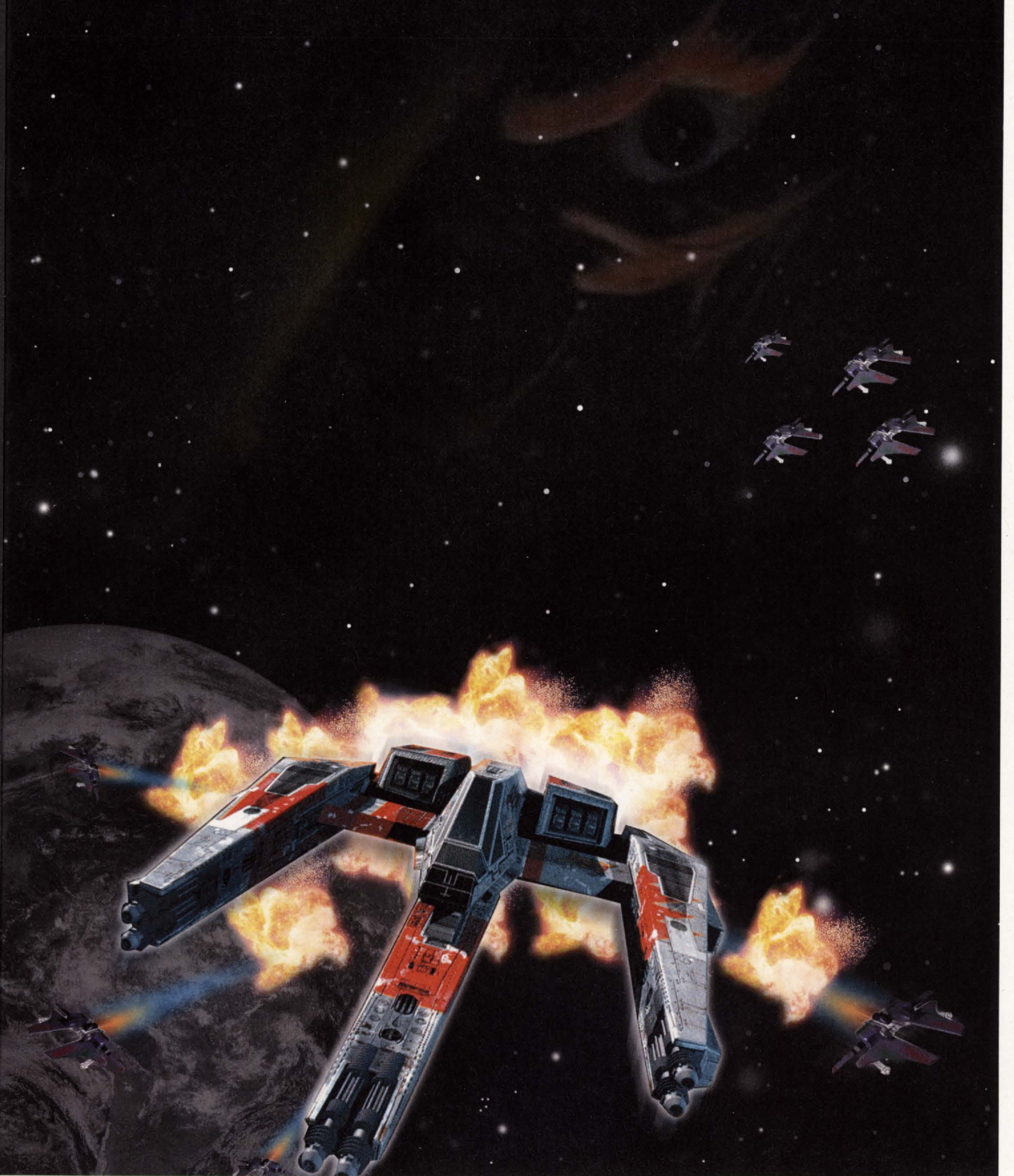


# WING COMMANDER

THE SERIES



## From deep space, a merciless warrior race has emerged; a race bent on destroying any intelligent life in its path.

It's the 28th century and humankind faces its darkest hour.

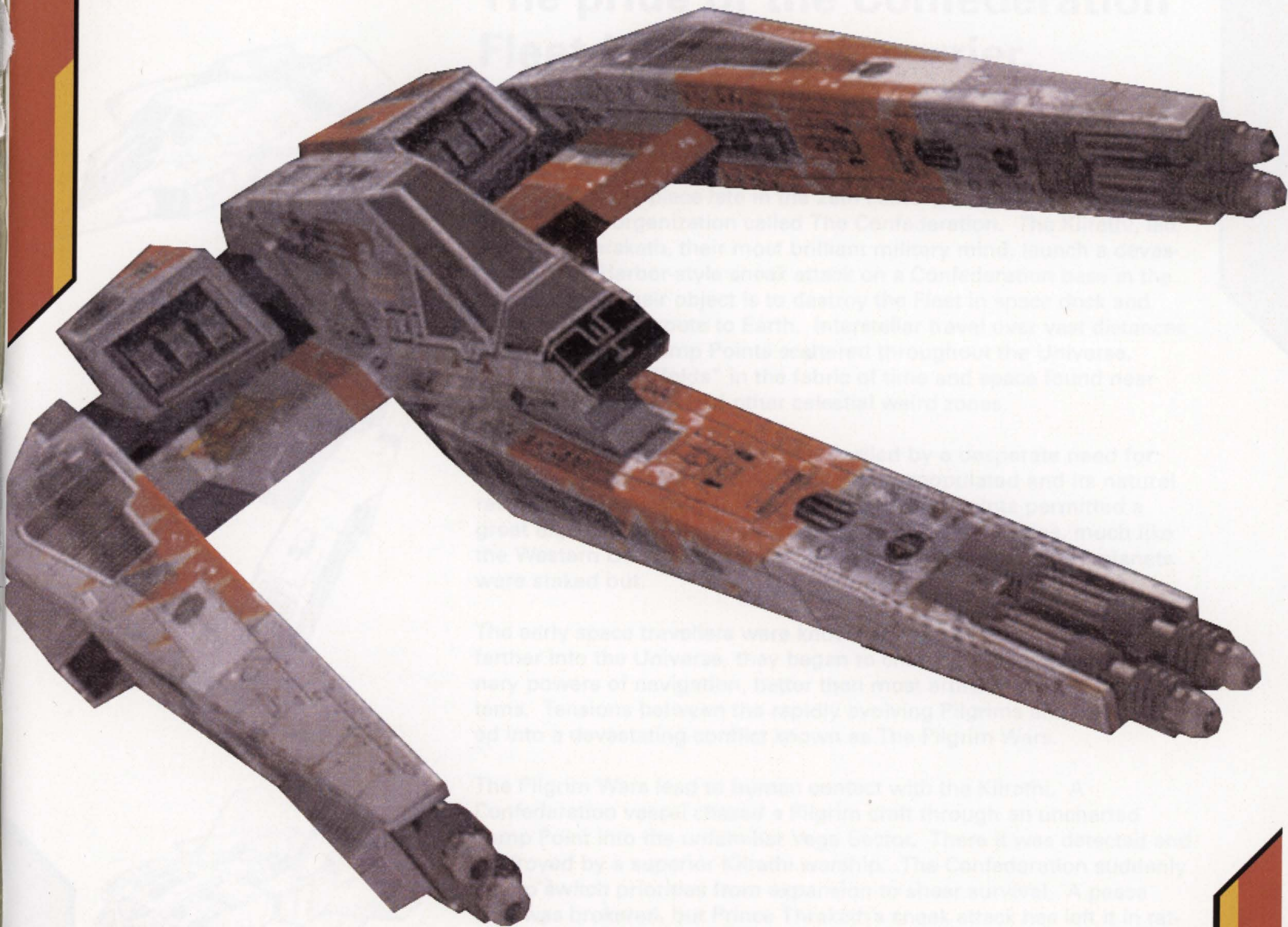
From deep space, a merciless warrior race has emerged; a race bent on destroying any intelligent life in its path. Earth's last line of defense against this onslaught is an unprepared space fleet stretched dangerously thin. To make matters worse, the threat comes at a time when the supply of vital resources from Earth's colonies is increasingly harder to obtain.

The pilots who fly fighter craft launched from super carriers are the elite, the bravest of the brave. Their mission is to search and destroy under the most hazardous conditions. They face an enemy superior in military might and even more chilling, they face the endless mysteries and terrors of a largely unknown Universe.

Welcome to a world of pulse-pounding action, a world of fiery battles and nerve-wracking exploration, a world of sudden death and instant glory.

Welcome to the world of WING COMMANDER.



