

Wing Commander Prophecy Series Overview

Series : D

Series Objectives / Description

SERIES D: SUMMARY

The Midway jumps to the neighboring H'hrass system to investigate why the Communications Relay Station has ceased operation. Casey's first mission is to check on the condition of the station and destroy the light enemy presence around it; clearing the way for a Marine landing (under the command of Colonel Dekker.) Blair will join the young pilot in this mission.

During the landing, they receive a distress call from the Midway -- she's under heavy attack and must retreat. Casey and Blair will be told to protect the station until the carrier's return. On cue, they are attacked by more alien fighters.

After dispatching the last enemy, they get a comm call from Dekker in the Relay Station -- he has learned why the facility is off-line. Blair decides to land and take a look. They discover the station is a charnel house; the remains of its crew littering the control room and corridors.

As Casey assists the Marines in repairing the station, Blair is kidnapped by an alien and spirited away. Despite his best efforts, Casey cannot save him.

After getting the facility back on-line, the Marines inform Casey that bandits are inbound. Casey will now have to defend the station alone. This time he faces heavy fighters escorting bombers. The situation should seem hopeless at this point to all on the station. Casey grits his teeth and hops in his fighter, fully expecting to die.

As he encounters the first wave of fighters he gets a comm from the Midway -- the cavalry is riding to the rescue. Casey must now hold off the attack until heavy fighters from the carrier can launch and engage the enemy. The attack is thwarted and Casey is once again united with the Midway.

Though Casey is rewarded for all his good work up to this point and promoted to the Black Widows Squadron, he is haunted by the disappearance of Christopher Blair.

Planned
DB

Designer notes:

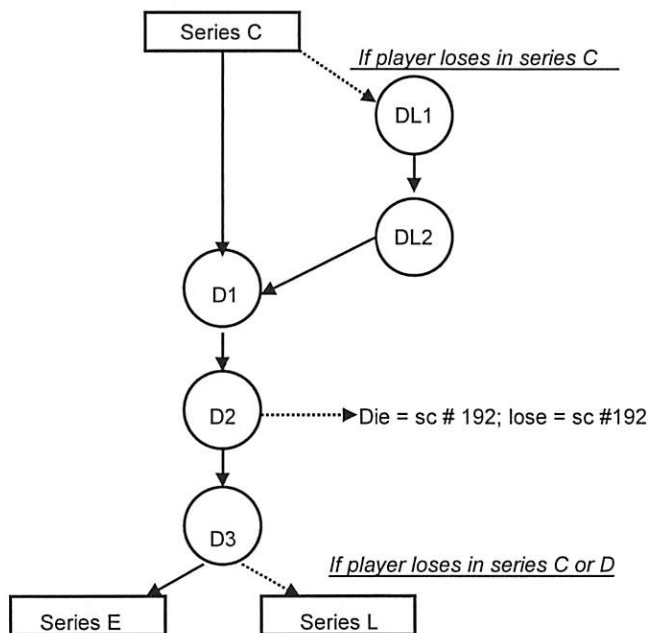
Depending on the players success in the last series he will be sent either to:

A - After defeating the alien Carrier group in the last series the Midway must now fight its way to an off-line communications relay station. The player and Blair escort a marine shuttle to the relay station. The Midway is attacked during the first mission and must retreat away from the relay station. After defeating the enemy around the station the marine shuttle lands and tells the player and Blair to land and check out the carnage. Blair gets abducted, and the station is attacked again. The player will have to defend the station against more alien fighters (without refueling, rearming, or repairing his ship depending on the players skill settings or play-balance). After landing the station is once again attacked and the player must scramble. This time they are attacked by heavy fighters and bombers. The situation seems hopeless as the aliens start their attack, but just as the first waves near the station the player is comm'ed by the Midway telling him they're on the way and are launching Panthers to support the defense of the station. The player must now only survive and keep the aliens busy until the reinforcements arrive.

or

B - The Midway retreats after failing to destroy the alien carrier in the last series. The carrier has followed them and must be dealt with before the off-line relay station in this sector can be investigated. Go to **A** above.

