

- Transports
- **Second Ace** E4 (launched when carrier is attacked by player)

Series F

- SS Fighter
- MR Fighter
- Kilrathi Corvette
- Fighter Clusters

Series G

- Shield Killer
- Ray
- Moray
- Cargo Containers
- Fighter Destroyers
- Skate
- Manta
- Ship Killer, damaged (G3)
- **Third AceG4** (launched from damaged ship killer)

Series H

- Interceptor
- Shield Killer
- Fighter Cluster
- Carrier
- Ship Killer
- Minelayers
- Fighter
- Bomber
- **Fourth Ace** H3 (player in fighter running patrol. Player will see the Ship killer, and Ace will attack - he may show back up again in the next mission if player doesn't destroy him.)

Series I

- Dreadnought fleet (1 Dreadnought, 1-2 Carrier, 2-3 Cruiser, 3-5 Destroyer, 0-2-3 Fighter Destroyer (corvette), 5-9 Transport)

If you've already done this, thanks!!
bjc

SPRINGBOARDS

This file is owned by: **Billy Cain**

ALIEN SHIP APPEARANCES:

Alien Aces

First Ace	D3	(Flies in with Aliens, possibly killed by player after reinforcements arrive)
Second Ace	E4	(launched when carrier is attacked by player)
Third Ace	G4	(launched from damaged ship killer)
Fourth Ace	H3	(player in fighter running patrol. Player will see the Ship killer, and Ace will attack - he may show back up again in the next mission if player doesn't destroy him.)
Fifth Ace	I5	(launched when Dreadnought is 50% damaged)
Sixth Ace	I6	(launched when attack on wormhole starts)
Seventh Ace	I6	(launched when attack on wormhole is half over)

As for the first appearances of the other ship types:

Series B

Multi-Role Fighter

Series C

Cluster Fighter

Bomber

Cruiser

Destroyer fleet (1 Destroyer, 1-2-3 Fighter Destroyer (corvette), 1-3 Transports)

Series D

Medium Fighter

Light Fighter

First Ace D3 (Flies in with Aliens, possibly killed by player after reinforcements arrive)

Series L (first chance to go to this is after D)

Series E

Cannon Cluster

Fighter Cluster

Bomber

Interceptor

Cruiser [fleet?] (1 Cruiser, 2 Destroyer, 1-3 Fighter Destroyer (corvette), 3-5 Transport)

Carrier [fleet?] (1 Carrier, 2 Cruiser, 2-3 Destroyer, 0-3 Fighter Destroyer (corvette), 3-5 Transport)

Destroyer fleet (1 Destroyer, 1-2-3 Fighter Destroyer (corvette), 1-3 Transports)

Heavy Fighters

Transports

Second Ace E4 (launched when carrier is attacked by player)

Series F

SS Fighter

MR Fighter

Kilrathi Corvette

Fighter Clusters

Series G

Shield Killer

Ray

Moray

Cargo Containers

Fighter Destroyers

Skate

Manta

Ship Killer, damaged (G3)

Third Ace G4 (launched from damaged ship killer)

Series H

Interceptor

Shield Killer

Fighter Cluster

Carrier

Ship Killer

Minelayers

Fighter

Bomber

Fourth Ace H3 (player in fighter running patrol. Player will see the Ship killer, and Ace will attack - he may show back up again in the next mission if player doesn't destroy him.)

Series I

Dreadnought fleet (1 Dreadnought, 1-2 Carrier, 2-3 Cruiser, 3-5 Destroyer, 0-2-3 Fighter Destroyer (corvette), 5-9 Transport)

Here's the format I'm trying to get to:

- Springboard - **First mission used**, additional mission, additional mission, additional mission.

EXAMPLES

- Change Nav Points during gameplay - **MISN A1**, MISN A2, MISN A2b.
- Detach Cockpit on *Shrike* - **MISN F1**, MISN G2.

If it's a ship type, mission type, or weapon, use the same format. If there is the *chance* it's in there, it counts. Even if the player *BARELY* has the chance to get it, put it in there.