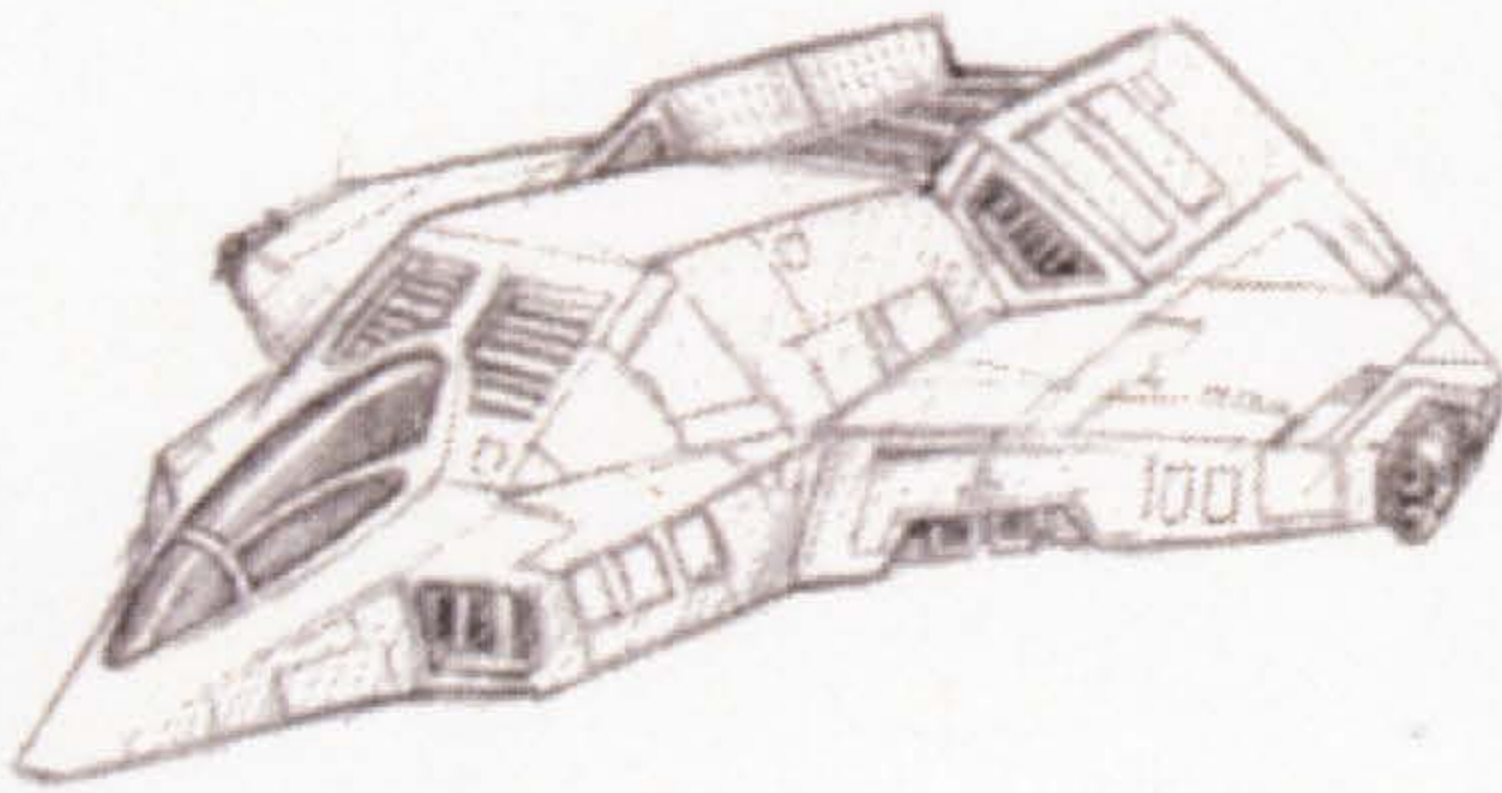


## The only good solar system is a conquered solar system.

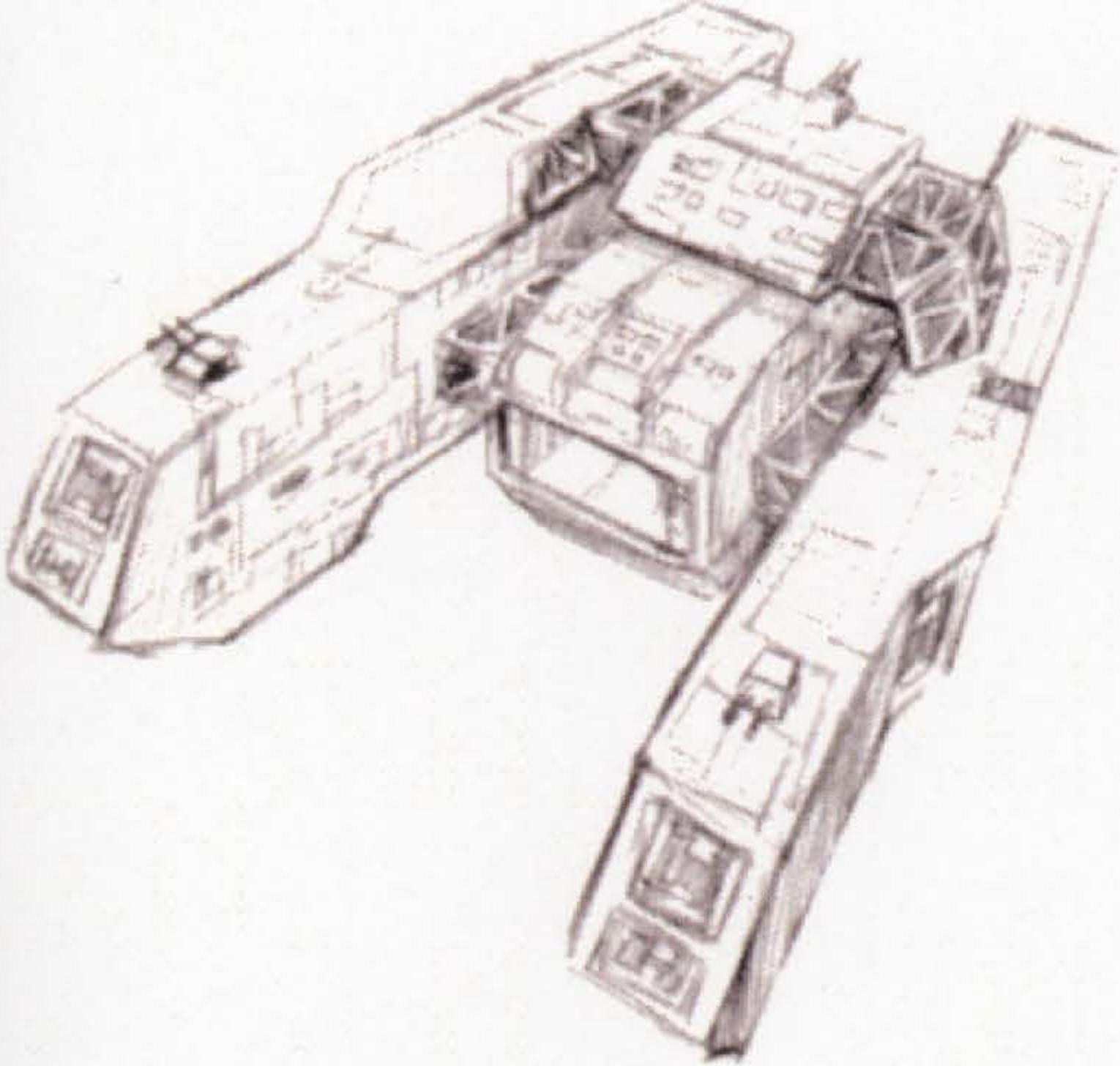
WING COMMANDER is a one-hour live action drama that follows the adventures of fighter pilots and crew aboard the Tiger's Claw, a huge super carrier. The Tiger's Claw becomes stranded behind enemy lines in the most dangerous regions of Kilrathi controlled space. It must find a way back to Earth while being relentlessly hunted by the Kilrathis' greatest military genius.

The Kilrathi are a highly intelligent, hyper-warlike species with distinctly feline features. Individually, they are bigger, stronger, faster and more agile than humans are. They also have a wicked case of Manifest Destiny: the only good solar system is a conquered solar system.

# The pride of the Confederation Fleet is the super carrier, Tiger's Claw.

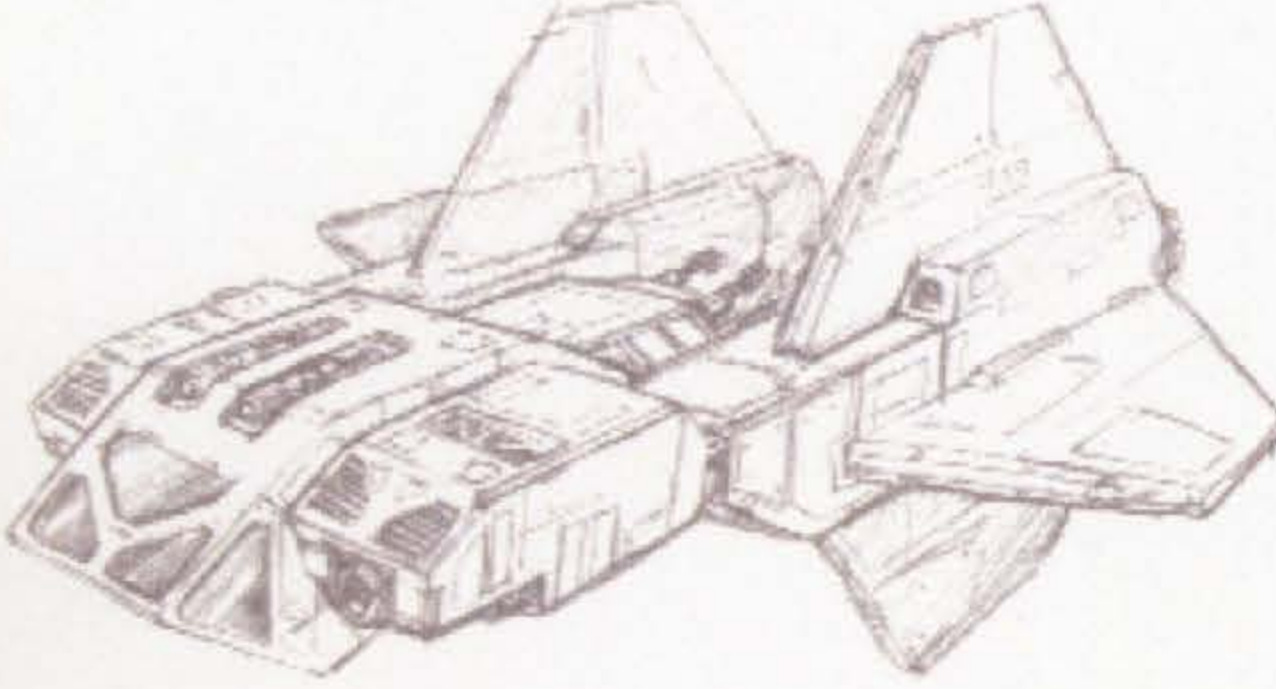


The action takes place late in the 28th century. Earth and its allies belong to an organization called The Confederation. The Kilrathi, led by Prince Thrakath, their most brilliant military mind, launch a devastating Pearl Harbor-style sneak attack on a Confederation base in the Vega Sector. Their object is to destroy the Fleet in space dock and clear an invasion route to Earth. Interstellar travel over vast distances is done through Jump Points scattered throughout the Universe. Jump points are "folds" in the fabric of time and space found near black holes, quasars and other celestial weird zones.