Mission Flowchart / Tree



Mission DL1 Objective

Mission Type

Escort/Defend

Mission Objectives

The player is sent to intercept inbound bombers, at the jump point they just came through from series C. He will have a limited amount of time to escort 8-12 Shrikes from the Black Widows squadron that are loaded with mines to lay around the jump point. Once the player has defeated all of the light fighters around the jump point the Shrikes will comm the player as it goes to a game engine cut-scene of the Shrikes surrounding the jump point in mines just in time to catch a couple of wings of bombers as they jump through at the last second. If the player takes too long and the bombers jump in before the Shrikes have a chance to lay there mines, he will have to destroy them one at a time by himself.

- Escort and defend Shrikes as they mine the jump point.

Complete success - Go to **Mission DL2**

IF widows destroyed - 209

Complete failure - (player has failed to destroy all of the bombers at the jump point) Go to **Mission DL2**

Note - to make there be some consequences for losing this mission, it will be harder for the player to land the marine shuttle in D1, and defending the comm station in D2, as well as destroy the carrier in mission DL2.

make notes in D1 / 2 DL2

Eject -
Eject VO.

Die -
Run scene #. *209*

What's new:
• First losing video before mission. *mining jump point*

Electrifying events in the Mission:

- T

Mission DL2 Objective

Mission Type:
Escort/Defend

Mission Objectives
The player escorts Shrikes in to destroy Carrier.

- Escort Shrikes to Carrier nav point. Defend Shrikes while they torpedo Carrier.

Complete success - Go to **Mission D1**

Generic D1 obj + check status + sc 52/44

Complete failure - (player has failed to destroy the carrier) Go to **mission D1**

sc. 47A + check status

Note - This mission will be harder if DL1 has been lost. The carrier will be taken out by another wing of bombers if the player fails to take it out.

Eject -
Eject VO.

*Jump under fire
↑
depending on activity in mission*

Die –

Run scene #. 209

What's new:

- P

Electrifying events in the Mission:

- T

Mission D1 Objective

Mission Type:

Escort/Defend

Mission Objectives

The player, with Blair as wing-leader, will escort a marine shuttle to the off-line communications relay station encountering slight resistance.

- Safely escort marine shuttle to comm station.
- Defend shuttle from light enemy presence @ comm station nav point.

Complete success - Go to Mission D2

Complete failure - (station is destroyed)

- Go to **Losing endgame** - Show scene #192
- Roll credits
- Game Over.

MARINES MUST WAIT FOR BASE REPAIRS UP!

Eject –

Eject VO.

Scene 208 – “Aliens pick you up” same as before

Die –

Run scene #. ROLL CREDITS (191?)

(TOO BAD, eh)

What's new:

- First Panther Mission
- First defend station in asteroid field

— FIRST CHANCE FOR ALIENS TO PICK YOU UP.

Electrifying events in the Mission:

- T

Notes:

- Marine shuttle will have to be **invulnerable** to avoid another losing flick.

Mission D2 Objective

Mission Type:

Scramble

Mission Objectives

Lose Blair

The player defends the station against a moderate alien attack after Blair has been abducted. If the player tries to follow the Warlord after he abducts Blair the comm station will automatically get destroyed.

- Defend comm station from alien attack.

Complete success - Go to **Mission D3**

Complete failure - (relay station is destroyed) Go to **Losing endgame**

Eject -
Insert Eject effects here.

- What's new:**
- First Pulsar-type light source. Like an eclipse.
 - ~~First enemy ace!~~ **D3**

- Electrifying events in the Mission:**
- T

Mission D3 Objective

Mission Type:
Scramble

MOSTLY ON Relay Station

Mission Objectives -
The player must defend the station once again while he waits for the Midways reinforcements to arrive.

- Defend comm station from alien attack.

Complete success -
• Go to **series E**

Moderate success - (player lets comm station get destroyed after the Midway has shown up or has lost in **series C**)
• **Series L.**

Complete failure - (player lets the comm station get destroyed before Midway shows up)
• Go to **Losing endgame**
• Scene 192 - *relay station gets blown up*
• Credits
• Game Over.

*If mid there base destroyed in series E
Go to series L*

Eject -
• Eject VO.
• Scene #208
• Credits
• Game Over

If not see base destroyed early go to 4th special scene

Die -
Run scene #. *192 station gets blown up Credits*

*If midy here 192 + 192
If not 192 + 208*

*If midy not there 192 + 208
If midy there confused scene
mid there base not there
Go to L*

What's new:

- At the end of the mission, the player will be promoted to the Black Widows squadron.