EXAMPLES

- Tigershark - **MISN A1**, MISN A2, MISN A2b.
- Offensive counter-air - *Panther*, *Vampire* - **MISN A1**, MISN A2, MISN A2b.
- **Top Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN G1**, MISN H2

MISSION TYPES

- TARCAP - *Tigershark*, *Panther*, *Vampire*
- FORCAP - *Tigershark*, *Wasp*, *Panther*, *Vampire*
- SEAD - *Tigershark*
- BARCAP - *Tigershark*, *Wasp*, *Panther*, *Vampire*
- Escort - *Tigershark*, *Panther*, *Vampire*
- Recon - *Tigershark*, *Panther*, *Vampire*, *Shrike*, *Devastator*
- Light Strike - *Tigershark*
- Light Anti-Ship - *Tigershark*
- Offensive counter-air - *Panther*, *Vampire*
- Strike - *Shrike*, *Devastator*
- Anti-Ship - *Shrike*, *Devastator*
- Anti-Hangar - *Shrike*, *Devastator*
- Survive - ~~*Shrike* ejection pod~~ - CUT
- Defend AWACS
- SOS call
- Drop mines
- Escort Minelayer (and watch the enemies go boom!)
- Escort AWACS
- Rescue AWACS
- Destroy Turrets
- Destroy Mines
- Destroy Alien Probes
- Destroy Engines on Capship
- Disable ships
- Dock with Refueling/Rearming ship
- Cover the Midway
- Search for Transmitter
- Scramble
- Drop marker for Big Gun
- Destroy towers on Worm Hole
- Defend Midway

OBJECTS IN MISSIONS

Confed

- Confed. Research Pod
- Confed. Relay Station
- Confed. Ejection Pod
- Confed. AWACS
- Confed. Rescue/Refuel Shuttle
- Confed. Marine Shuttle
- Confed. Spy-Eye (prop) (Alien Mods)
- Confed. Distress beacon Targeting Disk

Alien

- Alien Probe
- Alien Docking Ship (Cut?)
- Alien Gate Towers (4-5)
- Wormhole (New)
- Alien Gate Command Center (This is connected to towers)

Misc.

- Kilrathi Starbase (Alien Mods)
- Kilrathi Defense Turrets
- Kilrathi Mining facility
- Pulsar (pulsing light)
- Asteroids
- Jump gate
- Junk for B-38 (heavy?)
- Funeral Casket
- Missiles
- Misc. Nebulas, planets...
- Kilrah (frozen magma and rubble)
- Reservation planet
- Wormhole environment for SPFLT (possible?)

SHIP FUNCTIONS (things a player can DO)

- Land on *Midway*
- Jump at jumpoint
- Autopilot
- Detach Cockpit on *Shrike*
- Detach Booster from *Wasp*
- Afterburn
- Change Nav Points during gameplay
- Chaff
- MIPs
- Comms that require responses suck, can we find ideas that **Action** serves as the response? (Example: "Let's take those Cats out, Captain!!" Player then fires the first shot, hitting the Kilrathi. If player hasn't fired at them (hit them) in ten seconds, the Wingman says "Too chicken to take a little risk, huh Cap?")
- Reallocate shields
- Reallocate power
- Rear Turret?
- Rear tractor?

SHIP FUNCTIONS (automatic)

- # of Kills

- # of shots fired
- Identify ships when within range

OTHER (Ideas we don't want to forget about...)

- Leech missiles (didn't we kill this?)
- Timed missions
- Quick Save/Load
- Flight dynamics change to match different type of space
- Receive info from AWACS
- Idiot boxes on screen during training missions?
- Multiple death effects for each ship (cool effects)
- Blow a mission and your Starbase is under attack
- Extra weapons/tech for winning path
- Flight recorder??
- Random mission elements
- Use Universe map to show progress in war effort
- Rumors about aces in movies.

MEDALS AND RIBBONS (we need to nail this list down)

- Campaign Ribbon (After series)
- Purple Heart (win mission with 80% damage)
- Distinguished Service Ribbon (set # successful missions)
- Confed ace medal (# of kills)
- Confed Flying Cross (comp high priority mission)
- Confed medal of Valor (high stats, rare attached to certain missions)
- Star of the Confederation (medal of honor equiv, at end of game)
- Pilot combat Ribbon (freebie after first combat)

PROMOTIONS (we need to nail this list down)

- Promotion to Second Squadron
- Promotion to Third Squadron

SHIPS, Confed (is this everything???)

