, he can EXIT to Ready Room for Game Maintenance Opportunity, THEN either go directly to Briefing Room to begin next mission or return to Rec Room.

MISSION (A4): INCURSION OF BLUEPOINT STATION

43 INT. MIDWAY - BRIEFING ROOM 43

CAG tells pilots they've cleared a safe path to Bluepoint Station. It's time to put these Kilrathi out of business. Next mission will be to escort Marines in for assault on Station.

COLONEL DEKKER takes over briefing, telling pilots that Casey's Alpha Flight will escort two Marine Landing Craft to the station while Stiletto's Bravo Flight provides cover.

Casey's DESK PADD lays out these mission specifics...

Squadron: Ridgeback
Fighter: Wasp

Loadout: Standard Dogfight/Intercept Plus Escort

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

Two Marine Landing Craft: Dekker; Two Squads of Marines

Advisory: Bravo will operate independently of Alpha.

44 INT. MIDWAY - FLIGHT DECK (SF) 44

Standard launch. VDU from Dekker on Marine Landing Craft prompting player to get in formation with them.

45 INT. CASEY'S WASP - AT FIRST NAV POINT (A4-1) (SF) 45

Four Dralhti attack, two with priority on the Landing Craft.

Battle appropriate comm chatter between pilots; T'Garr taunts, etc. Win/Lose:

IF Casey's ship is damaged and bows out, THEN he will be reamed by Hardware back on Recovery Deck.

IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway.

{ IF Casey dispatches enemy, THEN he proceeds to
{ next Nav Point.

46 INT. CASEY'S WASP - AT SECOND NAV POINT (A4-2) (SF)

46

Three Vaktoth attack, one with priority on Landing Crafts. Battle appropriate comm chatter between pilots; T'Garr taunts, etc. Win/Lose paths SAME AS (A4-1).

47 INT. CASEY'S WASP - AT THIRD NAV POINT (A4-3) (SF)

47

We finally approach the Kilrathi-occupied Bluepoint Station with its SIX HOVERING DEFENSE SATELLITES (gun-posts basically.) All satellites take priority on Landing Crafts. *

Dekker comms from Landing Craft: they'll wait for Casey's go ahead before they move in. Casey must take out all sats or one of the Landing Craft will get nailed. Win/Lose:

IF Casey's ship is damaged and he bows out, THEN he will be reamed by Hardware back on Recovery Deck. He learns Stiletto led Squadron in to knock out satellites and take Bluepoint Station.

IF Casey ejects, THEN he will be rescued by SAR, and reamed by CAG back on Midway. He learns Stiletto led Squadron in to knock out satellites and take Bluepoint Station.

IF Casey lets one of the Landing Craft get nailed, THEN Marines bail in escape pods and Dekker calls in Stiletto's Squadron. She knocks out satellites and takes Bluepoint Station. (While giving Casey a real bad time over comm; this blunder also sets him up for a reaming by Blair.)

IF Casey smacks the sats, he gives go ahead for Dekker and Marines to move in while he patrols area.

Opposition Note: Throughout mission, via VDU, T'Garr taunts, threatens, then loses it as Casey helps the Marines close in on Bluepoint Station. T'Garr will barely escape in a Dralhti just before Marines charge into his office. (All OFF CAMERA.)

Then a comm from Midway (VDU, Anderson) recalls Casey.

48 INT. CASEY'S TIGERSHARK - AT MIDWAY (SF)

48

As Casey approaches Midway, Anderson will tell him via VDU, to hurry it up; Recovery Deck needs to be cleared for emergency mission.

49 INT. MIDWAY - RECOVERY DECK

49

As Casey leaves his ship, he is debriefed by Hardware. Learns an unidentified craft has entered orbit around Bluepoint Station and is now approaching Midway. Devils Squadron is being scrambled to intercept same.
CONDITIONALS:

IF Hardware is pleased with Casey's mission performance, THEN he invites him (and perhaps Wingman; maybe Stiletto) to watch the action via viewscreen in Eagle's Nest.

IF Hardware isn't pleased, THEN Casey has to talk him into letting them watch action in Nest. Segue into this from first two losing paths in (A4-3).

NOTE: Another option would be to have Stiletto debrief Casey; and, no matter his performance, he convinces her to go to Eagle's Nest and check this out. She'll argue they'll find out what they need to know when they're supposed to. His argument; the faster we know it, the better.

50 INT. MIDWAY - EAGLE'S NEST

50

Casey, Hardware, Stiletto, perhaps other pilots, watch action on VIEWSCREEN. We immediately recognize the unidentified object is identical to ALIEN PROBE seen in Prologue.

PUSH IN on viewscreen and GO TO:

51 EXT. SPACE - THE MIDWAY (CGI)

51

Two WASPS blaze away from Midway to check out the new arrival. They are piloted by Bandit and Maniac.

As they make their recon pass, Maniac foolishly decides to close in -- and the ALIEN PROBE zips up to his Wasp, scanning it with that distinctive beam.

52 INT. MANIAC'S WASP

52

As the beam sweeps over the Wasp, emitting a shrill, alien SOUND, Maniac screams and grabs his ears. The Wasp's console goes nuts...

53 EXT. SPACE - PROBE AND MANIAC'S WASP (CGI)

53

... while probe finishes its scan. Still just bare feet away from the Wasp, its tip begins to glow...

... and just before his Wasp completely shuts down, Maniac frantically fires missiles and hits ejection button at same time.

As Confed's top pain-in-the-butt soars past CAMERA via an escape pod, screaming all the way, both Probe and Wasp vanish in a SPECTACULAR DOUBLE EXPLOSION.

End Series A

SERIES B: SUMMARY

Responding to what at first appears to be a bogus distress call, the Midway discovers an annihilated Kilrathi fleet; destroyed by whom or why a mystery.

Casey escorts Colonel Dekker and his Space Marines to the most intact Kilrathi vessel. While the boarding party recovers the ship's black box or downloads its data log, fighters of unknown origin attack.

In a series of exciting missions, Casey and his comrades take on this new enemy. They cover the Marines as they return to the Midway -- and give the aliens their first bloody nose.

But despite some measure of success, the appearance of an overwhelming alien fleet forces the Midway to jump to another star system at the end of this Series.

SERIES B - ENEMY RECON

54 INT. MIDWAY - REC ROOM

54

Casey ENTERS via the Aft Door. Forward Door is CLOSED. Ready Room door is OPEN.

Maniac and Bandit are holding court to assembled pilots. (Maniac is, of course, giving his own, highly-doctored, account of Alien Probe incident.)

Everyone is very interested in source of probe. Especially when Moran reveals Midway has just received a distress comm from a fleet of Kilrathi warships in the H'rekka system. They're claiming to be under fire from an unknown force.

Various theories are put forward. Bandit is certain this is some kind of Kilrathi trick, but Maniac is dubious. He fought Kilrathi for years; knows all their technology; all their tricks. And whatever that probe thing was, it sure wasn't Kilrathi.

Others suggest probe is something hatched by Cult of Sivar Renegades. Those radical Kats are committed to killing all Confed collaborators -- maybe they're the ones who attacked the Kilrathi warships.

Casey points out this is all useless speculation. He advises his fellow Ridgebacks to belay the scuttlebutt until analysis of probe is complete. (This could be CONDITIONAL; Casey/Player would have to make decision to say this.) CONDITIONALS:

IF Casey impressed Finley in Series A, THEN she asks if he wants to come with her and check out data on probe.

IF Casey says NO (or if he did not interact with Finley in Series A,) THEN Maestro will advise him they are due for a briefing. In a CUT SCENE Casey will follow Maestro into Ready Room where Briefing Room Door is OPEN. (IF Casey chooses to return to Rec Room, THEN he will find it empty and only opportunity for interactivity will be Flight Simulator.)

IF Casey says yes to Finley, THEN she will lead him out the Rec Room's Forward Door as we GO TO:

55 INT. MIDWAY - FINLEY'S LAB ~~(OPTIONAL)~~ 55

A 27th Century state of the art, sterile research facility with an adjoining viewing gallery; which is separated from the lab by a glass partition. The viewing gallery is actually some distance above the lab proper; looking down into it.