Electrifying events in the Mission:

- T

Series Losing Path

The only way to lose this series is if the player dies defending the relay station or the relay station is destroyed in **mission D3** after the Midway shows up. If he fails in **series C**, at the end of **series D** he will be sent on the losing path, **series L**.

What's New in this Series (Springboards)

Communications relay station.

What's Being Built on in this Series

If the player loses **series C** he will have to play two more missions in **series D** and will go to **series L** at the end of **series D** regardless of his success in that series.

**Wing Commander Prophecy
Mission Specification**

Mission DL1

Description / Choreography

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission DL1

INT. MIDWAY BRIEFING ROOM (DL1)

45

The CAG is standing at the front of the room.

CAG

Settle down, people. We have a job to do, so we'd better get on it. The plan is simple and effective. Pilots, check your mission profiles.

Casey (et al) looks down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

Block alien access to this side of the jump point. Casey's alpha flight will escort a wing of mine-laying Shrikes to the target area, while Stiletto's Bravo flight will provide backup.

ICIS ENDS

BRIEFING DISMISSAL:

They look up.

CAG

Let's get to it. Dismissed.

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ☒ You did well, my boy.☒

LANDING START:

Post-Mission DL1

INT. MIDWAY FLIGHT DECK BY DECONTAM CHUTE (IF FAILED)

46

Where Casey encounters a grim CAG.

CAG

I'm surprised I have to tell you this, Lieutenant -- but never leave a mission half-finished.

CASEY

Sorry, sir.

CAG

Sorry doesn't cut it. If Stiletto hadn't guided in the Shrikes to mine the jump point, you might not have had a carrier to come home to. Understand?

CASEY

Yes, sir.

CAG

Next time, do your job and finish your assignment.

She EXITS.

ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

Designer notes:

After failing to destroy the alien carrier in Series C, the Midway is still on the retreat and must deal with the aliens before investigating the off-line communications relay station. The first mission is mining a jump point before bombers from the enemy carrier group can jump through. He will have a limited amount of time to escort two wings of four Shrikes from the Black Widows squadron that are loaded with mines to lay around the jump point. Once the player has defeated all of the light fighters around the jump point the Shrikes will comm the player as it goes to a game engine cut-scene of the Shrikes surrounding the jump point in mines just in time to catch a couple of wings of bombers as they jump through at the last second. If the player takes too long and the

bombers jump in before the Shrikes have a chance to lay their mines, he will have to destroy them one at a time by himself.

Success / Failure notes

Success - If the Shrikes lay there mines successfully - Go to **mission DL2**

Failure - If the player ejects or dies - Go to **Losing endgame**. If the player allows the Shrikes to get destroyed before they complete there mission but the player destroys the bombers before they reach the Midway - Go to **mission DL2**.

If the Midway is destroyed - Go to **Losing endgame**.

Wingman / Ship Selection Notes

Alpha Team

Flight leader: Player
Squadron: Diamondbacks
Fighter: Piranha
Wingmen: Maestro, Stiletto, DB red-shirt 1

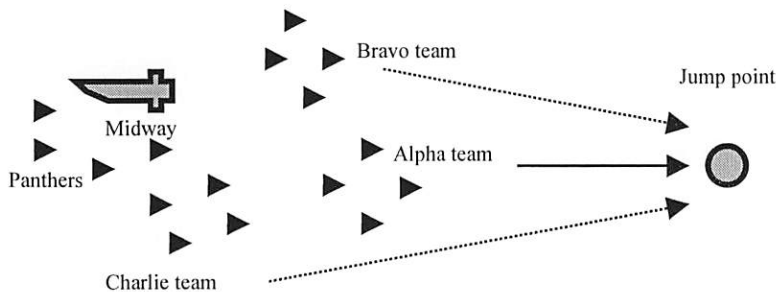
Bravo Team

Flight leader: Known pilot # 1 from the Black widows
Squadron: Black widows
Fighter: Shrike
Wingmen: BW red-shirts 1-3

Charlie Team

Flight leader: Known pilot #2 from the Black widows
Squadron: Black widows
Fighter: Shrike
Wingmen: BW red-shirts 4-6

Mission Map



Mission Outline

1. The player launches from Midway and auto-pilots to NAV 1.
2. At the jump point the player will have a limited amount of time to clear out a wing of alien light fighters before bombers start jumping through and the Shrikes mission is scrubbed.