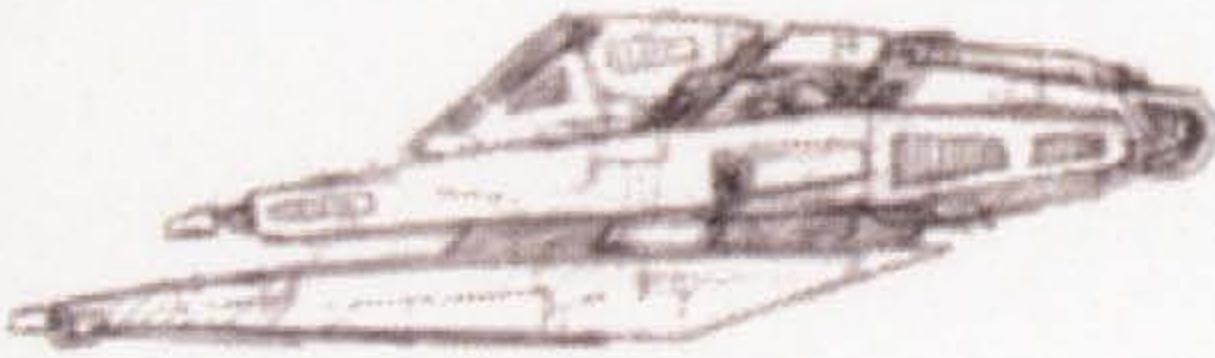


Human colonization of space was fuelled by a desperate need for new energy sources as Earth became overpopulated and its natural resources exhausted. The discovery of Jump Points permitted a great expansion of human settlement to distant galaxies, much like the Western United States was settled, only this time entire planets were staked out.

The early space travellers were known as Pilgrims. As they ventured farther into the Universe, they began to change, developing extraordinary powers of navigation, better than most artificial intelligence systems. Tensions between the rapidly evolving Pilgrims and Earth erupted into a devastating conflict known as The Pilgrim Wars.



The Pilgrim Wars lead to human contact with the Kilrathi. A Confederation vessel chased a Pilgrim craft through an uncharted Jump Point into the unfamiliar Vega Sector. There it was detected and destroyed by a superior Kilrathi warship. The Confederation suddenly had to switch priorities from expansion to sheer survival. A peace deal was brokered, but Prince Thrakath's sneak attack has left it in tatters and once again the Confederation is plunged into a savage war.



The pride of the Confederation Fleet is the Tiger's Claw. After saving the Fleet from complete destruction, the super carrier becomes trapped behind Kilrathi lines. A dangerous cat and mouse chase begins as Prince Thrakath and his flagship, The Sivar, hunt for the stranded ship. It becomes even more essential to find a way home after a secret is discovered that would tip the balance of war in Earth's favor. Getting back alive, however, will test the Tiger's Claw crew and pilots to their limits – and beyond.

**LIEUTENANT CHRISTOPHER BLAIR:**

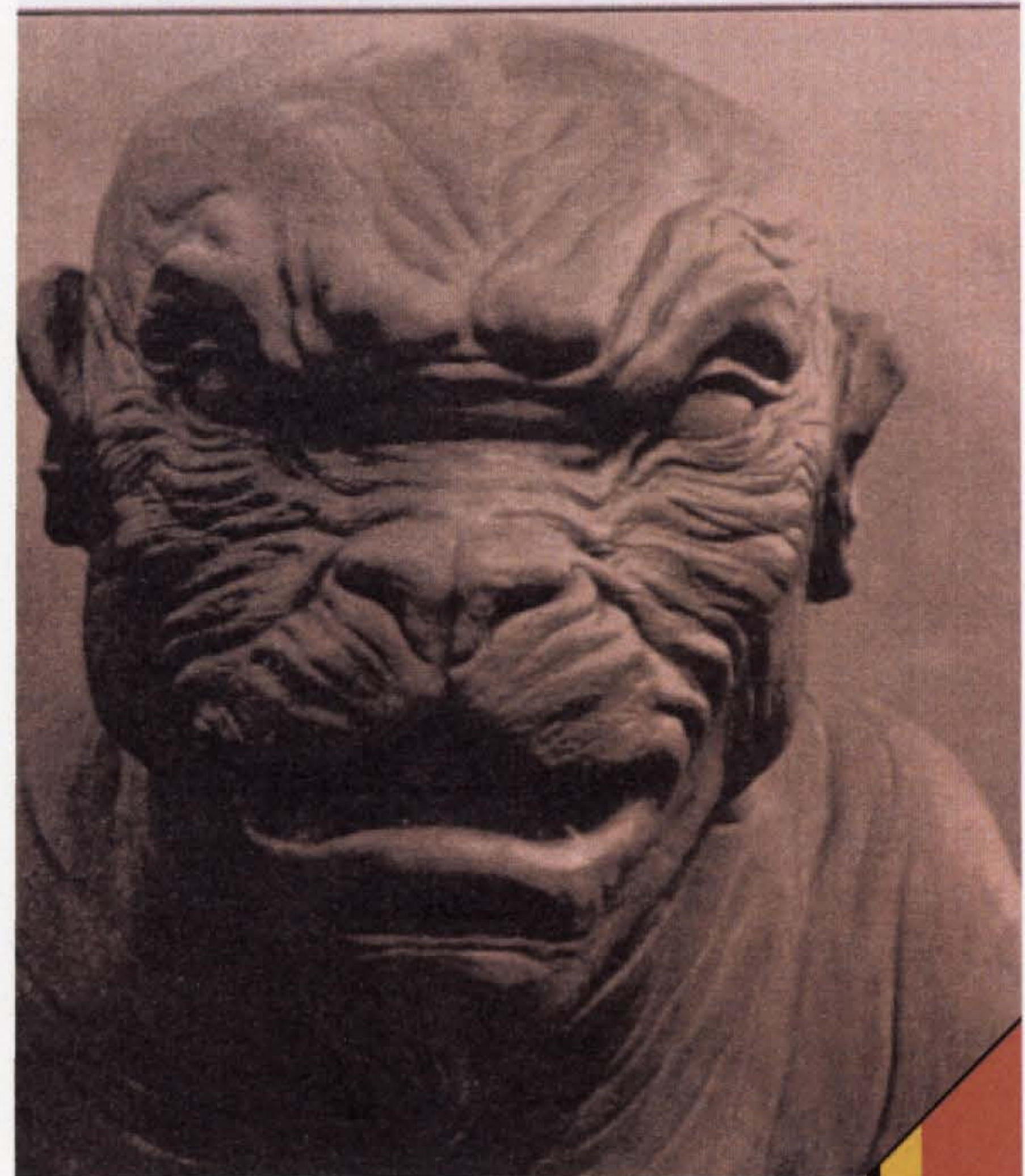
Blair, mid-20s, is blessed with an uncanny set of instincts that make him one of the most extraordinary fighter pilots in the Fleet. Blair is half-breed Pilgrim. His Pilgrim mother and human father died during the Pilgrim Wars and his grandparents raised him on Earth. The separatist Pilgrim colonies were destroyed and most of the race wiped out. This terrible conflict left a legacy of hatred and mistrust by humans with respect to anything Pilgrim related. Blair is very careful who he confides his secret to, but he stubbornly wears a Pilgrim cross under his clothes. The cross is the only memento of his parents he has left. Despite his flying prowess, he has a modest air that sets him apart from the usual cocksure jet jockey. He projects an aura of quiet confidence. He is not an easy guy to get to know, but once his friendship is gained, his loyalty is absolute. Blair senses he is developing more powers, but worries about not having anyone to guide him through the process. It is no wonder he is more introspective and spiritually curious than many of his fellow pilots.

**LIEUTENANT TODD "MANIAC" MARSHALL:**

Maniac, mid-20s, is a cocky wild man completely convinced he is the greatest fighter pilot in the Universe. He is as comfortable in a bar fight as he is in a star fight, which is good, because his mouth gets him into plenty of trouble. The only thing Maniac truly fears is boredom. His courage is obvious, but it is difficult to determine where bravery ends and insanity begins. Maniac believes he will not live to see his thirtieth birthday; he expects to be shot by a jealous husband or go out in a blaze of glory, surrounded by fifty Kilrathi fighters. The resulting "live in the moment" philosophy helps to balance Blair's more cautious outlook. Maniac has adopted a protective older brother attitude towards Blair, but he has huge respect for him both as a man and as a pilot. The differences in their approaches to life and flying complement each other well, making them an unbeatable team no matter what the situation.

**COLONEL JEANETTE "ANGEL" DEVERAUX:**

Angel is a beautiful but deadly Wing Commander in her early 30s. Her passionate emotionalism is a birthright of her French bloodline, but when it comes to cleaning up enemy fighters she is all business. She is younger than most Wing Commanders are, which is a testament to her skill and her leadership abilities. Angel moved up the ranks the hard way; she has been in some of the hairiest dogfights and knows all the tricks, traps and manoeuvres. Her desire to project professionalism at all times makes her seem less compassionate than she actually is. Her attraction to Blair is a real problem for her because it violates her cherished self-image as a tough boss who plays no favorites. She has no trouble keeping a motor mouth like Maniac in line; Blair's more sensitive nature poses a greater threat to her defenses. Angel loves a good laugh, as long as it is not at her expense.