Casey watches over Finley's shoulder as she scans through data. But they learn no significant information was downloaded from Alien Probe because Midway's long-range sensor array was off-line for repairs. (Thanks to Hardware.)

Finley grumbles about Hardware -- and about Midway being on combat mission when she should still be on shakedown cruise. This ship is not ready for battle; won't be for weeks, etc.

That's when both are startled by Blair's voice filtered through an intercom. They turn to see him in the gallery looking down at them through viewing glass.

Blair tells Finley to complete analysis with what data she has. Hardware has his problems; the whole ship does. They all have to do the best they can with what they have.

That's when the CAG steps up to Blair in gallery area. She tells him Captain has decided to follow up on Kilrathi comm as if it were a real distress call. Their next stop is the H'rekka system.

Blair frowns at this news and tabs off intercom. Casey and Finley, in the lab, can no longer hear the two officers as they talk. But then Casey surreptitiously reaches out and tabs the intercom control, turning it back on. He and Finley pretend to turn their attention back to data on a monitor while actually eavesdropping on Blair and the CAG.

They hear that, while he's confident in the ship he has helped design, Blair has grave misgivings about its crew and pilots. Almost without exception, they are raw, green "nuggets."

That crazy kid Casey, for instance. He's hot to be a hero like his Dad -- with no idea of what he's headed into.

The CAG points out the Captain has no choice; there's no one else available to check out the Kilrathi distress call. In any case, this is what they designed the Midway for; to operate on its own without a flotilla of support vessels. She advises Blair to look on this as an opportunity to show what this ship, and her crew, are really capable of.

Besides, what they'll most likely encounter is just another small, disorganized group of diehard Kilrathi Renegades flying drones; no more dangerous than the ones they just destroyed.

End with Blair sighing: Maybe. But I've got a bad feeling about this.

And inside lab, Finley and Casey react. Finley is tense and concerned, but Casey is excited; talk about big adventures. (Though he was stung by Blair's "crazy kid" comment.)

TIME CUT TO:

56 EXT. SPACE - H'REKKA SYSTEM (CGI)

56

SUPER a TITLE: H'REKKA SYSTEM. Then, as the Midway JUMPS INTO the system, we see her launch an AWACS. OFF this GO TO:

57 INT. MIDWAY - READY ROOM

57

Where Casey has Game Maintenance Opportunity before going through open Briefing Room Door. (IF Casey chooses to go into Rec Room, THEN he will find it empty.)



MISSION (B1): FIRST CONTACT
-- formerly (B2) --

58 INT. MIDWAY - BRIEFING ROOM

58

Casey ENTERS to find other pilots taking seats. He hurries to his own as Blair and CAG ENTER and begin briefing. Among other things, CAG advises that, as Midway is now in Red Alert situation, all pilots should log time in Flight Simulator with WASP SIM.

CONDITIONAL: IF Casey chose not to interact with Finley earlier, THEN necessary exposition from preceding lab scene will be covered here.

That's when CAPTAIN DRAKE ENTERS with Colonel Dekker and Finley. Captain reveals there is a feed coming in from AWACS. And he feels pilots need to see it.

The Briefing Room's large viewscreen comes to life with an unbelievable sight -- numerous Kilrathi warships adrift; most still blazing from encounter with Alien Ship Killers (although our heroes are as yet unaware of these vessels and their awesome Plasma Weapons.) Many Vaktoth's, Paktahn's, Strakha's, etc. are all just so much space junk.

As no communications can be established with Kilrathi ships, decision is made to send Marines (again lead by Colonel Dekker) to wreckage of a FRALTHI CRUISER, which is somewhat removed from the rest of the destroyed fleet and still semi-intact.

The CAG assigns a section from Devils Squadron to provide primary escort, with part of the Ridgebacks Squadron as backup. All craft will make their approach while cloaked; the Marine Landing Craft will remain cloaked until it has docked with the Kilrathi ship.

Finley cautions pilots to stay at least 10,000 meters away from local asteroid field. Half the Midway's sensor array is down, and they're unable to scan those rocks. So steer clear.

As CAG makes flight/ship assignments, Casey refers to DESK PADD for loadout specs...

Squadron: Ridgebacks
Fighter: Tigershark

Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

{ Squadron: Devils
{ Fighter: Panther

Bravo Flight Leader - Maniac
Wingman - Bandit
Wingman - ND Red Shirt

One Marine Landing Craft: Dekker; 1st Squad
Marines

59 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (SF)

59

Combined launch; Ridgebacks, Devils, and
Marines.

Comm Chatter: Excited rookie pilots realize this
is their first real test. Perhaps resident
alien probe experts, Bandit and Maniac,
respectively caution and put down younger
pilots. Sporadic transmissions from other
patrols.

For a moment, before Auto Flight is available,
Casey can SEE all those shattered ships.
Appropriate comm chatter: shocked reactions; all
except for Bandit. Who is pleased at sight.

60 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B1-1) (SF)

60

When Casey arrives at First Nav Point, he SEES
wrecked Fralthi Cruiser; asteroid field visible
in distance.

Comm chatter establishes Cruiser's condition;
Maniac cautions all to stick close and avoid
asteroids.

IF Casey ignores advice and gets closer than
10,000 meters to the field, THEN the Alien
Fighters hidden there will attack. Our guys
destroy them; THEN Maniac chews Casey for
blunder.

ALSO, comm chatter as everyone reacts to alien ships; none have ever seen anything like them before. These are UAA; Unidentified Alien Aggressors, and a really, really big deal.

IF alien fighters get drop on Casey, THEN he gets rescued by Maniac; and chewed by same.

However well or badly Casey does, Maniac orders him to stay on station and wait for Marine Landing Craft to dock with Fralthi Cruiser.

Shortly thereafter, Dekker announces via VDU that docking is successful and Marines are going in.

CLOSE ON CASEY'S VDU - INSIDE FRALTHI CRUISER

Through live video link with Dekker, Casey sees A HANDHELD VIDEO POV, panning slowly, REVEALING the Cruiser's corridors are littered with bloody remains of dead Kats. The shaken Marines wade through this mess and approach a battered control alcove.

But just as Dekker reports they have downloaded ship's data-log or found black box, they are attacked by aliens hidden in wrecked ship. VDU goes crazy with bizarre, hand-held IMAGES as Marines fight back and bug out.

BACK TO SCENE (CASEY'S TIGERSHARK COCKPIT) (SF)

At same time, ALIEN FIGHTERS hidden in asteroids attack. Comm chatter from various Wingmen is fast and furious. (Said chatter to provide clue that cloaking doesn't work.)

Due to failure of cloaking, Casey and squadron suffer significant damage. Win/Lose:

IF Casey survives, THEN the LC is extracted and he escorts it back to Midway.

IF Casey gets his ship shot out from under him, THEN he can eject from fighter and be picked up by SAR. He will be debriefed by CAG back on board the Midway; where he learns Marines were successfully escorted back home by Maniac, et al.

61 INT. MIDWAY - RECOVERY DECK

61

Casey lands. Debriefed by Hardware, who speculates that cloaking technology is useless against alien menace. He tells Casey he has an idea; asks if Casey wants to try it out.

IF Casey says yes, THEN Hardware yanks cloaking device and routes extra power to Tigershark's shields and weapons.

IF Casey says no, THEN next mission will be harder for him until he manually dumps his cloaking device mid-flight and re-routes power himself.

62 INT. MIDWAY - REC ROOM

62

Casey ENTERS from Aft Door. Forward Door CLOSED. Ready Room Door OPEN. Perhaps a CUT SCENE here with fallout from mission: Who were we fighting out there? Sure as blazes wasn't Kilrathi. Any word on when they're gonna crack that Kat black box? So-and-so's still working on it, etc.

This scene gives us an opportunity to keep Zero, Dallas, and Swan alive. Maybe see more reflective, older pilot, Spyder perhaps, who is not so wired up.

CAG ENTERS, congratulates pilots, then tells all to return to quarters and get some rest. They're gonna track down aliens' homebase as soon as they can.

All begin filing out of Rec Room.

IF Casey chooses to log sim time (i.e., get sharp on WASP -- which CAG might mention above,) THEN when he EXITS simulator, SCRAMBLE ALARM SOUNDS.

IF Casey chooses to go to Ready Room, THEN SCRAMBLE ALARM SOUNDS. He will have Game Maintenance Opportunity before going to Briefing Room.