3. If the shrikes do not complete their mission the players wing of Piranhas must take out the bombers before they reach the Midway.
4. If the player is successful in destroying the light fighters in time the Shrike wing will comm the player as we cut to a game engine scene of the Shrikes laying mines around the NAV point just in time to wipe-out most(if not all on low skill levels) of the inbound bombers jumping through.
5. The players wing will be instructed to destroy all remaining craft.

Nav Points

LAUNCH - 2x Wasp including player and wingman, 4x Panther(CAP), Midway

JUMP POINT - 4-12 x Alien light fighters, 12-24 Alien bombers(jump in after X amount of time)

LANDING - Player and remainder of flight wing, Remainers of Bravo and Charlie teams, 4x Panther(CAP), Midway

Communication Events

LAUNCH - Normal midway takeoff comms.

JUMP POINT - Bravo and Charlie teams informing the players wing they are laying mines. Bravo and Charlie teams informing the players wing they are aborting their mission. Midway telling players wing to destroy bombers if any are left over after running into mines. Midway informing players wing to destroy bombers after failing to mine the jump point in time.

LANDING - If the player successfully defeated the fighters and let the Shrikes do their mission the player will get a normal success debrief comm. If the bombers were allowed to jump in unscathed before the Shrikes are allowed to mine the jump point, but were destroyed by the players wing

Special Sound Effects

Additional Comments

If the player returns to the Midway without visiting every NAV point, or runs from some enemy without destroying them, he should be reprimanded once he gets back to base, and told others had to destroy the inbound aliens(maybe Nemesis).

**Wing Commander Prophecy
Mission Specification**

Mission DL2

Description / Choreography

SHORT DESCRIPTION

BRIEFING START:

Pre-Mission DL2

INT. MIDWAY BRIEFING ROOM MISSION (DL2)

47

As Casey enters late, the Captain stops delivering the briefing and looks up. Casey enters in silence, feeling his gaze on him all the way to his seat.

CAPTAIN

Glad you could join us, Mr. Casey.
(pause—Casey sits) As I was saying,
the alien cruiser and her escorts
have broken past the mines
surrounding the jump point. At their
current speed and trajectory, they
will intercept the Midway within the
hour. They must be eliminated NOW.

CAG

Pilots, please check your mission
profiles.

Casey looks down.

ICIS VOICE OVER:

ICIS BEGINS

CAG

Lt. Casey's Alpha flight will escort
Maniac's Bravo flight as they will
attempt to destroy the incoming alien
cruiser and her destroyer escort. At
the same time, Hawk's Charlie flight
will deal with these inbound fighter
bombers and provide close cover for
the Midway.

ICIS ENDS

BRIEFING DISMISSAL:

CAPTAIN

It must be emphasized, if the enemy

cruiser and her destroyers are not eliminated, the Midway will be placed in deadly peril. I hope I've made myself clear. Dismissed.

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ☒ You did well, my boy.☒

LANDING START:

Insert landing start here. Ex: Walk up to Rachael, CAG is at ICIS and is pissed off, random atta-boy, etc.

ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

Designer notes:

After failing to destroy the alien carrier in **Series C**, the Midway is still on the retreat and must deal with the aliens before investigating the off-line communications relay station. The second mission is escorting more bombers from the Midway to the alien carrier.

Success / Failure notes

Success - If the player destroys carrier - Go to **mission D1**

Failure - If the player ejects or the Midway is destroyed. Go to **Losing endgame**

Wingman / Ship Selection Notes

Alpha Team

Flight leader: Player
Squadron: Diamondbacks
Fighter: Tigershark
Wingmen: Maestro, Stiletto, DB red-shirt 1