**The differences in their approaches to life and flying complement each other well, making them an unbeatable team no matter what the situation.**

## MAIN CHARACTERS:

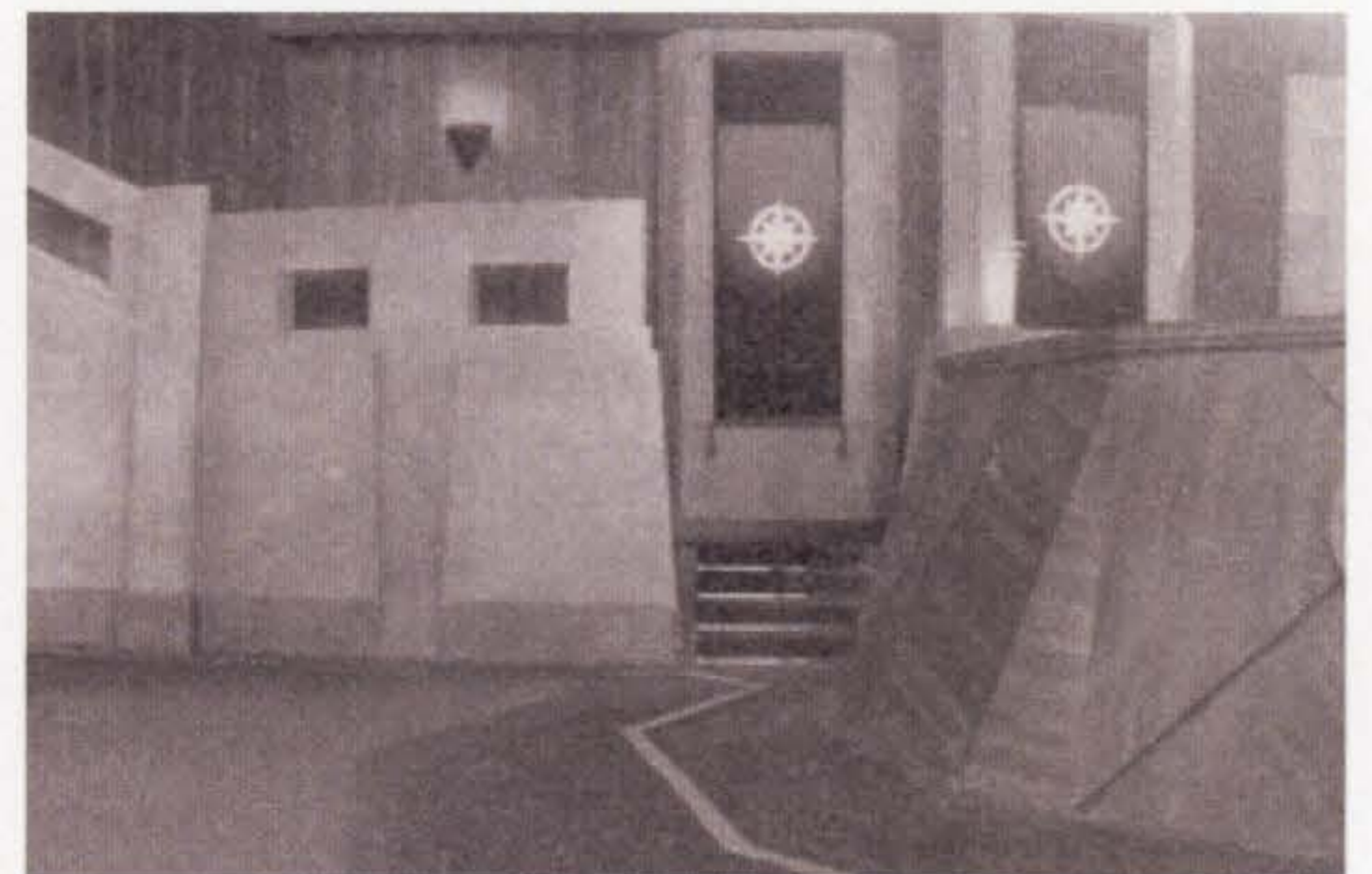
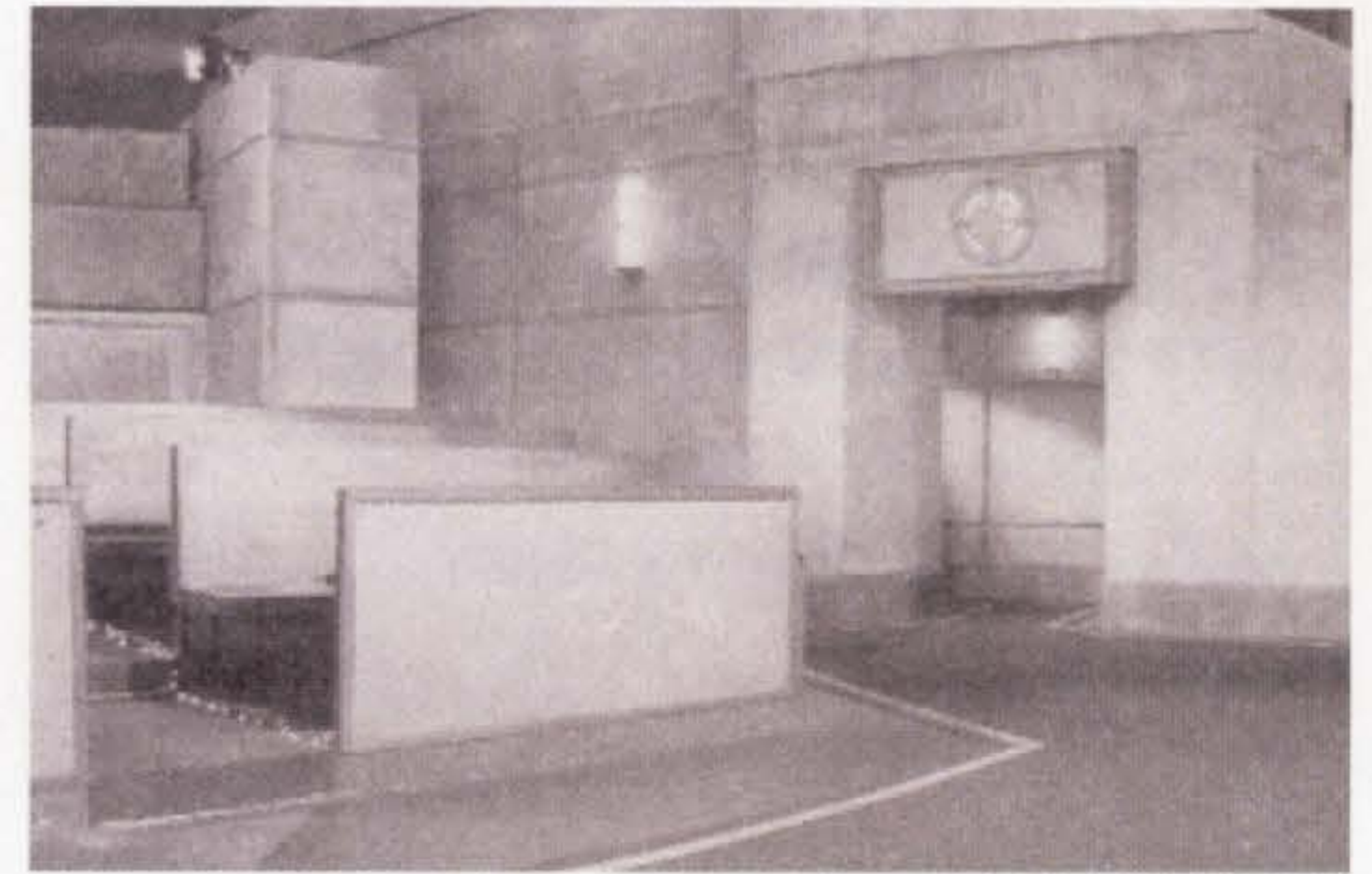
### JAMES "PALADIN" TAGGERT

Paladin, 50ish with a "lived-in" looking face, is a man of many secrets.

Most people think of him as the owner and captain of a modest cargo runner. Only a handful of individuals know he is a high-ranking intelligence officer in the Confederation's Secret Operations Division. Paladin has a disconcerting way of popping up in the most unexpected places, normally a sign that something big is afoot. He takes an active interest in Blair and his career, but his stinginess with information makes him a frustrating mentor. Paladin does not have the innate dislike for Pilgrims that most humans have. He fought beside Blair's father during the Pilgrim Wars when a peaceful Pilgrim colony was attacked and Blair's parents were killed. Paladin has his fingers in several pies and only he has the big picture. He is part of secret negotiations with moderate Kilrathi representatives and part of "dirty trick" operations against the Kilrathi war machine. The inability to discern his true agenda makes dealing with him an uncomfortable proposition for a lot of people.

### ADMIRAL SIR GEOFFREY TOLWYN:

Admiral Tolwyn, a distinguished looking figure in his late 50s, is the most revered leader in the Confederation Fleet. His fabulous military successes over the years have earned him the nickname, "Space Fox". He has a cold and austere presence, but still inspires enormous loyalty from those he leads. A key figure in the Pilgrim Wars, he nurses a burning dislike for anyone with Pilgrim blood even though a part of him recognizes that such prejudice is unworthy. Blair admires Tolwyn despite his opinion of Pilgrims. Tolwyn assumes that Blair and Maniac are typical "hot shot" pilots who revel in thumbing their noses at authority. Blair would love to earn Tolwyn's respect, but he faces an uphill battle pleasing such a distant paternal figure. Especially since Tolwyn knew Blair's own father personally and constantly measures the young man against the memory of his war hero father. One of Tolwyn's strengths as a leader is a willingness to give free rein to any subordinate who demonstrates superior abilities. The older he gets, however, the more conservative he becomes and shows less of the unorthodox style that confounded so many foes in the past. Still, he is the logical choice to command the Tiger's Claw and lead the hunt for Prince Thrakath.