IF Casey chooses to leave Rec Room with others and return to quarters (no ALARM until next scene,) THEN GO TO:

63 INT. MIDWAY - CORRIDOR (OPTIONAL/SLIDING)

63

Casey walks and talks with Maestro and/or one of our Red Shirts: Zero, Dallas, or Swan. A moment of reflection on how much their lives have changed in the last two days -- from flying milk runs against Kilrathi drones to facing an Unknown Alien Invasion.

{ Then SCRAMBLE ALARM SOUNDS. Casey and
{ companion(s) turn and take off back down
corridor as we GO TO:

64 INT. MIDWAY - READY ROOM

64

Casey has Game Maintenance Opportunity, then goes through Briefing Room Door into SCRAMBLE SEQUENCE.

MISSION (B2): SECOND CONTACT
-- formerly (B3) --

65 INT. CASEY'S TIGERSHARK - SCRAMBLE SEQUENCE (SF) 65

Casey is briefed via VDU by CAG while launching. He and Ridgeback squadron have been scrambled to provide escort/cover for fighters from Devils Squadron who are returning to Midway after getting pretty banged up on deep space patrol.

In an attempt to avoid a fight as much as possible, the return trip will detour through Nav Points that have had no previous alien presence.

Casey examines VDU for Loadout Specs...

Squadron: Ridgebacks
Fighter: Tigershark

Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

SPECIAL NOTE: IF Casey chose to modify his Tigershark after Mission B2, THEN he will be flying with no cloak -- but he will have increased gun and shield power.

66 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B2-1) (SF) 66

Our heroes proceed to Nav 1 to wait for a rendezvous with flight from Devils Squadron (six Panthers with moderate to heavy damage flown by Red Shirts; Maniac in command.)

Comm chatter: "Never thought I'd be glad to see a nugget, etc."

67 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (B2-2) 67

Both squadrons proceed to Nav 2, where they are jumped by six Alien Multi Role Fighters. Suitable comm chatter. Win/Lose:

IF Casey said no to Hardware earlier re: removal of Tigershark's cloaking device, THEN mission will be harder until he manually dumps cloaking device and re-routes extra power to shields and weapons. Perhaps this is prompted by an emergency comm from Hardware himself. Or Stiletto or Maestro could advise him to do it.

IF Casey ejects, THEN SAR will pick him up. Casey won't get tractored by alien ship, but Maniac will give him a hard time on the Recovery Deck at end of mission: "Mighty Casey strikes out -- again."

IF Casey successfully vanquishes aliens, then he proceeds to next Nav Point.

68 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (B2-3) (SF)

68

Casey is jumped by three waves of three Alien Multi-role Fighters. Win/Lose paths SAME AS (B2-2).

69 INT. MIDWAY - RECOVERY DECK

69

CAG greets Casey, Maniac, and other pilots. She takes Maniac and Casey aside for debriefing.

IF Casey managed to get three or more Panthers back aboard Midway, THEN CAG tells our hero he's earned Confed Flying Cross. Even Maniac serves up a begrudging compliment.

IF Casey didn't do well, THEN Maniac is furious. CAG orders Maniac to next briefing. Then tells Casey he'll have to do better; won't last long if he doesn't.

IF Casey ejected, THEN SAR brings him in to be reamed by Blair. CAG also present; both tell Casey to shape up, in forceful terms.

70 INT. MIDWAY - REC ROOM

70

Ready Room door OPEN. Forward Door CLOSED. No one present, save Moran, who tells Casey he should hurry on to Briefing. Casey can enter Ready Room for Game Maintenance Opportunity; then EXIT to Briefing Room.

IF Casey did well in (B2) THEN he goes to
briefing for Mission (B3a).

IF Casey did badly in (B2) THEN he goes to
briefing for Mission (B3b).

MISSION (B3a): FIGHTER SWEEP
-- formerly (B4a) --

71 INT. MIDWAY - BRIEFING ROOM

71

Blair, CAG, Finley, and Hardware present. All stand at attention as Captain Drake enters with major news. He has decided Midway should pull out of this system; now that they have a better idea of what they're dealing with, urgent priority is to communicate situation to Confed - which they can do from next system.

The Ridgebacks and other squadrons are assigned to sweep ahead of Midway and clear path to jump point. Finley reports long range sensors have finally been brought on line, and a large alien force has been scanned at far side of this system.

Said force will be in striking distance within hours. It's imperative that Ridgebacks and company clear path to next jump point ASAP. Otherwise, Midway will literally be caught between a rock and a hard place.

Hardware reports that, since fighters' cloaking devices have apparently had no effect on alien targeting systems, he's ordered his people to yank cloaks and route additional power to shields/weapons systems.

Casey refers to DESK PADD for Loadout Specs...

Squadron: Ridgebacks
Fighter: Tigershark

Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Maestro

Bravo Flight Leader - Stiletto
Wingman - Swan
Wingman - Zero

As the Captain wishes pilots God's speed, they EXIT.

72 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (SF)

72

Ridgebacks lead sweep to first Nav Point.

Cheerful banter with wingmen reflects Casey's success last mission.

However, Stiletto still keeps her distance; offering only faint praise.

73 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B3A-1) 73

{ Three Alien Multi-Role Fighters attack
{ Ridgebacks. Comm chatter standard, battle-professional; again reflecting Casey's last mission. Win/Lose:

IF Casey does well, THEN he and flight proceed to next Nav Point.

IF Casey ejects, SAR will pull him in; he will be chewed out on Recovery Deck; THEN he will GO TO: SCRAMBLE for (B4b).

IF Casey really blows it and aliens blast him, THEN we GO TO: SERIES B - LOSING END GAME #1.

74 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (B3A-2) (SF) 74

Three more Alien Multi-role Fighters jump our guys. Battle appropriate comm chatter. Win/Lose paths same as (B3a-1).

75 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (B3A-3) (SF) 75

Casey and chums next face six Alien Multi-role Fighters. Battle appropriate comm chatter. Win/Lose paths same as (B3a-1).

76 INT. CASEY'S TIGERSHARK - RETURNING TO MIDWAY (SF) 76

Standard landing. Since Casey has done well, he'll get an atta boy from CAG via VDU and have opportunity for OPTIONAL SCENE with Hardware.

77 INT. MIDWAY - RECOVERY DECK (OPTIONAL/CONDITIONAL) 77

Hardware greets him in a friendly manner: "Not bad, kid, not bad at all." Then a ND TECH comes up and tells Hardware "We're ready to crack black box."

Casey has CHOICE as to whether or not to ask to tag along:

IF he doesn't, THEN he gets required black box info in next briefing.

IF Casey tags along with Hardware to Eagle's Nest, THEN he gets to see data downloaded from Fralthi's black box. Via viewscreen, he sees silhouette or grainy outline of Alien Ship Killers accompanied by distinctive sounds (which we associate with aliens in Prologue.) We see PLASMA BALL rush toward Kilrathi fleet; then destruction of same.

This will later tie into discovery of location of Alien Ship Killer based on same sounds and image. This is also the beginning of an investigative track which will run through rest of game.

Finley could also be in this scene; assisting Hardware or merely observing. Perhaps she will compliment Casey on his recent good performance.

78 INT. MIDWAY - REC ROOM

78

Casey ENTERS into a brief CUT SCENE; an interlude with his shipmates. Who are all just catching their breath -- when the SCRAMBLE ALARM SOUNDS.

79 INT. MIDWAY - READY ROOM

79

Casey ENTERS, has Game Maintenance Opportunity; then EXITS through Briefing Room door into SCRAMBLE for Mission (B4a). (SCRAMBLE ALARM plays over scene.)

MISSION (B3b): FIGHTER SWEEP
-- formerly (B4b) --

80 INT. MIDWAY - BRIEFING ROOM 80

SAME AS briefing for MISSION (B3a).
Interactions, if any, will be slanted to reflect
Casey's lackluster performance in (B2).

{ Casey refers to DESK PADD for Loadout Specs...

Squadron: Ridgebacks
Fighter: Tigershark

Weapons Loadout: ?

Alpha Flight Leader - Casey
Wingman - Dallas

As Captain wishes pilots God's speed, they EXIT.