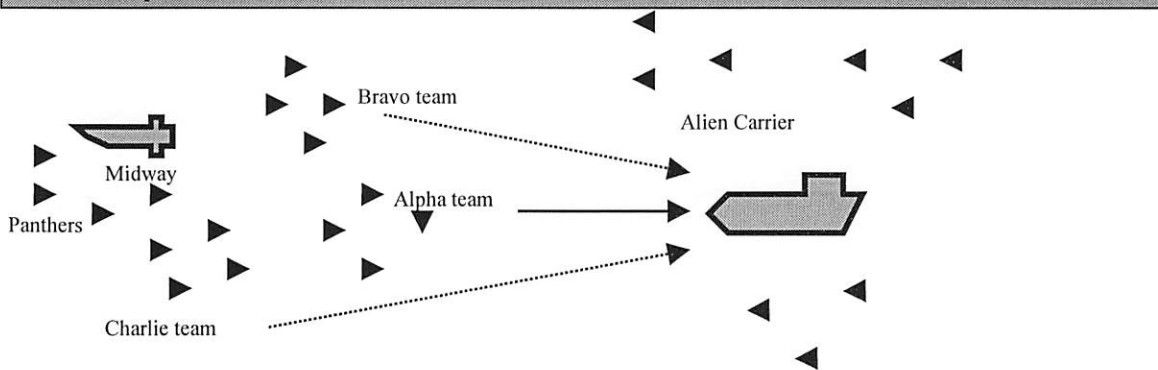
Bravo Team

Flight leader: Known pilot # 1 from the Black widows
Squadron: Black widows
Fighter: Shrike(wild weasel load-out)
Wingmen: BW red-shirts 1-3

Charlie Team

Flight leader: Known pilot #2 from the Black widows
Squadron: Black widows
Fighter: Shrike(bomber load-out)
Wingmen: BW red-shirts 4-6

Mission Map



Mission Outline

1. The player launches from Midway and auto-pilots to Carrier NAV point
2. The players wing will defend the Shrikes while they attempt to destroy the alien carrier.
3. If the player is unsuccessful in destroying the alien carrier, it will continue to launch bombers at the Midway until one or the other is destroyed.

Nav Points

LAUNCH - 4x Tigershark includes player and wingman(Alpha team), 4x Shrike(Bravo team), 4x Panther(CAP), Midway

NAV 1 - 8-16 Alien medium fighters, Alien Carrier

LANDING - Player and surviving wingmen, all surviving members of Bravo and Charlie teams, 4x Panther(CAP), Midway

Special Art / Objects

Communication Events

LAUNCH -
Normal midway takeoff comms.

NAV 1 -

Bravo teams comm to the player telling him there on there way after he takes out initial carrier defenses.
Bravo teams comm after they have destroyed all of the carriers anti-ship defenses. Charlie teams inbound comm.

Charlie teams comm to the players wing after they have destroyed the carrier.

Alien carrier comms(death throws and unintelligible taunts).

LANDING -

Normal success landing debrief comm if the player is successful in defending Shrikes.

If the first wave of Shrikes is not successful but the player destroys the carrier the debrief comm should be somber.

If the player does not destroy the carrier there will be no landing comms.

Special Sound Effects

Additional Comments

**Wing Commander Prophecy
Mission Specification**

Mission D1

Description / Choreography

SHORT DESCRIPTION

DESIGN NOTE: This mission will have to have D2 blended into it. There's no reason that D2 should be a separate mission. You'll just receive a VDU mission objective once Blair's kidnapped.

BRIEFING START:

Pre-Mission D1

INT. MIDWAY BRIEFING ROOM MISSION (D1)

53

CAG (OS)

Come on in and settle down, people.
We have a lot of ground to cover.
Let's get right to it...

Casey (at al) looks down

ICIS VOICE OVER:

ICIS BEGINS

CAG

Our target is the relay station in the H'rhrass system. Scans indicate that for all practical purposes it appears lightly defended; and that our patrols have drawn away most of the enemy presence detected in the area. This should make it easier for Lieutenant Casey's Alpha Flight to escort Colonel Dekker's LC to the Station to secure it.

ICIS ENDS

BRIEFING DISMISSAL:

The pilots look up from the ICIS.

CAG

(CONT)

Lt. Casey, I don't think that I need to tell you how important this mission is -

CASEY

No, Sir.

CAG
Good. Your wingman will be--

BLAIR
(CONT)
I'll be Casey's wingman.

This is a major bombshell. As the entire room reacts, the CAG and Dekker exchange shocked looks.

DEKKER
But the Captain...

BLAIR
Knows all about it. As he so elegantly put it; he's sick and tired of seeing my gloomy face in Flight Ops.
(beat)
I'm back on the line.

He takes a seat beside an astonished Casey.

BLAIR
(to Casey) Hope you were serious about wanting me on your wing.

Casey is amazed. The CAG sighs. What choice does she have?

CAG
(curtly)
Mr. Casey, you will recap the mission specs with your new wingman. The rest of you are dismissed.

BRIEFING ENDER:

INT. MIDWAY BRIEFING ROOM (BRIEFING ENDER)

As Casey starts to leave the Briefing Room, Blair hangs back. Casey gives him a look.

CASEY
Sir?