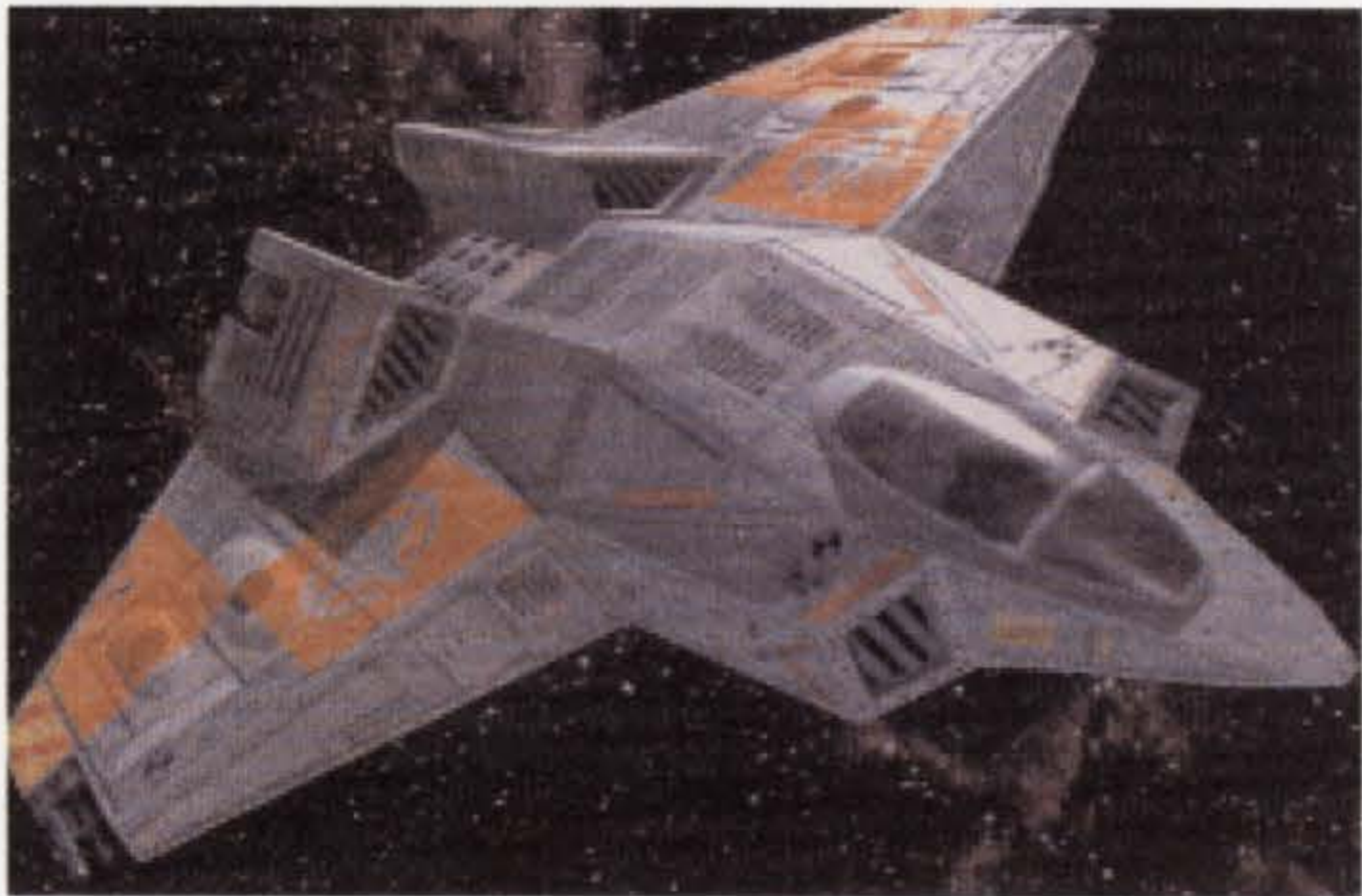


**Only a handful of individuals know he is a high-ranking intelligence officer in the Confederation's Secret Operations Division.**



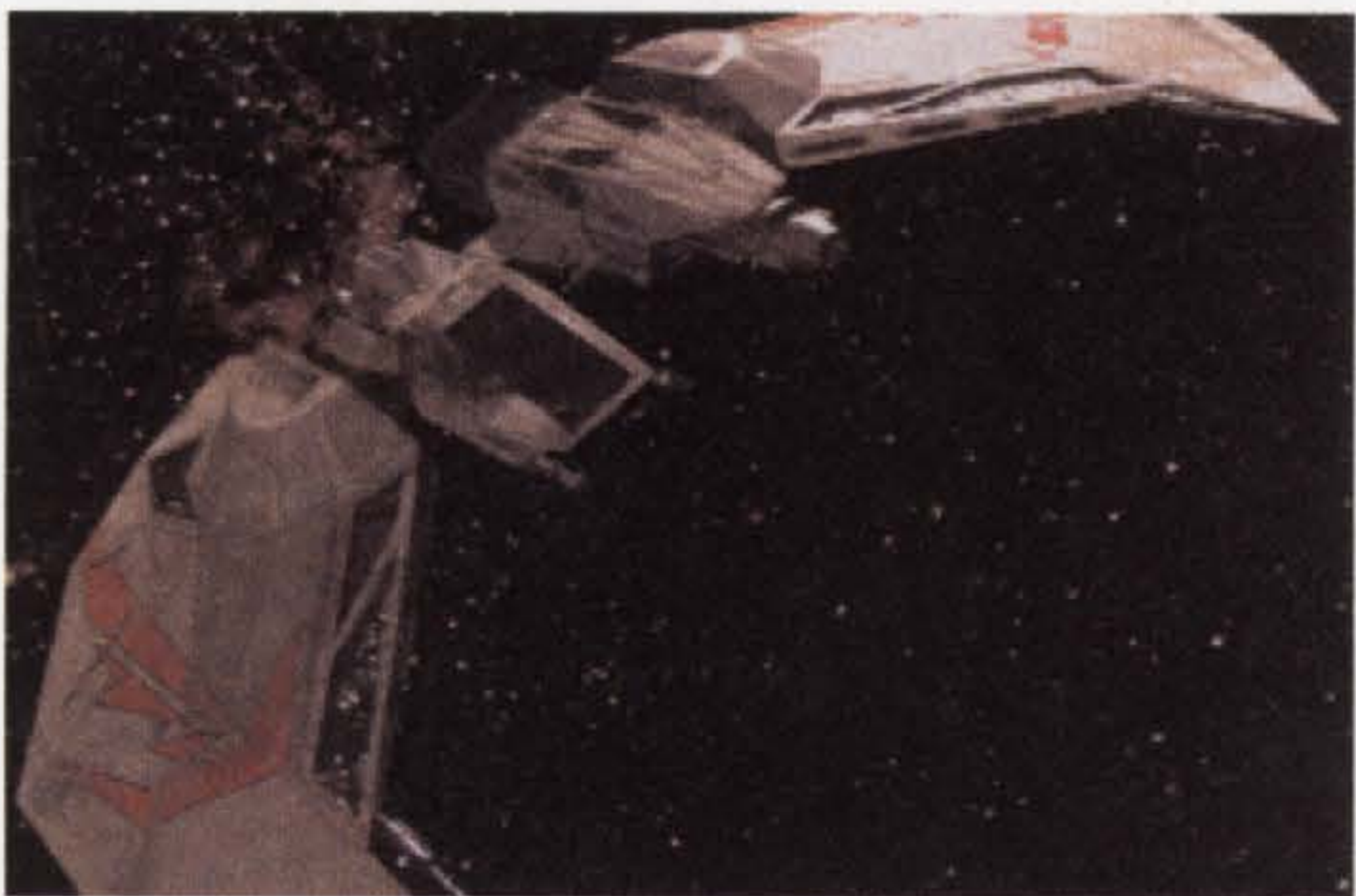
## HANILEE

Hanilee looks like a fresh-faced 16-year-old girl, but she is considerably older and has had some of the most harrowing experiences imaginable. Hanilee's family died in a Kilrathi raid when she was quite young. She was captured and raised in the Kilrathi culture as a slave. Part of her ordeal involved being genetically altered. As a result, she ages at only about a quarter the normal human rate. Hanilee is a 64-year-old. She has a genius level I.Q. and the genetic tampering also gave her greater physical strength and the ability to heal quickly. She became a personal slave to Prince Thrakath, but eventually escaped. Her experiences make her a leading expert on the Kilrathis. Admiral Tolwyn taps her to be his special advisor, hoping she can help penetrate Prince Thrakath's mindset. Hanilee appears well adjusted, but captivity has left deep scars on her psyche, making her vulnerable to bouts of suicidal depression. Also depressing is that her genius I.Q. does not make her impervious to Maniac's roguish flirtation. Hanilee is still adapting to life as a free human.



## CHIEF TECH RACHEL CORIOLIS

Rachel, a firebrand in her mid-30s, is hopelessly devoted to her "babies". Her babies happen to be state of the art Hellcat fighter craft. The sight of blood doesn't faze her in the least, but a rivulet of fluid running down the side of a flying machine turns her stomach in knots. Rachel has been known to punch pilots who she felt were not treating her babies with the proper respect. The jet jockeys put up with her antics because she and her team do a bang up job of keeping their craft running smooth. Oddly enough, despite her love of flying machines, she is deathly afraid of travelling in small craft herself. Even the huge Tiger's Claw is a little fragile for her taste. She has a raunchy sense of humor and loves practical jokes, even ones that are pulled on her provided they show creativity and moxie. Once a person gets in her bad books, it is almost impossible to get out of them, but with friends Rachel can be surprisingly sentimental and forgiving: to a point.



**Hanilee is a 64-year-old. She has a genius level I.Q. and the genetic tampering also gave her greater physical strength and the ability to heal quickly.**



### MAJOR VLAD MERISKOV

Vlad, late 30s, is a proud member of the Confederation Space Marines. He is built like a hover tank and has all the subtlety of one. Being a Space Marine onboard a super carrier can be an onerous duty because fighter pilots occupy the highest rung on the ladder of glory. The pilots don't bother to hide their snickering contempt for the gung-ho buzz-cut "ground crawlers". Vlad bitterly resents the preferential treatment he believes the jet jockeys receive at the expense of his lads. He has a bit of the melancholic streak of his Russian ancestors and he loves poetry with martial themes. Vlad is a 20th century war buff, convinced that the era is the Golden Age of combat. He and Rachel are conducting a volatile affair that most observers expect will end in a homicide, but there is no firm agreement on who will be the victim.

