

Wing Commander 5

High Concept:

The destruction of Kilrah gets the attention of an ancient, evil intelligence that wields a seemingly unstoppable alien fighting force. It is now several years after the Border Worlds conflict; Blair is now Commandant of the Confed Academy and a new class of cadets are facing graduation. Without warning, their relatively peaceful lives are thrown into chaos as a huge wormhole opens up near the shattered remains of Kilrah—and Confed's new pilots are called into service to stop this alien invasion force before they reach earth.

Specific Highlights:

- New aliens
- New ships
- New weapons
- New characters
- New protagonist
- New story (1st in a 3 part arc)

Opening:

Teaser-

Short open rolls over: Camera picks up asteroid chunk and tumbles with it. It plays along its surface which is suddenly hacked into with a blinding light. Camera reveals a large research vessel, the Deveraux, cutting into this piece of rock with a large ore laser. Several smaller two man ships keep it in place with grabber arms until the work is completed. After several layers are exposed, the laser disengages and backs off, letting the smaller vessels in to examine the gash more closely. Another of these ships is deployed and after some twists and turns we follow it to reveal the shattered remains of Kilrah. The semi-exposed core of the planet still glows with internal radiation, while some of the magma remains flash frozen in the cold of space, creating a grotesque, but fascinating sculpture of destruction, littered with asteroids. Caption up reads: Kilrah System.

We cut inside the very small ship, as the two scientists: Monroe (Human) and T'Sharr (Kilrathi) communicate with the Deveraux and move into position around another larger hunk of rock. They latch onto it with their articulating claw and begin to run tests, when suddenly the readings go off the scale. Their surprise quickly turns to alarm as the entire ship loses power and is sitting dead in space. It is too quiet. The two scientists curse under their breath as they are lit only by the indirect sunlight coming in from the large reinforced dome at the front of their

ship. Without warning, they are suddenly and violently buffeted from side to side. In a burst of light and color, a huge wormhole opens up and a vast capital ship and several other strange alien craft pass close to the asteroid that they are still attached to. Their awe gives way to fear as the distortion waves threaten to knock them aside---as the arm they are dangling from begins to shake loose from the rock. The small ship's hull is smacked against the asteroid several times, but it holds. Finally, the distortion passes. As it does, though, the two now have a ringside seat as several of the craft move towards the Deveraux and the smaller ships. The ore laser is on and working as the science vessels call the oncoming ships. There is no response. Without warning, the aliens open fire, listing the vessel, whose laser accidentally cuts through several of its own smaller, two man ships. At last, the Deveraux is unceremoniously cut to ribbons and it violently explodes.

This time the shock wave shakes the two men loose, and the little ship is knocked free and spins off powerless and uncontrolled. Suddenly the ship's power comes on line, but only as they realize that they are plummeting headlong towards a very dense asteroid field---the tumbling rubble of the shattered Kilrah. They scream. Monroe thrusts this way and that as the camera closely follows them through the nightmarish maze of destruction. Fortunately enough, apart from taking some small hits and some frightening near misses, they emerge on the other side in a shower of sparks---and settle to a stop. The two breathe easy for a moment only to come face to face with several alien ships settling very close to them. They cannot move. Finally, a small ship, not significantly larger than their own comes forward, observing them closely. Monroe peers forward and leans against the forward dome, thinking that he can see the helmeted alien pilot inside. A small tethered package disengages from the ship and begins to examine parts of the ship. Monroe and T'Sharr follow it as it moves to the side of the ship. It stops at the hatch. From inside, the two panic as the locking wheel begins to nudge forward. T'Sharr tries to hold it, finally blocking it with a large metal tool. This works for the moment, until a cutting torch emerges from the package and goes to work. Monroe cannot believe this. There are sparks, a hiss of air, and cut off screams as, with a moist explosion, the two become a thin red film against the inside of the dome. The package releases the ship and kicks off, setting the ship adrift. As it falls away, the camera shoots through a part of the dome not occluded by mortal guts and sees still more ships come poring in through the open portal into Kilrathi space.

Title and remaining credits.

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Set up

From cockpit view, there is a battle raging where the pilot is in a furious dogfight with several other ships at once. He dodges and weaves and blasts his opponent out of space. A blast just misses him as he turns and fires on an oncoming ship, again blowing it away. Suddenly, without warning another fighter, flying wildly, swoops in. The pilot performs his best maneuvers, yet despite all of his moves and dodges, the enemy ship fakes him out and he takes a missile hit head on. There is an explosion. Suddenly, the screen freezes and we hear a commotion as the sound effects fade. The worklights come up lights come up the simulator opens to reveal, Cadet Mason Lyle, and he is pissed. "Maniac!", he shouts, removing his helmet furiously. With that Maniac swoops in and does his little dance. The other cadets laugh. They don't know why he is so upset, he killed most of them- except Ashley and Hamlin. But he would have had them, too, Lyle thinks, if Maniac hadn't gotten so fucking cocky. Maniac is pretending to play the smallest violin in the world, but finally stops when he sees that the kid is taking it too hard. Cadet Hamlin abruptly steps in and begins to criticize Lyle's flying style. Clearly, these two do not like each other. Finally, this gives way to abuse and a shouting match, which ends with Hamlin saying something about Lyle's father. There is a hush. Lyle is burning up and throws a glance at Maniac. Maniac is in charge of the cadets, but still decides to (obviously) look the other way. With that, a fight breaks out, leaving Maniac, Lyle and Hamlin (both bloody) standing in Commandant Blair's office.

A slightly older Blair turns in his chair and begins to berate them for this kind of misconduct, singling out Maniac in particular. Maniac almost tries to stick up for himself, but thinks better of it, as Blair continues. Finally, they are dismissed, but keeps Lyle behind. Blair notes his excellent flying skills, but tries to instill in him the need to control his temper and keep it from interfering with his judgment. We figure that Lyle is a guy with a lot to prove. With his emotions welling, Lyle tries (branch?) to speak out, but is silenced by Blair who now becomes stern and dark (a side that we have not seen much in him) and he really gets in Lyle's face.

Later, Maniac finds Lyle on the simulator ready deck. Lyle does not understand Blair and is angry. Maniac tells him that Blair has seen a lot, but also has had a lot on his mind lately. In any case, he tries to convince him to lighten up. A Confed newsbrief interrupts and tells of the loss of communication with part of the Kilrathi system and that Confed, though not in a posture for conflict, is on

guard. Moments later, Maniac and Lyle hear Commandant Blair called to his office via loudspeaker.

Blair, in his office, receives a communication from Confed HQ, detailing the problem in the Kilrathi system as an event possibly leading to an attack by the Kilrathi on Confed. Blair mentions that he had heard rumors about a military buildup greater than what they were allowed in the treaty, but falls into silence, as he is told that Confed Intelligence suspects a secret fleet, fully armed and operational, had been developed by the Kilrathi during its years of recovery. Moreover, he is told that according to unconfirmed data of social unrest on Kilrah Prime, their new homeworld reservation, they suspect that this fleet could potentially be manned with young recruits from the suffering ex-empire, who are no longer living under a code of honor, like their ancestors, but fueled by a jihad-like fervor for revenge against Humans and Kilrathi collaborators alike. Blair is told that a super carrier, the TCS Midway, is en route to him. Since their forces are greatly diminished, he is told to hand select a team of cadets who will serve out their remaining term on this carrier, training on their new systems. Blair volunteers to go, as well. But is told that he is more valuable where he is, training the new generation of pilots. Besides, he is told, this is to be treated as just an exercise.

With that we are off....