81 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (SF) 81

Casey and wingman lead sweep to first Nav Point.
Comm chatter reflects poor performance in (B2).
Dallas tries to buck him up.

82 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (B3B-1) (SF) 82

Three Alien Multi-Role Fighters attack
Ridgebacks. Comm chatter is battle oriented;
Dallas continues to offer encouragement.
Win/Lose:

IF Casey does well, THEN he and flight proceed
to next Nav Point.

IF Casey ejects, SAR will pull him in; and he
will be chewed out on Recovery Deck. THEN he
will GO TO: briefing for (B4b).

IF Casey really blows it and aliens blast him,
THEN we GO TO: SERIES B - LOSING END GAME #1.

83 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (B3B-2) (SF) 83

Four Alien Multi-role Fighters jump our guys.
Battle/character appropriate comm chatter.
Win/Lose paths same as (B3b-1).

- 84 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (B3B-3) (SF) 84
- Casey next faces six Alien Multi-role Fighters.
Battle/character appropriate comm chatter.
Win/Lose paths same as (B3a-1).
- 85 INT. MIDWAY - RECOVERY DECK 85
- { Hardware will debrief Casey; may comment on his
{ turning things around since (B2).
- However, he will not allow Casey to come up to
Eagle's Nest and view Kilrathi black box
footage. Casey will receive necessary data in
later briefing.
- 86 INT. MIDWAY - REC ROOM 86
- Casey ENTERS into a brief CUT SCENE with
shipmates. Their reactions are CONDITIONAL,
based on Casey's performance in (B3b).
- All conversation ends when SCRAMBLE ALARM
SOUNDS.
- 87 INT. MIDWAY - READY ROOM 87
- Casey ENTERS, has Game Maintenance Opportunity;
then EXITS through Briefing Room door into
SCRAMBLE for Mission (B4b). (SCRAMBLE ALARM
plays over scene.)

MISSION (B4a): REAR GUARD/WINNING PATH
-- formerly (B5a) --

88 INT. CASEY'S WASP - SCRAMBLE SEQUENCE (SF)

88

Casey is briefed via VDU while launching.
Ridgeback squadron (and others) have been
scrambled to face enemy fighters pouring into
area.

Loadout specs via VDU...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Wasp

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Swan
Wingman - Zero

89 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF)

89

During big battle, comm chatter reflects fact
that Casey did well in (B3a). Our guys are more
up; still scared, but know they have a chance.
Casey exchanges cheerful banter with his
Wingmen.

ALSO, since Casey did well last mission, their
opposition will be less intense than in LOSING
PATH.

He'll face 3 Alien Multi-role Fighters, 3 Alien
Plasma Cannon Clusters, 3 Alien Fighter
Clusters, and 3 Multi-role Clusters.

During battle, MIDWAY comms that it is moving
toward jump point. After XX amount of time
elapses, Casey will get another comm, telling
him to return to carrier. Win/Lose:

IF Casey ejects before he can return to Midway,
THEN GO TO: SERIES B - LOSING END GAME #2.

IF Casey really blows it and aliens blast him
before he can return to Midway, THEN we GO TO:
SERIES B - LOSING END GAME #3.

IF Casey doesn't return to Midway within XY amount of time, THEN he will be left behind; GO TO: SERIES B - LOSING END GAME #3.

IF Casey returns to Midway in time, THEN GO TO:

90 INT. MIDWAY - RECOVERY DECK

90

{ A worried Blair is on hand to greet returning pilots; comments on Casey's performance.

91 EXT. SPACE - THE MIDWAY

91

As the Midway, still under fire, jumps out of the H'rekka System, GO TO: SERIES C.

MISSION (B4b): REAR GUARD/LOSING PATH
-- formerly (B5b) --

92 INT. CASEY'S WASP - SCRAMBLE SEQUENCE (SF) 92

Casey is briefed via VDU while launching.
Ridgeback squadron (and others) have been
scrambled to face enemy fighters pouring into
area.

Loadout specs via VDU...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Wasp

Alpha Flight Leader - Casey
Wingman - Dallas
Wingman - Swan
Wingman - Zero

~~SPECIAL NOTE: From this point on all Confed
fighters will lose cloaking ability but have
increased shielding and weapons power. This
should be noted in load out specs.~~

93 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF) 93

During big battle, comm chatter is CONDITIONAL
upon nature of Casey's performance in previous
mission; either (B3a) or (B3b).

IF Casey did well in (B3b), THEN he and his
wingmen are more up; still scared, but know they
have a chance.

IF Casey did badly in either (B3a) or (B3b),
THEN he and Wingmen are all down in the mouth;
feel they're headed into a suicide mission.

ALSO, Casey's opposition in this mission will be
more intense, regardless of performance in
either (B3a) or (B3b).

He'll face 4 Alien Multi-role Fighters, 4 Alien
Plasma Cannon Clusters, 4 Alien Fighter
Clusters, 4 Multi-role Clusters.

During battle, MIDWAY comms that it is moving toward jump point. After XX amount of time elapses, Casey will get another comm, telling him to return to carrier. Win/Lose paths SAME AS (B4a).

End Series B

SERIES B - LOSING END GAMES

Series B - Losing End Game #1:

94 INT. MIDWAY - REC ROOM 94

Maestro, Stiletto, Zero, Swan, and Dallas are seated at lowly Ridgeback table. One chair conspicuously empty. They each come up with a brief remembrance of recently departed Casey. Blair arrives on the scene. Shares a drink with the nuggets. Then a PAVO summons them to a briefing.

Blair sighs. "All right, pilots. We have a war to fight." They finish their drinks and EXIT.

Series B - Losing End Game #2:

95 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 95

Tumbling end over end through the empty cosmos.

96 INT. CASEY'S ESCAPE POD 96

Casey frantically tries to radio for help; but all frequencies are jammed by eerie alien sounds.

97 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 97

One of those ALIEN PROBES zips up to the escape pod; starts scanning it with that distinctive beam.

98 INT.. CASEY'S ESCAPE POD 98

*As the beam sweeps over the pod, emitting a shrill, alien SOUND, Casey screams and grabs his ears.

99 EXT. SPACE - CASEY'S ESCAPE POD (CGI)

99

The Probe continues to scan it and Casey continues to scream... drifting off into space as we...

FADE TO BLACK.

Series B - Losing End Game #3:

100 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF)

100

PUSH IN on VDU: Casey gets a final comm -- this time it's from Captain Drake himself. "Sorry, son. We can't wait any longer. Goodbye... and good luck."

Casey's agonized plea carries over as we GO TO:

101 EXT. SPACE - THE MIDWAY (CGI)

101

The Midway, still under fire, jumps out of the H'rekka System. As Casey's echoing cry dies out, GO TO:

102 INT. MIDWAY - OBSERVATION DECK - SOME TIME LATER

102

Swan finds Blair on Observation Deck. After an awkward moment, both reveal they have come up here to think about departed Casey. Swan is very sad; sorry she and Casey never got to be... closer.

Blair keeps a stiff upper lip but... is that a tear glistening in his eye?

End Series B Losing End Games

SERIES C: SUMMARY

The Midway retreats to the Athos star system to regroup and send a distress comm to a Confed Starbase. However, our heroes quickly learn their communications link in the nearby Icarus System, a Confed Relay Station, has been cut -- and the alien cruiser group that destroyed the Kilrathi fleet is lying in wait in this system.

Casey's initial mission has two parts. First, he must aid a distant supply convoy; save a refueling ship in particular. Second, he must defend the Midway against several wings of light fighters. Each wing attacks a separate object on the Midway; one the engines, the other the radar dish, another the shield generator, etc.

The difficulty level of the next mission will depend upon Casey and his Wingmen's success in the first mission and how much damage the carrier has taken. Casey will launch a search and destroy mission against a pair of Destroyers.

If Casey is totally successful, the final mission(s) of the Series will be an attack on an enemy cruiser group. This will lead to a big clash with the alien cap ship group; either with the enemy being the aggressor if Casey has screwed the pooch, or the Midway taking the fight to the aliens after gaining the upper hand.

On the character front, Casey will be given the choice of interacting with three Red Shirt candidates at the beginning of this Series. Depending on which Red Shirt he chooses, Casey will attend this individual's funeral at the end of the Series. The remaining Red Shirts will survive, but be reassigned out of Casey's squadron for the rest of the game.