### PRINCE THRAKATH

Even among a species that produces ruthless warlords with notable regularity, Prince Thrakath stands out. He has emerged as the Kilrathis' most cunning military strategist. Kilrathi leaders normally stick to the unimaginative "amass overwhelming odds and prevail through brute force" approach to galactic domination. The Prince, however, demonstrates the virtues of patience, flexibility and a most un-Kilrathi ability to think "outside the box." He is more than a worthy rival for Admiral Tolwyn who has his hands full chasing the wily Kilrathi leader around the Universe.

Prince Thrakath has a strong personal motivation to be successful. His grandfather is Emperor and had the Prince's ownfather executed for being insufficiently victorious. Such are the rewards of failure. In addition to destroying the Confederation, Prince Thrakath nurses a much smaller, but very personal ambition. His favorite slave, Hanilee, got away, and he intends to get her back...



## One Hour Pilot "Infamy: Part 1"

### Act I:

Two "Rapier" class fighters blaze across a desolate moonscape mere feet above the surface. The pilots are Lieutenant Christopher Blair and his best friend, Lieutenant Todd "Maniac" Marshall, two handsome guys in their mid-20s. Maniac complains that the area is clean, they should head back and chat up some chiquitas. Blair replies he has a strong "feeling" something is out here. Maniac chortles that considering how far Blair's head is shoved up his own butt, it's a miracle he can "feel" anything. Suddenly, four Kilrathi fighters pop out of the moon dust with laser cannons pounding away. Blair and Marshall barely avoid the volley and take some fancy evasive action. Maniac whoops and hollers, loving the fight; Blair acts with cool precision. The two buddies put on a dazzling flying display as they each blast a Kilrathi fighter to pieces.

Maniac is in trouble with a Kilrathi on his tail. Blair blows away another Kilrathi and tries to help out. Maniac finally blasts his pursuer with a tricky reverse thrust maneuver, but not before the enemy pilot fires off a missile. Maniac breaks into a sweat as the locked on missile gets closer and closer, defying his best efforts to shake it off – closer, closer, closer... just before impact Blair flips his fighter so that it is he who takes the hit. There is a blinding explosion and Maniac bellows in fury at the fiery death of his friend.

Except that after the explosion fades, Blair's fighter flies along unscathed. Both Blair and Maniac hear a sardonic voice crackling in their ears, saying if the missile had been a real Kilrathi boogey and not a hologram, Blair's remains would be subatomic by now. The voice says the training mission is over and orders them to return to the Academy.

As the two pilots break away from the moonscape, the beautiful blue ball of Earth comes into view. Maniac is angry with Blair for taking a hit meant for him. He says if Blair ever tries that crap in real combat he will hunt down his spirit in the afterlife and kick his ass. Blair says he took the hit because he has fewer black marks; it will help Maniac's test scores. Besides, he adds, with the peace plan in effect the chance of them seeing real combat is nil.

**THE VEGA SECTOR:** Far from Earth, Confederation Fleet Base Vega Prime goes about its usual mundane

routine. Most battle cruisers and destroyers are in space dock. The base's command center is a quiet hive of muted activity. The bored duty officer asks a Jump Point controller about the traffic load.

The controller is emotionless, almost zombie-like. He replies there is nothing unusual to report. Then the controller takes out a weapon and calmly blows away the duty officer. Before anyone can react, he shoots several nearby personnel and rips open his uniform to reveal a pulse bomb strapped to his chest. The controller pushes a button and waits expressionless for it to explode – which it does spectacularly. Base Vega Prime is now blind, deaf and dumb.

A huge Kilrathi strike force materializes out of the Vega Prime Jump Point:

dreadnoughts, battle cruisers, destroyers, and swarms of fighters and torpedo bombers. All this armed might falls on Vega Prime in wave after wave of shattering attacks.

### Act II:

Blair and Maniac race back to the Academy, violating every safety regulation in the book as they leapfrog over each other. Their horseplay is interrupted by the crackling static voice of the Academy's Commandant. The Commandant orders them to bypass the Academy and go directly to Jump Point Mars. Blair hesitantly asks what is going on. He gets a curt reply: the two pilots will be briefed on their mission at the Jump Point.

Blair and Maniac are amazed. How can they be going on a real mission when they haven't even graduated from the Academy yet? Something big must be going on. The pair kick their Rapiers into high gear and head for Station Mars.

**BACK AT BASE VEGA PRIME** the battle rages on. The Confederation defenders regroup but they are hammered relentlessly by the Kilrathi strike force.





Many Confederation capital ships are ruined hulks or badly damaged. As if the sneak attack isn't enough, the Kilrathi seem mysteriously well informed about all Confederation moves, keeping

one step ahead of the humans at all times.

**ONBOARD THE KILRATHI DREADNOUGHT, THE SIVAR:** The Sivar is the lead ship in the Kilrathi strike force. The vessel's Captain, Prince Thrakath, is in his opulent personal quarters as an Imperial Staff officer enters. A beautiful female human slave attends the Prince. The Kilrathi are huge, two-legged creatures with catlike features. The Imperial officer bows and announces that due to the Prince's genius, they achieved total surprise. The Prince growls.

**STATION MARS:** Blair and Maniac ease their fighters into a landing bay and are met by Merchant Captain James "Paladin" Taggert. Paladin, a somber-looking man in his 50s, tells them his ship has been seconded to the Confederation Fleet and he has orders to transport them to the Vega Sector. There they will report for duty aboard the Tiger's Claw, the fleet's largest and best-known super carrier. Maniac can't believe their luck – it means flying Hellcat fighters instead of wimpy Rapiers!

Blair is still confused; what's going on? Paladin says the Kilrathi launched a surprise attack on Vega Prime. The Confederation is at war again. Maniac is elated, Blair goes very quiet. Paladin adds that if the Kilrathis wipe out the Confederation Fleet in Vega Sector, they will have a secure invasion route directly to Earth. That's why every resource is being flung into the region.

Maniac eagerly asks where Paladin's ship is. The older man points at a beat-up looking craft. Maniac is outraged; how can two of the Academy's best pilots show up at the Tiger's Claw in that hunk of junk? Paladin retorts that the vessel may be a lowly cargo runner, but he has some very special cargo –

and he is not referring to the young pilots. Blair and Maniac wonder what THAT means as they hurry after him.

**ONBOARD THE TIGER'S CLAW:** The super carrier is the scene of frantic activity as alarms sound and crewmembers scurry about. Colonel Jeanette "Angel" Deveraux, a strikingly beautiful woman in her early 30s, rushes to her Hellcat fighter. She is intercepted by Chief Tech Rachel Coriolis, a feisty-looking creature. Rachel tells Angel the Captain wants her to pick three of her best pilots and go to Substation Vega Four. Angel can't believe her ears: the largest base in the sector is under savage attack and she's supposed to fly to some minor outpost? Rachel says Angel must wait for a very special "package" that will come through an unstable Jump Point there. She and her wing mates will escort the "package" directly to the Tiger's Claw which, by that time, should be in the thick of battle.

**STATION MARS:** Blair and Maniac can't believe their eyes as they enter the cargo runner's makeshift passenger area. Strapped into a seat is one of the most recognizable faces in the Confederation Fleet: Admiral Sir Geoffrey Tolwyn, also known as the "Space Fox". Seated beside him is a pretty girl dressed in civilian garb, and who looks about sixteen years old.

The pilots snap out of their surprise and salute the Admiral crisply. Maniac eyes the pretty young girl and says in what he thinks is his most suave manner, "And you are...?" The Admiral snaps back, "Classified." The girl smiles mysteriously while Maniac and Blair exchange a look.

Paladin comes in to say they will be Jumping soon. He invites Blair to co-pilot. Maniac is outraged, why not him? Paladin says he would never dream of asking the best pilot in the Universe to help handle a mere cargo runner. Maniac is left with the stone-faced Admiral and his silent young companion. As Blair settles into the co-pilot spot, Paladin says the battle at Vega Prime makes it too risky to navigate the Jump Point there, so they will try an unstable Point at Substation Vega Four. Paladin suddenly says, "You have Pilgrim blood in you," in a tone that sounds accusatory. Blair is startled; he takes out a Pilgrim cross hanging underneath his uniform shirt and admits his mother was a Pilgrim; she and his human father were killed in the Pilgrim Wars. Blair is defensive, expecting some kind of prejudiced remark, but Paladin says he likes the idea of a having

a half-Pilgrim around during a Jump, especially when he is unsure what to expect at the other end.

**SUBSTATION VEGA FOUR:** The small substation rotates slowly in the distance, while Angel and her three wing mates hover amid the cover of an asteroid belt. The belt's magnetic field interferes with long range scanners, but it doesn't matter because this godforsaken spot is far from harm's way. Angel slams her fist in frustration at not being where the action is. A wing mate asks how long they will wait for the "package." She replies that if at exactly one second past the rendezvous time there is no sign of it, they will rush back to Vega Prime. Suddenly, an asteroid near Angel's Hellcat explodes. Ten Kilrathi fighters burst out from all directions. Angel barks orders as she and her wing mates take evasive action through the asteroid belt. They blast three of the attackers but are hard pressed. Angel sees ten more enemy craft headed in their direction.

### Act III:

Paladin's cargo runner approaches the Mars Jump Point. Maniac grins wolfishly at the young girl and asks if this is her "first time". Admiral Tolwyn scowls, but the girl gives a slightly amused smile. The ship rockets through the Jump. For an instant, everything on board is frozen as if suspended in time, and then the ship disappears from sight...