- Player Ship - Tiger Shark
- Player Ship - Wasp
- Player Ship - Panther
- Player Ship - Excalibur????
- Player Ship - Shrike
- ~~Player Ship - Shrike ejection pod - CUT~~
- Player Ship - Vampire
- Player Ship - Devastator
- Ship, Small - Early Warning and Controls ship (AEW/AWACS)
- Ship, Small - Search and Rescue shuttle (S&R)
- Ship, Small - In-flight refueling ship (IRS)
- Ship, Small - Landing craft (LC)
- Ship, Small - Mine-layer (ML) **ADDED**

CARRIERS, Confed (we need to nail this list down)

- Destroyer (DD)
- Cruiser (CA)
- Transport (T)
- Carrier (Vesuvius?)

- Midway
- Deveraux

WEAPONS, player (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Lasers** - *Tigershark* x 2 - **MISN X1**, MISN X2
- **Mass Drivers** - *Tigershark* x 2 - **MISN X1**, MISN X2
- **(Adjustable) Mass Drivers** - *Wasp* x 2 - **MISN X1**, MISN X2
- **Tachyon Gun** - *Wasp* x 2, *Shrike* x 4, *Shrike* ejection pod x 2 - **MISN X1**, MISN X2
- **Top Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN X1**, MISN X2
- **Bottom Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN X1**, MISN X2
- **Rear Turret** - *Shrike* x 1, *Devastator* x 1 - **MISN X1**, MISN X2
- **Plasma gun** - *Devastator* x 1 - **MISN X1**, MISN X2
- **Side Turret** - *Devastator* x 2 - **MISN X1**, MISN X2
- **Heavy Ion Cannon** - *Panther* x 4 - **MISN X1**, MISN X2
- **Anti-Missile turret** - *Panther* x 1, *Vampire* x 1 - **MISN X1**, MISN X2
- **(Adjustable) Spreadfire cannon** - *Vampire* x 2 - **MISN X1**, MISN X2
- **Fission cannon** - *Vampire* x 1 - **MISN X1**, MISN X2
- Burst Laser - what is this? What ship should have this? bjc
- Quantum Disruptor - what is this? What ship should have this? bjc
- Grenade Gun - what is this? What ship should have this? bjc
- Shotgun - what is this? What ship should have this? bjc
- Beam Weapon (??)- what is this? What ship should have this? bjc

MISSILES, player (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Anti-bomber rocket-packs ("Swarmers" Missiles [12 or more warheads])** - *Wasp* x 4 - **MISN X1**, MISN X2
- **Heavy Anti-Shipping Plasma Cannon** - CA x 2 - **MISN X1**, MISN X2
- Image Rec missile - what is this? What ship should have this? bjc
- Heat Seeker Missile - what is this? What ship should have this? bjc
- Anti-Radiation Missile - what is this? What ship should have this? bjc
- Torpedoes (missile) - what is this? What ship should have this? bjc
- Tracker 'smart' missile - what is this? What ship should have this? bjc
- Rocket pods (missile?) - what is this? What ship should have this? bjc
- Specific Target missile - what is this? What ship should have this? bjc

WEAPONS, confed (we need to nail this list down)

Bold face is planned to be on a ship. Non-bold means it is not planned to be on a ship.

- **Anti-fighter Turret** - LC x 2, DD x 8, CA x 8, Transport x 8, CV x 16 - **MISN X1**, MISN X2
- **Anti-Shipping Ion Cannon** - DD x 2, CA x 2 - **MISN X1**, MISN X2
- **Light laser turret** - CVX1(*Midway*) x 16 - **MISN X1**, MISN X2
- **Medium Ion Cannon turret** - CVX1(*Midway*) x 8 - **MISN X1**, MISN X2

- **Anti-Fighter Missile Vertical Launch Installations** - CVX1(*Midway*) x 6 - **MISN X1**, MISN X2
- Beam Weapon (??)