SERIES C - BATTLE

103 EXT. SPACE - ATHOS STAR SYSTEM (CGI)

103

SUPER A TITLE: ATHOS SYSTEM. Then as the Midway arrives, GO TO:

104 { INT. MIDWAY - REC ROOM

104

Casey ENTERS via Aft Door. Forward Door is OPEN. Ready Room Door is OPEN. Dallas at Ridgebacks' table; Swan talking to Moran at bar.

NOTE: No matter with whom Casey interacts, they all mention that Panther training is now available in Flight Sim. And, word is, they should all get qualified on it.

IF Casey chooses to go to Ready Room without interacting, THEN he will find Briefing Room Door OPEN. Wingman in next mission will be Zero.

IF Casey chooses to use Flight Simulator without interacting, THEN he will emerge to find the Rec Room Empty, Forward and Aft Doors CLOSED. A PAVO will summon him to a briefing and his choice of Wingman in next mission will be Zero.

IF Casey chooses to INTERACT with Dallas first, THEN we learn a good bit more about him: Dallas is somewhat shaken; he never really thought he would be going to war. With the Kilrathi vanquished and Border World disputes settled, Dallas thought he could put in an easy twenty years and get out young with a good pension. But now... they may be facing the nightmare of all wars.

Above CUT SCENE will end when a PAVO summons Casey to a briefing. Forward Door will be CLOSED and Casey will not be able to INTERACT with Swan or Moran at this point.

IF Casey chooses to INTERACT with Swan first, THEN she will ask if he wants to accompany her to Observation Deck. Casey says yes, and a CUT SCENE will take him TO:

105 INT. MIDWAY - OBSERVATION DECK (OPTIONAL)

105

Swan reveals she has been hoping for a chance to talk to Casey one on one. It's clear Swan has her own concerns about the danger they're all facing; it's equally clear she has romantic feelings toward Casey. But before things can progress any further, PAVO summons Casey to briefing.

106 INT. MIDWAY - READY ROOM

106

Casey has Game Maintenance Opportunity before going through Briefing Room Door. Can also see his own stats; maybe learn he has been recommended for medal or promotion.

MISSION (C1): SAVE THE REFUELING SHIP

107 INT. MIDWAY - BRIEFING ROOM

107

CAG conducts briefing; tells us that after running from alien fleet in H'rekka System, Midway is cut off from her normal supply routes. They're on their own; but situation isn't bleak. Midway was designed for such contingencies.

However, there is a CONFED CONVOY enroute to a deep space colony some distance away. Their REFUELING SHIPS could give Midway's fighters an edge. Said convoy has been diverted to a rendezvous point at far edge of the Athos System.

Bad news is that aliens know about convoy as well; long range sensors report they're closing in on it fast. There is little chance Midway pilots can reach convoy in time, but they've got to try.

A Ridgeback Alpha Flight, Casey, Maestro and one other Wingman, are assigned to intercept the convoy before aliens. Bravo Flight, Stiletto and two Wingmen will be held in reserve.

SPECIAL NOTE: Depending upon which one Casey chose to interact with in previous Rec Room scene, his Wingman will be either Swan or Dallas. All subsequent comm chatter and interactions will be slanted to build relationship.

IF he didn't interact with either of them, THEN Zero will be his wingman.

Loadout specs are as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Tigershark

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Zero, Swan or Dallas (CONDITIONAL)

HELD IN RESERVE:

Bravo Flight Leader - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL)

SPECIAL ADVISORY: Docking instructions with refueling ship.

108 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C1) (SF) 108

Standard launch. Comm chatter with Maestro and
{ CONDITIONAL Wingman before Auto Flight
{ available. We also get comm from Anderson: He
reaffirms there is no chance of getting to the
convoy in time to save all the ships. Just do
what you can.

109 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C1-1) (SF) 109

There is a random chance (10%-20%) of no enemy
at each Nav point (1-3 and 5-7.) IF there are
enemy fighters, THEN our heroes will encounter 2
to 8 light to heavy fighters.

Comm chatter battle/character specific.
Win/Lose:

IF Casey ejects, THEN he'll be picked up by a
SAR. Stiletto's Bravo Flight (launched after
Casey's as a backup,) will bring in refueling
ship.

IF enemy attacks and Casey dies, THEN GO TO:
SERIES C - LOSING END GAME #1.

IF enemy attacks and Casey survives, THEN we
proceed on to next Nav Point.

IF no enemy show up, THEN Maestro communicates
'All clear' via VDU and they proceed to next Nav
Point.

110 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (C1-2) (SF) 110

•AGAIN, Casey and Wingmen may encounter a random
enemy of light to heavy fighters. Win/Lose
paths SAME AS (C1-1).

111 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (C1-3) (SF) 111

AGAIN, variable opposition is heavy-light alien
fighters. Win/Lose:

IF enemy attacks and Casey survives, THEN flight proceeds to next Nav Point.

IF Casey ejects, THEN GO TO: SERIES C - LOSING END GAME #2.

IF enemy attacks and Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

{ IF no enemy fighters show up, THEN Maestro communicates 'All clear' via VDU and they proceed to next Nav Point.

112 INT. CASEY'S TIGERSHARK - AT CONVOY AREA (C1-4) (SF)

112

When Casey arrives at Convoy, he sees swarms of light fighters finishing off last Confed transport; there is only a single REFUELING SHIP to defend.

Comm chatter: Lots of good stuff. Battle cries of Wingmen. Death cries of the poor slobs on the transports. And, if Casey wins, docking instructions from the refueling ship. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN GO TO: SERIES C - LOSING END GAME #2.

IF Refueler is destroyed, and Casey survives, THEN he and Wingmen are recalled by Midway. Debriefing via VDU from CAG: "Too bad, Alpha Flight. We could've used that ship."

IF Casey wins, THEN Refueler's SKIPPER will instruct him via VDU how to lock onto auto mode and then dock and rearm/refuel; a 'hands off' experience much like landing on Midway.

After docking sequence, Casey and Wingmen escort Refueler to next Nav Point, headed back to Midway.

But before Auto Flight is available, Casey gets comm from the Midway: The carrier is under attack.

113 INT. CASEY'S TIGERSHARK - 5TH NAV POINT (C1-5) (SF) 113

Casey, Wingmen and Refueler may encounter random number and type of enemy. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

{ IF Casey ejects, THEN GO TO: SERIES C - LOSING
{ END GAME #2.

IF enemy attacks and Casey survives -- but Refueler is destroyed, THEN they proceed to next Nav Point. Perhaps comm from CAG: "Too bad, Alpha Flight. We could've used that Refueler."

IF enemy attacks and both Casey and Refueler survive, THEN they proceed to next Nav Point.

IF no enemy shows up, THEN wingman and/or Refueler communicates 'All clear' via VDU and they proceed on to next Nav Point.

Possible comm from Anderson via VDU: "What's keeping you, Alpha Flight?"

114 INT. CASEY'S TIGERSHARK - 6TH NAV POINT (C1-6) (SF) 114

AGAIN, Casey and Wingmen may encounter random number and type of enemy. Win/Lose paths SAME AS (C1-5).

Possible comm call from Anderson via VDU: "Don't tarry, Alpha Flight. The Midway needs you."

115 INT. CASEY'S TIGERSHARK - 7TH NAV POINT (C1-7) (SF) 115

AGAIN, Casey and Wingmen may encounter a random number and type of enemy. Win/Lose:

IF enemy attacks and both Casey and Refueler remain intact, THEN they proceed to Midway.

IF enemy attacks and Refueler is destroyed, THEN flight proceeds to Midway. Perhaps comm from CAG: "Too bad, Alpha Flight. We could've used that ship."

IF Casey ejects and Refueler survives, THEN he'll be picked up by SAR. Stiletto's Bravo Flight will bring in Refueler. (Just reaching this final Nav Point offers reward for Casey; if

he gets this far, he can't die. However, his next mission will be a much more difficult (C2c.)

IF Casey ejects -- but Refueler is destroyed, THEN he'll be picked up by SAR. Next mission: (C2c).

{ IF no enemy shows up, THEN wingman and/or
{ Refueler communicates 'All clear' via VDU and they proceed on to Midway.