**SUBSTATION VEGA FOUR:** ...and reappears in the middle of the vicious dogfight between Angel and the Kilrathi raiders. The cargo runner instantly comes under heavy fire and Paladin executes a series of dips and dives. He hits a button and two hidden laser turrets pop out of the top of the hull. Maniac jumps into one of the turrets even though the bucking of the ship makes moving extremely hard. The Admiral and the girl remain calm, but hunker down in their seats.

Blair and Paladin are rocked in their seats as the cabin absorbs some powerful hits; Paladin is knocked out. The Admiral claws his way in. Blair yells that the attack has taken them out of their proper escape trajectory... they are going to be sucked back into the Jump Point and without the right navigational settings they will be destroyed!

Admiral Tolwyn looks at Blair grimly and says, "Make sure that doesn't happen, Lieutenant." Blair shouts there isn't enough time to reset co-ordinates!

But even as he speaks, his fingers are flying over the control panel at almost superhuman speed

Maniac blasts away at the enemy fighters from his laser turret. He is an amazing shot; Kilrathi raiders

blow up all over the place. He sees the young girl slipping into the other laser turret. Is she crazy?! He orders her to sit back down. She ignores him and fires away. She's an even a better shot; the two put a serious dent in the attacking force.



The ship is pulled back toward the Jump Point; Blair continues his frantic reprogramming at the controls. The vessel is shaking so bad it seems they will be torn apart; they speed toward the Point at a dangerous angle. At the last possible second, Blair's speeding fingers finish pounding buttons and the cargo runner zips past the Jump Point without being sucked in.

At the same time, Angel and her surviving wing mate polish off the last of the Kilrathis. She hails the cargo runner and Blair responds. Angel snarls that she sure as hell hopes whatever they are carrying is worth it because she just lost two of her best pilots. Admiral Tolwyn identifies himself and orders her to take them to the Tiger's Claw immediately. Angel is shocked to hear the Fleet's top ranking officer address her, but recovers quickly. She and her wing mate take up positions on either side of the cargo runner.

**ONBOARD THE TIGER'S CLAW:** The super carrier and its fighters are right in the thick of the Vega Prime battle. Space Marine Major Vlad Meriskov watches as Hellcat fighters come limping into the landing bay as others take off. Chief Tech Rachel Coriolis pushes him even though she is half his size. She tells him to get the hell out of her landing zone; there is enough confusion without some useless ground crawler getting underfoot. He says she'll sing a different tune when Earth invades the Kilrathi home world and the glorious Space Marines are the first to land on that wretched soil. Vlad grabs the

## OUTLINE FOR PILOT EPISODE:



Chief Tech and plants a big kiss on her. It is clear they "know" each other. She pushes him away, saying she's too busy to give him what he deserves. He laughs and promises if they survive

the battle, she will be the target of a one man Space Marine invasion.

**ONBOARD THE CARGO RUNNER:** Paladin revives as the Admiral tells Blair that what the young pilot did back there was... impossible. Blair sees the Admiral staring at his Pilgrim cross. Self-consciously, he tucks the cross under his uniform and makes some offhand remark about having quick fingers. Obviously, the Admiral is not enamored of Pilgrims or their trappings; he goes back into the passenger area and sees the girl still in the laser turret. He orders her to return to her seat. She sidles by Maniac who remarks that he didn't realize high schools taught advanced weapons training these days. She smiles and says she is a little older than she looks. She lowers her voice so the Admiral cannot hear and tells Maniac that her name is Hanilee.

**ONBOARD THE SIVAR:** Prince Thrakath strides onto the bridge with his human slave in tow. An enormous view port offers a panoramic vista of the raging space battle around Vega Prime. The Prince notes ominously that contrary to previous predictions, the fight will not be concluded by the time he has the first of his four suppers this evening. A nervous functionary reports that the Confederation's resistance is stiffer than expected. The functionary adds that the Tiger's Claw arrived to help the base. The Prince is pleased; destroying the Confederation's greatest super carrier will only add to his glory. He is also told that no Confederation reinforcements have come through the Jump Point. Once the Fleet is annihilated in Vega Sector, the path to Earth lies open.

### Act IV:

Maniac is crammed into the cargo runner's cabin between Blair and Paladin as they approach the awesome spectacle of the Tiger's Claw. In the distance, the fierce fighting around Vega Prime blazes. The young pilots are silent; the enormity of what they are being thrust into hits home. Maniac can't be repressed for long. He ribs Paladin, saying this "hunk of junk" is obviously not just a simple cargo runner. Paladin shrugs, looks can be deceiving. They follow Angel's Hellcat into a landing bay.

Blair and Maniac run to meet Angel as she gets out of her badly shot up Hellcat. Chief Tech Rachel rushes over, appalled by the damage done to one of her precious birds. Angel orders Rachel to fix up the new arrivals with the first available fighters. Maniac is in his glory and even Blair looks psyched. Rachel takes one look at their Academy uniforms and says there is no way these fuzzy cheeks are getting in her babies. Angel isn't thrilled either, but beggars can't be choosers. Maniac and Blair are indignant at this slagging of their skills, but there is no time to dwell on it.

As they run towards some Hellcats, Maniac sees Hanilee hurrying off with Admiral Tolwyn. He tells Blair there is something odd about that girl. His buddy grins, replying that blowing off Maniac doesn't qualify as "odd" behavior in his book. They jump into a pair of fighters as techs make final preparations for take off. They give each other "thumbs up" signs. This is it; no more training, no more drills; this is the Big Show.

Paladin watches the pair prepare for launch. Admiral Tolwyn appears at his side. The two men have an air of familiarity with each other. The Admiral asks Paladin if he thinks the lads are all they are cracked up to be. Paladin nods gravely, replying they are going to be legends. The Admiral says the Confederation is going to need all the legends it can get. He confides that somehow, the Kilrathi seem to know all the Fleet's moves ahead of time. As inconceivable as it sounds, there may be a highly placed spy helping the Kilrathi.

Blair and Maniac follow Angel's Hellcat out the launch tube. The three fighters race to the battle scene. Even before they reach the heaviest fighting, they run a gauntlet of enemy craft and fire. Angel's new wing mates amaze her; they handle Hellcats like they grew up in them. Soon the three are working like a precision team that has been in a thousand

dogfights together. They wreak fiery havoc on the Kilrathi within range.

Suddenly, Maniac has a Kilrathi ace on his tail. Angel and Blair are tied up in their own fights and can't help. Bits of Maniac's Hellcat explode as the enemy fire becomes ever more accurate. Maniac's skill is stretched to the limit as he tries his best countermoves, but the Kilrathi has him in its sights. The Kilrathi squeezes off the killing burst, but it is Blair's Hellcat that zips in at the last second, taking the hit. His fighter explodes into flames. Maniac is stunned; Angel blasts the Kilrathi ace. Maniac's eyes frantically sweep the bit of space where his best friend was just a half-second ago, but this is no harmless hologram training mission, this real. And Blair is gone.

End of Part 1

**Note:** The following is a synopsis of the one-hour conclusion to the pilot episode.

### "Infamy: Part 2"

Blair is not dead. The Hellcat cockpit can be ejected as a self-contained survival pod, which Blair does. Maniac sees this and flies close to the pod; Blair hooks onto his buddy's fighter and is piggybacked into battle. With Blair acting as a second pair of eyes, the two friends become an awesome fighter team. Their efforts, along with the other Tiger's Claw pilots, allows the surviving Confederation ships to escape through the Vega Prime Jump Point and reach Earth safely. The Tiger's Claw, as the ship covering the Confederation retreat, cannot Jump with the others and is forced to flee. The super carrier makes a desperate charge for the unstable Jump Point at Substation Vega Four. With the help of Blair and Paladin, the Tiger's Claw makes an uncharted Jump through the point and ends up deep in Kilrathi controlled space.

So begins a nerve-racking cat and mouse chase as Prince Thrakath hunts the super carrier. The first season of "Wing Commander" follows the adventures of the Tiger's Claw as it tries to find a way back to Earth from deep behind enemy lines. Admiral Tolwyn takes command of the Tiger's Claw. Blair and Maniac discover that Hanilee, the Admiral's mysterious "teen-aged" companion, is a special envoy sent by the Confederation Senate. Hanilee was once a personal slave to Prince Thrakath but escaped. She was genetically altered during her captivity, and is actually sixty-four years old. Hanilee is Earth's lead-

ing expert on the Kilrathis' and Admiral Tolwyn believes her intimate knowledge of Prince Thrakath will help them elude their relentless pursuer.

Later in the first season, the leadership of the Tiger's Claw discovers that the Kilrathi have been intercepting space drones sent through Jump Points the Confederation Fleet uses to communicate with Earth and decoding the top secret information they contain. It is more imperative than ever that the Tiger's Claw get back to warn about this crucial security breach before the Kilrathis can exploit this advantage to overpower Earth's last line of defense.



## "WING COMMANDER" EPISODE SYNOPSES

### "Bermuda Triangled"

The Tiger's Claw encounters a mysterious alien ship. It does not respond to any communication. Angel leads a flyby mission, leaving Blair and Maniac behind. (She is disturbed by her growing emotional connection to Blair.) As Angel buzzes the strange vessel, her Hellcat is trapped in an energy field and pulled inside. Admiral Tolwyn unleashes a barrage of fire on the alien vessel, to no effect. Paladin makes an unexpected appearance. He, Blair, Maniac, Major Vlad Meriskov and a small detachment of Space Marines are sent out on a lander. Hanilee is part of the rescue team in case the vessel is some kind of Kilrathi creation. The lander is sucked into the alien ship. The team wipes out some odd machines that seem bent on "collecting" them. They move through the eerily lifeless ship, looking for Angel. They find her in a huge storage bay, entombed in a preservation device. There are several other preserved humans, some wearing World War II flight gear. The team frees Angel, but doing so triggers the vessel's automated defense system. They fight their way back to the lander and blast their way out. The alien ship self-destructs, almost destroying the fleeing lander. Clearly, the vessel was some sort of harvester, but who is doing the collecting?