SHIPS, Enemy (we need to nail this list down) (All of these will be reduced in number)

- Kilrathi - Vaktoth - **MISN X1**, MISN X2
- Kilrathi - Dralhti - **MISN X1**, MISN X2
- Cannon Cluster - **MISN X1**, MISN X2
- Cannon Cluster - Enemy Ace - **MISN X1**, MISN X2
- Node Ship Cluster (Swarm?? - bjc) - **MISN X1**, MISN X2
- Node Ship Cluster - Enemy Ace - **MISN X1**, MISN X2
- Shield Killer - **MISN X1**, MISN X2
- Shield Killer - Enemy Ace - **MISN X1**, MISN X2
- Armor Killer - **MISN X1**, MISN X2
- Armor Killer - Enemy Ace - **MISN X1**, MISN X2
- Fighter - **MISN X1**, MISN X2
- Fighter - Enemy Ace - **MISN X1**, MISN X2
- Mugger - **MISN X1**, MISN X2
- Mugger - Enemy Ace - **MISN X1**, MISN X2
- Multi Cluster - **MISN X1**, MISN X2
- Multi Cluster - Enemy Ace - **MISN X1**, MISN X2
- Interceptor - **MISN X1**, MISN X2
- Interceptor - Enemy Ace - **MISN X1**, MISN X2
- Ace Fighter (very special) - **MISN X1**, MISN X2
- Enemy Ships - Mine-layer (AML) - **MISN X1**, MISN X2

CARRIERS, Non-Confed (we need to nail this list down)

Kilrathi

- Derilect Cruiser/Destroyer - MAV approved
- Destroyed fleet - MAV approved

Alien

- Ship Killer - MAV approved
- Cruiser - MAV approved
- Carrier - MAV approved
- Dreadnaught - MAV approved
- Fast Attack Craft (AFAC) - Is this happening? bjc
- Destroyer (ADS) - Is this happening? bjc
- Transport (AT) - Is this happening? bjc

WEAPONS, enemy (we need to nail this list down)

- Cap ship missiles
- Missiles
- Deadly Disco ball
- Big Gun
- Conical Disruptor
- Beam Weapons?
- "Super Starship Torpedo" - *Multi-role Cluster* x1
- Self-targeting intercept missiles (12 at a time) - *Multi-role Cluster* x12

PROPHECY

script notes

In general:

Blair's rank:

In some places Blair is referred to as Colonel (a SPACE-FORCE rank), and as Commodore (a CONFED NAVY rank) in others. His S.F. rank of Colonel is roughly equivalent to that of a Navy Commander (Neither is a Flag Officer rank).

His Navy rank of Commodore is roughly equivalent to that of a S.F. Brigadier General (both are the lowest rank of Flag Officer). So the main question is, I guess, is Blair currently in the Navy (as a Commodore) or in the S.F. (as a Brigadier General)?

Mission Briefings:

A lot of the mission briefings are missing from the script. (making it hard for someone not familiar with the missions to tell what exactly is going on.)

Medals: I haven't checked this, but make sure the correct medals are referred to in the script...

The Script:

Page 9

When the CAG advises all pilot to "hit the Piranha flight sim when not on active duty, as all training exercises are suspended as of now."

Do we NEED to be that specific? Can we drop the "Piranha"? If ship availability in the sim is limited by where the player is in the plot, I don't think we should need to specify to the player what ships he should be flying... perhaps he can only fly the same fighter types as are available to his current squadron?

Page 9

When the Captain talks about the AWACS flying ahead to investigate the H'rekka system (and the hosed Kilrathi fleet), what happened to the mention of a (Kilrathi) distress call? Wasn't this why the AWACS was sent in the first place?

Page 10

In the CAG's briefing or mission B1, I think we need to drop the line: "All craft will make their approach while cloaked."

Page 11

Somewhere before beat 6, we need to have a "jumping to the H'rekka system" snippet

Page 14, beat 9

Dallas uses the term "Bughunt"... this ain't ALIENS, and we've only flown one mission so far... seems a bit early to use the term "bughunt" if at all...

Page 23, beat 26

Dallas: ...blah blah .. The kilrathi are penned up on the Feudal Planets...blah blah..... firstly why are the "penned up" ??? ... How about something more along the lines of : blah blah....The Kilrathi are beaten, and are more concerned with their own 'Clan Wars' than with anything elseblah blah blah.. or succession wars, or warring over which clan elder is to be the new emperor...

Page 27, beat 30

in the CAG VDU at the top of the page : the 'Refueling ship' should have a name... ALL ships have names... and ALL ship captains like to have their ships referred to by name... Hey you! Refueling ship! Seems like a derogatory kind of way of referring to a ship...

Page 39, beat 51

Blair: "But other lives on Earth depend on us to fight - and to win at any cost. ~~Otherwise the stake go up.~~"

How about: "But billions of lives, on hundreds of confed worlds, depend on us to fight - and to win at any cost."