116 INT. CASEY'S TIGERSHARK - RETURN TO MIDWAY (C1-8) (SF)

116

As Casey arrives back at Midway, he sees she is under attack by waves of alien fighters.

Via VDU, CAG tells Casey that Flight Deck has been damaged (maybe by Vampire destroyed on launch) and cannot release any more fighters. They are instructed to support remaining Vampires; led by Maniac and Bandit. (Plus three ND Red Shirts.)

Casey's flight will be ordered to defend various vital areas of the carrier as mission progresses.

ALSO, when Refueler's Captain contacts him via VDU, Casey instructs him to hang back until crisis is over.

IF Bravo Flight did not need to save Casey at previous Nav Point, THEN it will join Casey here (Bravo Flight was launched before Midway's Flight Deck was damaged.)

Big battle begins. PRIMARY TARGETS on Midway are her engines; SECONDARY TARGETS, her radar and shield generator. Destruction of engines is a big problem; shield generator less so; radar more of a nuisance.

IF carrier is taking damage to one of these targets, THEN Anderson will alert Casey with a specific "Help needed" comm for that area. Anderson: "Alpha Flight, the port shield generator is under attack. Please assist."

TERTIARY TARGET could be Refueler Casey told to hang back. At some point after Midway is saved/damaged, we might have to defend said ship.

IF Refueler gets destroyed, THEN her like will not be available again until Confed reinforcements arrive in Series G.

At any time, enemy fighters can harass Casey and try to lure him away. VDU from Stiletto or Anderson will remind us to stick close to Midway. Win/Lose:

IF Casey is successful and Midway is unscathed, THEN he will next fly Mission (C2a).

IF only Midway radar is taken out, THEN he will next fly Mission (C2b).

IF Midway's engines or shield generators are taken out, THEN he will next fly Mission (C2c.)

117 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF)

117

Standard clearance/landing sequence. IF Casey did badly, he gets a VDU debriefing from the CAG: "Let's hope you do better next time, Alpha Flight... if there is a next time."

118 INT. MIDWAY - RECOVERY DECK

118

More possible performance dependent debriefings:

IF Casey did just okay; THEN Hardware greets him.

IF Casey did very well, THEN Blair congratulates him (this may be first amicable moment between them.)

119 INT. MIDWAY - REC ROOM

119

Casey ENTERS via Aft Door. IF Casey did not interact with either Dallas or Swan earlier, THEN Forward Door is OPEN. Ready Room Door is OPEN. FLIGHT SIMULATOR will have Panther sim available.

IF Casey did not interact with either Dallas or Swan earlier, THEN Zero will now be at Ridgebacks' table; Moran at bar.

IF Casey chooses to INTERACT with Zero first, THEN we learn a good bit more about him:

Turns out he is a guy who's had to fight hard to get where he is. Has some resentment towards Casey. "Your Dad's a war hero; you're like family. Me, I had to work my way up through the ranks. I couldn't even get into the Academy; every step of the way has been a struggle."

Their interchange ends as Finley and/or Anderson sit at the table. We learn Midway has tried to send distress comm to nearest CONFED STARBASE. But link through jump space (a COMMUNICATIONS RELAY STATION) has been cut/closed down in Icarus System.

Plan now is for Midway to jump to Icarus System and Relay Station; repair same, then warn nearest Confed Starbase. They have to get word out about these invaders.

CUT SCENE will end when a PAVO summons Casey to a briefing. Forward Door will be CLOSED and Casey will not be able to INTERACT with Moran at this point.

IF Casey chooses to INTERACT with Moran first, and if he did not INTERACT with Swan earlier, THEN he will learn she was looking for him. Moran's not sure, but he thinks she may be up on the Observation Deck. During CUT SCENE, Zero EXITS and Casey will no longer be able to INTERACT with him.

While Casey is talking to Moran, Finley and/or Anderson, join him at bar. Casey will learn about plan to jump to Relay Station.

When CUT SCENE ENDS, Forward Door will still be OPEN.

IF Casey chooses to go out open Forward Door either before or after interacting with Moran, THEN a CUT SCENE will take him to the Observation Deck.

IF Casey interacted with either Dallas or Swan earlier, THEN when he ENTERS Rec Room, we will run a CUT SCENE with previously selected pilot (Dallas or Swan.)

During SCENE Finley and/or Anderson will relay plan to jump to Relay Station. SCENE will end when a PAVO summons Casey to a briefing.

120 INT. MIDWAY - OBSERVATION DECK (OPTIONAL)

120

Swan is pleased to see Casey when he steps up to her; she was hoping he would track her down. It's clear Swan has her own concerns about the danger they're all facing; it's equally clear she has romantic feelings toward Casey. But before things can progress, PAVO summons Casey to briefing.

121 INT. MIDWAY - REC ROOM

121

Ready Room door OPEN. Forward Door CLOSED. No one present, save Moran, who tells Casey he should hurry on to Briefing. Casey ENTERS Ready Room for Game Maintenance Opportunity; then EXITS to Briefing.

IF Casey ejected in (C1-7) THEN he goes to briefing for Mission (C2c).

IF Casey was totally successful at end of (C1) and Midway was unscathed, THEN he goes to briefing for Mission (C2a).

IF only Midway radar was taken out, THEN Casey goes to briefing for Mission (C2b).

IF Midway's engines or shield generators were taken out, THEN he goes to briefing for Mission (C2c).

ALSO: IF Casey ejected in (C1-7) THEN he goes to briefing for Mission (C2c).

MISSION (C2a): DESTROY THE DESTROYERS(S)

122 INT. MIDWAY - BRIEFING ROOM

122

CAG reveals they have neared jump point, and that newly repaired long range sensors have detected alien cruiser group lying in wait -- part of same group that destroyed Kilrathi fleet. (NOTE: The two Alien Ship Killers are not part of this group.)

Casey and his wingmen (Alpha Flight) are ordered to clear the way for an all out assault. Between the two cap-ship groups are 1-2; depending on player's skill setting, enemy destroyers with fighter cover that must be taken out. (NOTE: At script we may have a (C2a1) briefing for one destroyer option and a (C2a2) briefing for two destroyer option.)

Casey has only a limited amount of time to take out the fighter cover before the Midway will have to call retreat. Once fighter cover is destroyed, two Confed bombers (Bravo Flight) will proceed to torpedo the destroyer(s). Casey must then standby to defend them in case more alien fighters appear to thwart the bombers.

DESK PADD Loadout Specs as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighters: Tigershark

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - CONDITIONAL: Whomever Casey first chose to interact with in previous Rec Room/Observation Deck scenes; i.e., either Zero, Swan or Dallas. IF Casey did not choose to interact with any of them, THEN default will be Zero.

Squadron: Ridgebacks
Fighters: Shrike

Bravo Flight Leader - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL; see above.)

- 123 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C2A) (SF) 123
- Standard launch. Cleared for takeoff. Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight kicks in; said chatter to reflect their confidence in situation (off Casey's performance in previous mission.)
- 124 { INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C2A-1) (SF) 124
- Our heroes encounter stiff alien fighter cover (6-12 Fleet Defenders) around the Destroyer(s).
- Battle comm chatter; situation and character specific. Win/Lose:
- IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.
- IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.
- IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.
- IF Casey is successful, THEN he will be called by Bravo Flight. Stiletto: "We're on our way. Cover us while we kill the Destroyers)."
- 125 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF) 125
- Standard clearance/landing sequence; performance dependent debriefings:
- IF Casey did badly, THEN he gets VDU debriefing from CAG.
- IF Casey did well, THEN Blair himself congratulates him on Recovery Deck.
- 126 INT. MIDWAY - REC ROOM 126
- Casey ENTERS via Aft Door. IF Casey did not interact with either Dallas, Zero or Swan earlier, THEN Forward Door is OPEN. (I.e., Casey could still participate in SLIDING Swan/Observation Deck scene.)
- IF Casey has interacted with either Dallas, Zero

or Swan earlier, THEN we could have a brief CUT SCENE with fellow Ridgebacks. Interactions may reflect Casey's performance in previous Mission (C2a).

Then PAVO calls him into next briefing.

127 { INT. MIDWAY - READY ROOM

127

{ Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

{ IF Casey was successful in (C2a), THEN he will go to briefing for (C3a).