BLAIR
It's been years since I flew my last mission. It's not like riding a bicycle, you know

CASEY
I think this is where I say you're gonna do just fine.

BLAIR
Look, Casey, all kidding aside, watch your six this trip. Word is a new kind of alien ship is making things kinda interesting out there.

CASEY

With you on my wing, I'll be just fine.

BLAIR
Let's hope those don't turn out to be famous last words.

They EXIT.

LANDING START:

Insert landing start here. Ex: Walk up to Rachael, CAG is at ICIS and is pissed off, random atta-boy, etc.

ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

Designer notes:

The player will be given the honor of flying the next mission with Blair as his wingman. They are to escort a marine shuttle to the nearby communications relay station that is off-line. Little to no resistance is expected. After defeating the light enemy presence around the station the shuttle lands and tells the player and Blair to land and check out the carnage.

Success / Failure notes

Success - If the player survives and doesn't let the station get destroyed - Go to **D2**

Failure - If the player ejects or lets the station get destroyed. Go to **Losing endgame (scene 192 + credits)**.

Marines MUST land – invulnerable.

Wingman / Ship / Squadron Notes

Players Wing

Leader: Player

Squadron: Diamondbacks

Fighter: Tigershark

Wingmen: Blair

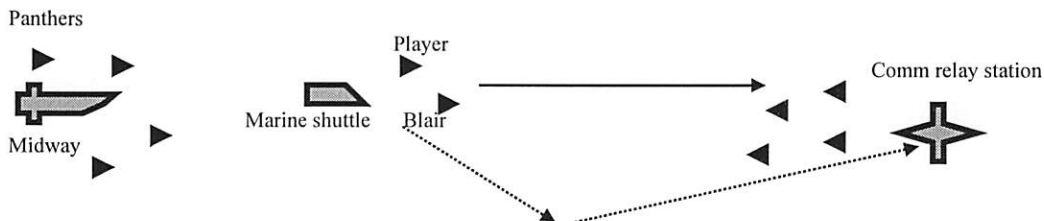
Loadout: Fighter

Shuttle

Pilot: Dekker

Ship: Confed Marine Landing Craft

Mission Map



Mission Outline

1. The player launches from Midway and auto-pilots to the comm station.
2. After destroying enemy light fighters around the station, the marine shuttle comms the player and tells him there landing.
3. During the landing the player and Blair are jumped by more fighters.
4. While they are dealing with the enemies(or just as the last one is being destroyed) the Midway sends a comm to the player and Blair saying there under attack and need to strategically withdraw for the time being(whether they are jumping out of the system or not is TBD).
5. After the Marine shuttle lands Dekker(?), or one of the marine engineers, comms Blair and the player telling them they had better land and check out the carnage.

Nav Points

LAUNCH - 2x Panther includes Player and Blair, Marine shuttle, 4x Panther(CAP), Midway

NAV 2 - (Asteroids)Confed relay station, 3-5x Moray, 3-5x Manta

Communication Events

Mission D1 VDUs

EXT. MISSION D1

55

BLAIR
(VDU)
All clear.

-- and they proceed to Relay Station.

DEKKER
(VDU)
Marine One has docked, Alpha Flight.
We're going in. Watch our backs.

Anderson with a tense CAG at his back. CAMERA SHAKES and ALARM
KLAXONS color the scene.

ANDERSON
(VDU)
Alpha Flight; the Midway is under
attack. We must pull back for now;
but will return when we can. Good
luck.

BLAIR
(VDU)
Looks like we're on our own...

DEKKER
(VDU)
Alpha Flight. Col. BLAIR we need
you down here on the station. I
think you should check out the
situation here first hand.

BLAIR
(VDU)
Acknowledged. Coming in. Cover our
butts out here CASEY.

EXT. MISSION D1
BLAIR
(VDU)
Now we know why the Midway couldn't
transmit a distress comm through
here. It looks like a slaughterhouse
down here.

DEKKER
(VDU)
We can get the station on line in an
hour... with a lot of luck. But
right now we've got another
problem...

He holds up a small, blinking device.

DEKKER
(VDU CONT)
... incoming alien fighters.

BLAIR
(VDU)
Hang on CASEY I'll be in the air in
three minutes.

DEKKER
(VDU)
Play cat and mouse with them CASEY
until BLAIR gets there.

BLAIR
(VDU)
DEKKER are any of your men on the
landing bay level?