On a lighter note:

Blair: "War is a horror, plain and simple. No honor really, no adventure, we're just surrounded by death."

Yoda: "Adventure! Hmmp! Excitement! Hmmp! A Jedi craves not these things!"

Page 44, beat 60

Maniac: "Saved your ass again, plebe."

How about: (in a Tom Wilson/Han Solo voice) "Thats two you owe me, junior."

Page 45, beat 61

CAG: "Blair knew the risk. Your team takes that same risk every time you go out there."

How about: "Blair knew the risk. Every pilot takes that same risk every time they go out there."

Page 48, beat 64

I think we should cut the line where CAG says ... "I expect your Bravo flight to provide backup for Alpha."

We need someone else besides Maniac flying in the mission... if Maniac were flying in E1, and was so genuinely concerned about the rookie pilot ejecting, why would he come all the way back to the Midway to tell Casey to go back out there and save his wingmans butt? If we keep Maniac in E1, then I think he should also fly with the player in E2 (which might be kinda kool now that I think about it... then the CAG could come down on BOTH Maniac and the Player for going out on an unauthorized mission [E2] ... however, if we do lose Maniac from E1, all his inflight comm/VDU stuff needs to pass to a Redshirt pilot)

Page 52, beat 70

this is basically an unauthorised flight, there should be no briefing at all... in fact we might even want a comm from Anderson or the CAG ordering the Player (and Maniac?) to land immediately...(to which Maniac [if he is in the mission] could reply gruffly about going out to find his lost pilot... and we might also need a comm from Maniac telling Casey that he has copied the SAR's nav data so the can proceed with the mission...)

Page 54, beat 76

The CAG starts talking about the Kilrathi force without ever introducing the fact that this will be a joint operation.....

And there is no mention of the Decoy Force (E4b) that will be distracting the fighters so that E4a can proceed...

Page 57, beat 82

INT. MIDWAY BRIEFING ROOM MISSION (E4B) : SAME AS BRIEFING E4A, BUT CASEY IS ASSIGNED TO THE SECONDARY "DECOY" MISSION - highlighted part is missing

Page 65, beat 90

Casey: "...that Confed signal bouy we brought back.." - the bouy recoverd in E1 was an ALIEN MODIFIED KILRATHI SIGNAL BOUY

Page 68, beat 93

Mental note: Hawk's homeworld is ?Mylon 2?, in the ?I'll decide later? Star system.. (thank you, writers)

Page 82, beat 117

Finely : "...supplying their assault on Kilrah, one jump away...." ... eh? What?

How about: "...supplying their assault on the Kilrathi...."

How about: "...supplying their strikes throughout the Kilrah Sector"

Or how about referring to this base in the Gmar system as a "...staging area for their forces, which seem to be pouring in from the Kilrah system .."

Page 89, beat 125

Stiletto: "A Confed Cross and a promotion the the Midway's top squadron (Wolfpack)..."

How about: "A Confed Cross and a promotion the the Midway's newest squadron (Wolfpack)..."

REASONING: Early in the game the Black Widows are made out to be THE squadron on the ship, no mention is ever made of the WOLFPACK, and since the ships that the WP flies come in with the confed re-enforcements in series G, it seems to me that the WOLFPACK is a veteran squadron that was newly assigned to the MIDWAY, and was ferried out to the MIDWAY by the EISEN and that group of confed ships....

Page 90, beat 127

need a "Jumping to H'rissith System" sequence...

Page 96, beat 137

Anderson: "....that other dreadnaught...." ??? other dreanaught ??? Do they mean Shipkiller?

Page 102, beat 150

Captain: (bottom of the page) "...chance the drain on the Midway's power coils could cause a lethal overload...."

How about: "...chance the strain on the Midway's power systems could cause a catastrophic failure of all ships systems....."

Page 109, beat 166

Finely talks about 4 towers on the wormhole gate... there are 7...

Page 125, beat 204 (Losing endgame #9)

I think the exchange between Finely and Rachel would be more appropriate if it were between Capt. Drake and Finely...

what the hell is Rachel doing making decisions on whether or not to fire the Big Gun?!?!?

Don't we need a generic losing endgame of the Midway being overwhelmed by alien fighters/bombers...???

I thought we had one at one point?

B-dee B-dee B-dee, thats all folks!

-John