{ IF Casey did badly (either failed or ejected) in (C2a), THEN he will go to briefing for (C3b).

MISSION (C2b) : DESTROY THE DESTROYER(S)

128 INT. MIDWAY - BRIEFING ROOM

128

Basically same lead in as briefing for MISSION (C2a); main variation being that TWO DESTROYERS are located at two separate Nav Points. More emphasis on time factor.

Interactions, if any, will be slanted to reflect loss of radar in (C1).

129 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C2B) (SF)

129

Standard launch. Cleared for takeoff.

Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight available; perhaps slanted to reflect more serious situation they face.

130 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C2B-1) (SF)

130

Our heroes encounter stiff alien fighter cover (6-12 Fleet Defenders) around FIRST DESTROYER.

Battle comm chatter; situation and character specific; mention of time factor. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will be called by Stiletto: "We're on our way. Cover us while we torpedo that damn Destroyer."

After First Destroyer's destruction, our heroes move on to Nav 2.

131 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (C2B-2) (SF)

131

Our heroes encounter 6-12 Fleet Defenders around

SECOND DESTROYER at Nav 2.

Battle comm chatter; situation and character specific; greater emphasis on time factor.
Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will be called by Stiletto: "Keep our backs clear while we torpedo Destroyer Number Two."

After Second Destroyer's destruction, our heroes head back to Midway.

132 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (SF)

132

Standard clearance/landing sequence; performance dependent debriefings:

IF Casey did badly, THEN he gets VDU debriefing from CAG.

IF Casey did well, THEN Blair himself congratulates him on Recovery Deck.

133 INT. MIDWAY - REC ROOM

133

Casey ENTERS via Aft Door. IF Casey did not interact with either Dallas, Zero or Swan earlier, THEN Forward Door is OPEN. (I.e., Casey could still participate in SLIDING Swan/Observation Deck scene.)

IF Casey has interacted with either Dallas, Zero or Swan earlier, THEN could have a brief CUT SCENE with fellow Ridgebacks. Interactions may reflect Casey's performance in previous Mission (C2b).

Then PAVO calls him into next briefing.

134 INT. MIDWAY - READY ROOM

134

Casey ENTERS, has Game Maintenance Opportunity;
then EXITS into Briefing Room.

IF Casey was successful in (C2b), THEN he will
go to briefing for (C3a).

{ IF Casey did badly (either failed or ejected) in
{ (C2b), THEN he will go to briefing for (C3b).

MISSION (C2c): FINISH THE DESTROYER(S)

135 INT. MIDWAY - BRIEFING ROOM

135

Same, though grimmer in tone, lead in to briefing as for Missions (C2a) and (C2b).

In this scenario, CAG reveals Midway is heavily damaged and can no longer run from alien fleet.

Casey and his Alpha Flight must intercept two alien destroyers that are in front of the rest of the alien fleet before they corner Midway.

Strongly emphasize he will have a limited time to cover all three possible intercept/Nav Points before Midway calls retreat.

Once their fighter cover is destroyed, two Confed bombers (Bravo Flight) will torpedo the destroyers. Casey will have to defend them as more alien fighters appear to thwart bombers.

Loadout specs SAME AS (C2a) and (C2b).

136 INT. CASEY'S TIGERSHARK - LAUNCH SEQUENCE (C2C) (SF)

136

Standard launch. Cleared for takeoff.

Comm chatter with Maestro and CONDITIONAL Wingman before Auto Flight available; perhaps slanted to reflect very grim situation they face.

137 INT. CASEY'S TIGERSHARK - 1ST NAV POINT (C2C-1) (SF)

137

Our heroes will either encounter stiff alien fighter cover (6-12 Fleet Defenders) around Destroyer at Nav 1 or they will encounter just alien fighters.

FIGHTERS ONLY SCENARIO:

IF Casey encounters just alien fighters, THEN he must wipe them out before moving on to next Nav Point.

Battle comm chatter; situation and character specific; mention of time factor. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will proceed to Second Nav Point.

FIGHTERS AND DESTROYER SCENARIO:

Our guys must first wipe out fighter cover, THEN locate Destroyer and help Bravo Flight kill it.

Battle comm chatter; situation and character specific; mention of time factor. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects, THEN he will be pulled in by a SAR, and reamed by CAG back on Midway -- which will be forced to call retreat.

IF Casey fails to destroy all enemy fighters before Midway calls retreat, THEN he returns to carrier.

IF Casey is successful, THEN he will be called by Stiletto: "Cover us while we torpedo Destroyer."

After fighters and/or Destroyer's destruction, our heroes move on to Nav 2.

138 INT. CASEY'S TIGERSHARK - 2ND NAV POINT (C2C-2) (SF)

138

SAME AS (C2c-1); emphasize Casey now has even less time, depending on how long he took at Nav 1.

After fighters and/or Destroyer's destruction, our heroes move on to Nav 3.

139 INT. CASEY'S TIGERSHARK - 3RD NAV POINT (C2C-3) (SF) 139

SAME AS (C2c-1); emphasize Casey has hardly any time, depending on how long he took at Nav 1 and 2.

After fighters and/or Destroyer's destruction, our heroes return to Midway.

140 INT. CASEY'S TIGERSHARK - LANDING ON MIDWAY (C2C) (SF) 140

Standard clearance/landing sequence; performance dependent debriefings:

IF Casey did badly, THEN he gets VDU debriefing from CAG.

IF Casey did well, THEN Blair himself congratulates him on Recovery Deck.

141 INT. MIDWAY - REC ROOM 141

Casey ENTERS via Aft Door. IF Casey did not interact with either Dallas, Zero or Swan earlier, THEN Forward Door is OPEN. (I.e., Casey could still participate in SLIDING Swan/Observation Deck scene.)

IF Casey has interacted with either Dallas, Zero or Swan earlier, THEN could have a brief CUT SCENE with fellow Ridgebacks. Interactions may reflect Casey's performance in previous Mission (C2c).

Then PAVO calls him into next briefing.

142 INT. MIDWAY - READY ROOM 142

Casey ENTERS, has Game Maintenance Opportunity; then EXITS into Briefing Room.

IF Casey was successful in (C2c), THEN he will go to briefing for (C3a).

IF Casey did badly (either failed or ejected) in (C2c), THEN he will go to briefing for (C3b).

MISSION (C3a): CATCH THAT CRUISER

143 INT. MIDWAY - BRIEFING ROOM

143

The Captain himself is on hand to inform Casey and other pilots that a big clash is brewing between the Midway and the enemy cruiser group.

Casey, Maestro, and rest of Alpha Flight will be sent to escort Maniac's Bravo Flight as they attempt to destroy the incoming alien Cruiser.

Bandit's Charlie Flight will deal with the inbound alien fighter/bombers and provide close cover for the Midway.

After destroying the Cruiser, Alpha Flight will fall back to assist in Midway's defense if necessary.

CONDITIONAL: Whichever Red Shirt (Zero, Dallas, or Swan) Casey interacted with earlier, will not be assigned as his wingman -- but will have a moment with him at end of briefing. Maybe to make plans for getting together later; maybe just to wish him luck.

Loadout specs as follows...

Weapons Loadout: ?

Squadron: Ridgebacks
Fighter: Wasps

Alpha Flight Leader - Casey
Wingman - Maestro
Wingman - Stiletto
Wingmen - Zero, Swan or Dallas (CONDITIONAL)

Squadron: Devils
Fighter: Shrikes

Bravo Flight Leader - Maniac
Wingmen - Red Shirt
Wingmen - Red Shirt
Wingmen - Red Shirt

Midway Defense Force
Squadron: Devils
Fighter: Vampires

Charlie Flight Leader - Bandit
Wingmen - Red Shirt

Wingmen - Red Shirt
Wingmen - Red Shirt

144 INT. CASEY'S WASP - LAUNCH SEQUENCE (C3A) (SF) 144

Standard launch. Comm chatter with Stiletto, Maestro, etc. before Auto Flight available.

They escort Bravo Flight to the alien Cruiser.

145 INT. CASEY'S WASP - AT ALIEN CRUISER (C3A-1) (SF) 145

Our heroes encounter stiff enemy resistance around cruiser.