DEKKER
(VDU)
No sir, their all present and
accounted for.

BLAIR
(VDU)
Dekker, there's something else down

here NOOOO!!!

In game play, the Warlord's ship comes out of a hidden bay.

DEKKER
(VDU)

We have a launch from the station's primary quad. Some kind of alien ship; but we scanned a human life sign aboard it. They've got Blair!

LAUNCH - Normal Midway takeoff comms. Marine shuttle comms.

NAV 1 - Marine shuttle comms telling Player and Blair to clear out the fighters at NAV 2.

NAV 2 - Relay station marine engineer/Dekker(?) comms. Midway withdrawal comms.

LAND - Normal landing comms from marine engineer/Dekker(?)

Special Sound Effects

'Power line' type hum from the relay station once it's on-line.

Additional Comments

The relay station is now in solar system that contains a pulsar. This should affect the player in a couple of ways, strobe lighting effects ranging from almost no light to blinding light, and communications break up at the peak of every strobe.

Additional Comments:

If station is destroyed, run scene #192 + roll credits

Marines MUST land = invulnerable. Anything else would require a new flick to be generated.

Should player have another Redshirt wingman? bjc

At Nav 2, what are Medium Alien Fighters? bjc

What are Light Alien fighters? bjc

We need to occupy the player while he's getting the VDUs from pages 43, scene 57.

Kilrathi starbase needs to have launch bay where blair lands, and a new one where the alien warlord launches from.

Is the Warlord flying an ACE ship? Sounds like he could be. bjc

Landing: Casey, you take command of Joe Bob wingman? An old note. bjc

Medium Alien Fighters

Light Alien Fighters

p. 43/57 occupy play while getting VDU's

Kilrath: Starbar DK = LAUNCH BOY w/ alien

warlord unloading from it

WARLORD'S SHIP

**Wing Commander Prophecy
Mission Specification**

Mission D2

Description / Choreography

SHORT DESCRIPTION

NOTE: This mission will be blended into D1.

BRIEFING START:

Insert briefing start here.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

Insert briefing dismissal here. Ex: CAG: ❖ You're dismissed.❖

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ❖ You did well, my boy.❖

LANDING START:

Insert landing start here. Ex: Walk up to Rachael, CAG is at ICIS and is pissed off, random atta-boy, etc.

ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

Designer notes:

After the Blair abduction, the player barely has time to jump in his fighter and go after the warlords ship. As he enters space-flight he will be comm'd by the relay station informing him of more alien ships are

inbound and that it looks like some of them are bombers. The player will then have to decide whether to go after Blair and the Warlord or defend the station and the marines from certain death.

If he decides to try and save Blair he will find his ship is not able to keep up with the Warlord's and the station is quickly destroyed by the bombers thus ending the game.

If he decides to defend the station, the Warlord will disappear with Blair, but the player will save the comm station and marines from certain destruction thus continuing the game.

If the player successfully defended the refueling ship in **mission C1** we go to - After defending the station the marines will comm the player telling him there's one more blip left on there radar and it looks big. As the object appears on the players radar and is identified he gets a familiar comm from the refueling ship saying he's come to hook the player up with fuel and ammo. The player can then refuel and rearm before he lands.

Either way the player will now get comm'd by the station giving him clearance to land.

Success / Failure notes

Success - If the player survives and doesn't let the station get destroyed - Go to **mission D3**

Failure - If the player ejects or lets the station get destroyed. Go to **Losing endgame** (*Midway watches radar blip go out and while all are grieving for there lost comrades, mostly for Blair and some for the lowly player, the bridge is rocked once again as we cut to a game engine shot of the Midway retreating through the jump point to Proxima with alien star-ships hot on there heels, leaving the player floating in space endlessly*).

Wingman / Squadron/ Ship Notes

Squadron: Diamondbacks
Fighter: Tigershark
Wingmen: None (Blair has been abducted)

Mission Map



Mission Outline

1. Player launches and either defends the relay station or goes after Blair and loses the game
2. If the player defends the station, survives, and defended the refueling ship successfully in **mission C1**, the relay station will send a comm saying another craft is inbound
3. This time it is the refueling ship there to help the player out in his time of need
4. The station sends the 'all's clear' and gives the player landing clearance

Nav Points

LAUNCH - Confed relay station, the Player in his Panther, 4-8 x alien light fighters, 4-8 x alien bombers

Communication Events

EXT. MISSION D2 58

DEKKER
(VDU)

Casey, we have more bogies inbound.
Break off your pursuit and return to
the station. ASAP.