### "Paranoia"

Word circulates around the Tiger's Claw that the Kilrathis had human help for their sneak attack on Base Vega Prime. According to rumors, certain key personnel acted strangely, almost zombie-like, and committed acts of sabotage. Tales of Kilrathi brainwashing run rampant. If they can mentally control humans, then anyone could be a threat. An ugly atmosphere of suspicion takes over. It doesn't help that the Tiger's Claw has had no luck finding Prince Thrakath and the Sivar. Are double agents secretly thwarting the mission? A group of mutineers seize control of the bridge, demanding Admiral Tolwyn conduct a sweeping "investigation" to unmask the spies.

Blair and Hanilee are especially suspect: he because of his half-Pilgrim heritage and she because of her past Kilrathi experiences. The mutineers are overpowered and order restored, but the infection of doubt is not completely cleared up...

### "Pilgrims Progress"

A lost colony of Pilgrims is discovered. The tiny settlement has been cut from all contact with the Universe for hundreds of years. The Tiger's Claw is to transport them to a new secure location. The Pilgrims are called "refugees" but in reality they are prisoners going to a holding camp. Blair meets the leader of the Pilgrims and learns more about his heritage and his emerging powers. This alienates some of the other fighter pilots who don't like Blair's half-breed status. The Sivar, along with other Kilrathi ships, attack the Tiger's Claw. All fighters scramble to deal with the threat.

Blair, Maniac, Angel and others perform magnificent feats of skill and courage, but superior Kilrathi numbers make defeat inevitable. The Pilgrim leader tells Admiral Tolwyn his people know a secret Jump Point that leads to safety. Tolwyn is dubious; no charts for the Point exist, so he'd have to put the Pilgrims in control of the Tiger's Claw. But what choice does he have? The Hellcat fighters cover the super carrier's run to the Point and re-enter it just before the Jump. The Kilrathis cannot follow. Amazingly, the Tiger's Claw comes out of the Jump close to its original destination. The Pilgrims don't ask for any special favors. They are delivered to their new "home", but it is obvious they would be fantastic allies in the struggle against the Kilrathis. Unfortunately, human hatred of the Pilgrims makes such co-operation impossible.

### "May Day"

The Tiger's Claw receives a distress signal from a deserted planet that is mostly a jumble of rocks and canyons. The signal is consistent with the type a merchant ship would send out if it had crashed. Admiral Tolwyn learns about the possible whereabouts of Prince Thrakath and must investigate. He decides, however, to send down medics to search for possible survivors. Blair, Maniac and Angel are assigned escort duty. As the medic lander nears the distress signal, it is blown out of the sky by a missile. The signal actually comes from a downed Kilrathi pilot determined to take as many humans with him as possible. Blair and the others land their Hellcats to conduct a ground search through the many hiding spots offered by the craggy terrain. A deadly cat and mouse chase ensues in the midst of a powerful storm. Worse than that, the planet has more predators than just one desperate Kilrathi pilot...

**"Space Prison Blues"**

The Tiger's Claw re-supplies near Carnivale, a planet notorious for its year round festivals where all kinds of depravity go on. Maniac is desperate for some shore leave there. He wheedles a 48-hour pass from Angel for Blair and himself. There's only one catch: she's coming along too. So are Chief Tech Rachel Coriolis and her on-again, off-again boyfriend, Major Vlad Meriskov. Carnivale's nightlife turns out to be everything Maniac hoped. But his big mouth leads to an epic bar brawl. His friends avoid the police roundup, but Maniac is arrested and sent to a special prison – one that orbits ten miles above the planet! His friends have only twenty-four hours to spring him by whatever means necessary or the Tiger's Claw will be underway, with or without Maniac.

**"The Pirate Queen"**

The Tiger's Claw patrols the Cillian Quadrant, a lawless frontier region, when a powerful computer virus attacks its systems. Soon only basic life support mechanisms still work. A ragtag flotilla shows up. The beautiful "Pirate Queen" tells Admiral Tolwyn to let the raiders come aboard or be destroyed. With no fire control systems or means of launching fighters, he has little choice. The crew, like citizens of some 20th century hick town swamped by a biker gang, watch as the marauders start stripping everything of value. But a good-looking fighter pilot catches the Pirate Queen's eye. Not Blair or Maniac, who are dismissed as "mere boys," but Angel! Much to Angel's embarrassment, the Pirate Queen has a huge crush on her. Angel rebuffs her advances, so the Queen offers a challenge: her three best pilots against Angel's best three in a bout of non-lethal space combat (essentially a galactic version of "Paintball"). If Angel's team wins, the pirates leave without their booty. If the pirates win, they keep the loot AND Angel. Team Tiger's Claw is Angel, Blair and Maniac; Team Pirate is the Queen and two other buccaneer aces. Angel's team loses! The Queen recognizes that Angel would always be a resentful captive. So she gallantly kisses Angel's hand, says she hopes they meet again and the pirates leave with their plunder.

**"Shuttle Diplomacy"**

Paladin makes a surprise visit, telling Blair he needs someone with Pilgrim blood for a secret mission. He won't give details; Blair is on a "need-to-know" basis. Blair insists Maniac come along. The three men

leave the Tiger's Claw on Paladin's "cargo runner" craft. After takeoff, Blair and Maniac learn Hanilee is onboard. Paladin guides the ship through a Jump Point, making sure Blair memo-



izes the navigation codes. Blair and Maniac are amazed to see Paladin guiding them to dock with a Kilrathi destroyer! Hanilee is meeting with a Kilrathi delegation to explore avenues of peace. Paladin says that Blair and Maniac will wait in the cargo runner. If anyone tries to enter, or if Hanilee is not back in three hours, Blair is to activate the self-destruct mechanism, which will take out the Kilrathi destroyer. If talks go well, Hanilee will return alone so it is up to Blair to navigate back to the Tiger's Claw. Paladin shows Blair a special button to push if they run into trouble on the way back, but won't say what the button does. Hanilee returns with a second to spare. On the way to the Jump Point, a squadron of Kilrathi fighters attacks them. Blair pushes the button and the "cargo runner" suddenly reveals itself to be a highly sophisticated war machine. With Maniac and Hanilee helping out, Blair fights off the Kilrathi fighters and reaches the Jump Point safely.

**"Fighter X"**

All the jet jockeys on the Tiger's Claw feel like kids on Christmas morning.

A new experimental fighter prototype arrives for some shakedown flights. Every pilot wants to be the first to test it, but Angel pulls ranks and gives herself the assignment. It handles like a dream; she raves about its performance as Blair, Maniac and the other pilots listen enviously. Angel has to decide who gets to fly it next. She is offered bribes and flattery as her wing mates vie for the next flight. The decision is postponed as Hellcats scramble to chase a patrol of Kilrathi raiders detected hiding among the rings of a Saturn-like planet. As a prototype, "Fighter X" is restricted from combat and left behind. However, Captain Markham, an average skilled pilot, sneaks into it and launches without authorization. He joins



the battle, and thanks to the advanced technology of Fighter X, gets a taste of what it is like to be a great pilot. He racks up several kills, but soon all enemy craft concentrate on him and Fighter X is damaged.

sneak through the blockade. Blair, Maniac and Angel draw the assignment. Their skills at evasion and stealth get them down to the planet and they obtain the vital antibiotics. On the way back, however, they are detected and have to fight their way out. Blair uses his almost mystical Pilgrim navigation powers and leads his wing mates to safety.

### "Bait & Switch"

A service shuttle enters a landing bay on what should be a routine mission. But hidden inside is a crack team of Kilrathi commandos. The team makes its way to Admiral Tolwyn's quarters, killing anyone they meet without raising an alarm. They run into the Admiral's security detail and the operation turns into a corridor by corridor firefight. Blair and his friends help Major Vlad and the Space Marines. Just as things seem under control, a new complication: teams of emotionless humans help the Kilrathis. They have the same zombie-like attitude the saboteurs who aided the sneak attack on Base Vega Prime did. The Tiger's Claw is attacked by a swarm of Kilrathi fighters. Blair and the others scramble into their Hellcats. In the midst of this battle, no one notices a Kilrathi fighter retrieve a small escape pod that leaves the Tiger's Claw and take off with it. Soon all the enemy craft retreat and the last Kilrathi commandos are killed, which seems to take care of the human helpers, too. The Kilrathi commandos belong to Prince Thrakath's personal bodyguard unit. But why go to so much trouble just to try and assassinate the Admiral? Hanilee's room is found in disarray and she is missing. The awful truth dawns: Prince Thrakath has regained his former slave.

A Kilrathi craft clamps onto the prototype and begins to tow it away. Angel sees this; she knows she cannot let Fighter X fall into enemy hands, but there is no way to deal with the Kilrathi without also killing Captain Markham. But war is always filled with painful choices...

### "Big Shots"

Blair and Maniac return to Earth for a brief visit as honored guests of the Academy that they never formally graduated from. News of their exploits has filtered back and they are offered up as heroes to inspire the current batch of pilot trainees. Even Blair is not immune from the adulation he and Maniac receive. One female cadet especially hangs on every word Maniac utters, eagerly absorbing his "wild man" flying philosophy. The two heroes are invited to be part of a training exercise over the North Pole. It is a mock dogfight designed to simulate the extreme conditions of less hospitable environments. The exercise turns disastrous when the female cadet, emulating Maniac's lunatic style, crashes her Rapier in the middle of a blizzard. Blair and Maniac must find and rescue her in one of harshest regions on Earth.

### "Plague Ship"

A nasty outbreak of the so-called "Space Plague" spreads throughout the Tiger's Claw crew. The first few days of symptoms are similar to an extremely bad flu, but after that the illness is usually fatal. The ship's limited medical resources are overwhelmed. The only hope for relief is to reach a Confederation outpost and get supplies of a special antibiotic. Unfortunately, the nearest such place is a planet blockaded by a Kilrathi battle fleet. There is no way the Tiger's Claw can break through using brute force. However, a few Hellcats might be nimble enough to