Battle comm chatter; situation and character specific; mention of time factor. NOTE: Casey is in charge of when Bravo Flight should close and launch their torpedoes. (Not in command; he just gives them the go ahead -- prompted by impatient Maniac comms throughout.) Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES C - LOSING END GAME #2.

IF Casey fails to destroy all enemy fighters in time, MIDWAY comms that it is heading out toward jump point. He is told to return to carrier.

IF Casey doesn't return to Midway in time, THEN he will be left behind; GO TO: SERIES C - LOSING END GAME #3.

IF Casey is successful, THEN he will comm Bravo Flight and tell them to launch their torpedoes.

After alien cruiser is destroyed, our heroes head back toward Midway; perhaps receive comm that they are needed to help with carrier's defense.

146 INT. CASEY'S WASP - AT MIDWAY (C3A-2) (SF) 146

Casey's Alpha Flight returns to defend Midway if necessary. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END

MISSION (C3b): DESTROY CRUISER AND DESTROYERS

151 INT. MIDWAY - BRIEFING ROOM (C3B)

151

The Captain himself is on hand to inform Casey and other pilots that a big clash is brewing between the Midway and the enemy cruiser group - - aided by the Destroyer(s) Casey failed to knock out earlier.

Casey, Maestro, and the rest of Alpha Flight will be sent to escort Maniac's Bravo Flight as they attempt to destroy both the incoming alien Cruiser and those Destroyers.

The Captain ominously warns that if all enemy CAP ships are not taken out in time, they could well destroy the Midway.

Casey, Maestro, and rest of Alpha Flight will be sent to escort Maniac's Bravo Flight as they attempt to destroy the incoming alien Cruiser and Destroyers.

Bandit's Charlie Flight will deal with the inbound alien fighter/bombers and provide close cover for the Midway.

After destroying both Cruiser and Destroyers, Alpha Flight will fall back to assist in Midway's defense if necessary..

CONDITIONAL: Whichever Red Shirt (Zero, Dallas, or Swan) Casey interacted with earlier, will not be assigned as his wingman -- but will have a moment with him at end of briefing. Maybe to make plans for getting together later; maybe just to wish him luck.

Loadout specs SAME AS (C3a).

152 INT. CASEY'S WASP - LAUNCH SEQUENCE (C3B) (SF)

152

Standard launch. Comm chatter with Stiletto, Maestro, etc. before Auto Flight available.

They escort Bravo Flight to the first of the three cap ships; one of the alien Destroyers.

GAME #1.

IF Midway jumps without him, THEN GO TO: SERIES C; LOSING END GAME #3.

IF Casey and his Wingmen complete this secondary objective, knocking out attacking alien fighters, THEN they are ordered to land.

Standard clearance/landing sequence; note performance dependent debriefings:

IF Casey did well in (C3a) THEN:

147 INT. MIDWAY - RECOVERY DECK

147

Blair (?) is on hand to greet him with bad news; whichever Red Shirt (Zero, Dallas, or Swan) Casey choose to interact with earlier, died in last action. Casey is stunned.

148 EXT. SPACE - THE MIDWAY

148

As the Midway, still under fire, jumps out of the Athos System, GO TO: SERIES D - (D1).

IF Casey did badly in (C3a) THEN:

149 INT. MIDWAY - RECOVERY DECK

149

Hardware (?) is on hand to greet returning pilots; comments on Casey's weak performance. (Red Shirt remains alive until after (DL1) and (DL2)).

150 EXT. SPACE - THE MIDWAY

150

As the Midway, still under fire, jumps out of the Athos System, GO TO: SERIES DL.

153 INT. CASEY'S WASP - ALIEN CAP SHIPS (C3B-1) (SF)

153

Our heroes encounter stiff enemy resistance.

Battle comm chatter; situation and character specific; mention of dire time factor. NOTE: Casey is in charge of which cap ships to attack and when Bravo Flight should launch their torpedoes. (Not in command; he just gives them the go ahead -- prompted by impatient Maniac comms throughout.) Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Casey ejects before he can return to Midway, THEN GO TO: SERIES C - LOSING END GAME #2.

IF Casey fails to take out alien destroyers in time, MIDWAY is destroyed, THEN GO TO: SERIES C - LOSING END GAME #4.

IF Casey fails to destroy alien cruiser in time, MIDWAY comms that it is heading out toward jump point. He is told to return to carrier.

IF Casey doesn't return to Midway in time, THEN he will be left behind; GO TO: SERIES C - LOSING END GAME #3.

IF Casey is successful, THEN he will comm Bravo Flight and tell them to launch their torpedoes, taking out destroyers first, then cruiser.

After cap ships are destroyed, our heroes head back toward Midway; perhaps receive comm that they are needed to help with carrier's defense.

154 INT. CASEY'S WASP - AT MIDWAY (C3B-2) (SF)

154

Casey's Alpha Flight returns to defend Midway if necessary. Win/Lose:

IF Casey dies, THEN GO TO: SERIES C - LOSING END GAME #1.

IF Midway jumps without him, THEN GO TO: SERIES C - LOSING END GAME #3.

IF Casey and his Wingmen complete this secondary objective, knocking out attacking alien fighters, THEN they are ordered to land.

Standard clearance/landing sequence; perhaps performance debriefing via VDU.

155 INT. MIDWAY - RECOVERY DECK

155

Blair (?) is on hand to greet Casey with bad news; whichever Red Shirt (Zero, Dallas, or Swan) Casey choose to interact with earlier, died in last action. Casey is stunned.

156 EXT. SPACE - THE MIDWAY

156

As the Midway, still under fire, jumps out of the Athos System, GO TO: SERIES D

End Series C

SERIES C - LOSING END GAMES

Series C - Losing End Game #1:

157 INT. BRIEFING ROOM 157

Blair enters to meet with the CAG. She shows him a casualty report. Blair looks up; shocked. Casey didn't make it? The CAG slowly nods; then asks Blair if he's ready for the next briefing. Blair sighs and nods; let's get to it.

The pilots file in; a teary eyed Stiletto and Maestro leading the pack. And as Blair begins the briefing, we PULL BACK into a wide shot of the entire room. The war goes on as we

FADE TO BLACK.

Series C - Losing End Game #2:

158 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 158

Tumbling end over end through space.

159 INT. CASEY'S ESCAPE POD 159

Casey frantically tries to radio for help; but all frequencies are jammed by eerie alien sounds.

160 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 160

An Alien Fighter zips toward the escape pod.

161 INT. CASEY'S ESCAPE POD 161

PUSH IN on the young man's face as it registers the fighter's approach.

162 EXT. SPACE - CASEY'S ESCAPE POD (CGI) 162

The alien craft closes in on the pod... and blasts it into flaming fragments... which drift off into space as we

FADE TO BLACK.

Series C - Losing End Game #3:

163 INT. CASEY'S WASP - DEFEND MIDWAY (CONTINUOUS) (SF) 163

{ PUSH IN on VDU: Casey gets a final comm -- this
{ time it's from the CAG. "Sorry, Casey. We're
out of time. Good luck."

' Casey's agonized plea carries over as we GO TO:

164 EXT. SPACE - THE MIDWAY (CGI) 164

The Midway, still under fire, jumps out of
harm's way. As Casey's echoing cry dies out, GO
TO:

165 INT. MIDWAY - REC ROOM - SOME TIME LATER 165

Maniac finds Blair alone at a table in the Rec
Room. Blair admits that Casey's death has hit
him hard. Maniac reminds him that Casey isn't
the first and won't be the last. Something
tells him this is going to be a long war. So
get used to funerals.

Blair keeps a stiff upper lip but... is that a
tear glistening in his eye?

Series C - Losing End Game #4:

166 EXT. SPACE - THE MIDWAY 166

As she starts to break up, in her death throes.

167 INT. CASEY'S WASP (CUT SCENE?) 167

PUSH IN on VDU: Casey gets a final comm -- from
Blair. "Goodbye, kid... and good luck."

The transmission breaks up as we GO TO:

168 EXT. SPACE - THE MIDWAY (CGI)

168

The Midway blows apart. PAN to Casey's Wasp as
a dozen alien fighters close in on it.

169 INT. CASEY'S WASP (CUT SCENE)

169

{ PUSH in on his resigned face as we

FADE TO BLACK.

End Series C Losing End Games.