DEKKER
(VDU)

The coast is clear, fly boy. Time to
land and take a breather.

LAUNCH - Relay station telling player to forget about Blair and the Warlord and to go for the bombers before they blow up the relay station and they all die. Relay station marine engineer/Dekker(?) help and status comms. Relay station death comm.

LANDING - Relay stations 'thanks for saving our asses' comm if the player is successful.

Special Sound Effects

Power line hum for the relay station once it's on-line

Additional Comments

The relay station is now in solar system that contains a pulsar. This should affect the player in a couple of ways, strobe lighting effects ranging from almost no light to blinding light, and communications break up at the peak of every strobe.

The alien fighters will mostly attack the player and not try to destroy the station if he decides to defend the station instead of chase after the Warlord.

Loadout PIP in ICISU ✓

D2

WORLDWARD SHIP = BLAIR ...

**Wing Commander Prophecy
Mission Specification**

Mission D3

Description / Choreography

Please insert first Alien Ace in this mission. Thanks! bjc

SHORT DESCRIPTION

BRIEFING START:

Insert briefing start here.

ICIS VOICE OVER:

Pre-Mission D3

INT. RELAY STATION REARMING LOADOUT

59

Where a tense Dekker greets Casey.

DEKKER
(VDU)

Bad news, Lieutenant. More enemy are inbound. And more bad news: Not a word from the Midway. Our alien buddies are scrambling all the key frequencies, and I can't make contact.

He gestures at the Marines working on the relay equipment.

DEKKER
VDU (CONT)

And it doesn't stop there. The relay transmitter is still down; we can't send a wake up call to Confed. Good luck, Lieutenant.

BRIEFING DISMISSAL:

Insert briefing dismissal here. Ex: CAG: ❖ You're dismissed.❖

BRIEFING ENDER:

Insert briefing ender here. Ex: Generic you get up and walk out, or it may be a conditional MANIAC ❖ You did well, my boy.❖

LANDING START:

Post-Mission D3

INT. MIDWAY FLIGHT DECK BY DECONTAM CHUTE

61

A very pissed and morose Casey is surprised to find the CAG waiting for him.

CAG

Thought you should know, Casey...
the Captain has recommended that you
be transferred to the Black Widows
squadron and promoted to 1st Lt.

Casey responds only with silence. The CAG raises an eyebrow; this is not the reaction she expected.

CAG

You have a problem with
promotions, Lieutenant?

CASEY

No, Sir. But, I just lost Colonel
Blair...

The CAG places a comforting hand on Casey's shoulder.

CAG

Thanks to you -- and Blair -- the
relay transmitter has been repaired
and a warning sent to Earth.
Millions of lives may have been saved
this day.

(beat)

Blair knew the risk. Your team takes
that same risk every time you go out
there. There is nothing else you
could have done. Nothing.

Casey still has no answer for this. Then CAG gestures toward the chute.

CAG

Head down to Pilot Country and try to
relax. This is far from over.

CASEY

Excuse me, Sir, I don't feel much
like socializing-

CAG

That's an order, Mr. Casey (pause)
Please.

Her expression shows how badly she feels for him-for a moment. She
EXITS, leaving Casey standing on the deck.

ICIS COMMENTS:

Insert ICIS COMMENTS here. Most missions will have no specific comments here.

LANDING ENDER:

Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

Designer notes:

The player will be told by the marine engineers that a heavy alien force is heading for the station. All hope is lost. During the first wave of enemy the player will be comm'd by the Midway as it comes charging to the rescue launching Vampires to engage the enemy fighter/bombers and save the day. If the station is destroyed by aliens after the Midway shows up, Dekker and the marines will escape in the marine shuttle and quickly land on the Midway avoiding destruction.

Success / Failure notes

Success - If the player survives and doesn't let the station get destroyed and wasn't a failure in series C. **Go to Series E and see scene 61.**

Failure - If the player dies or lets the station get destroyed before the Midway shows up. Go to **losing endgame**. If he let's the station get destroyed after the Midway shows up he will go to **Series L**. If the player was unsuccessful in **series C** go to **Series L**.

If Midway is there and you die – scene 192+208

If Midway not there and you die – scene 192+208

Fail Midway there – game engine base destruction + Series L

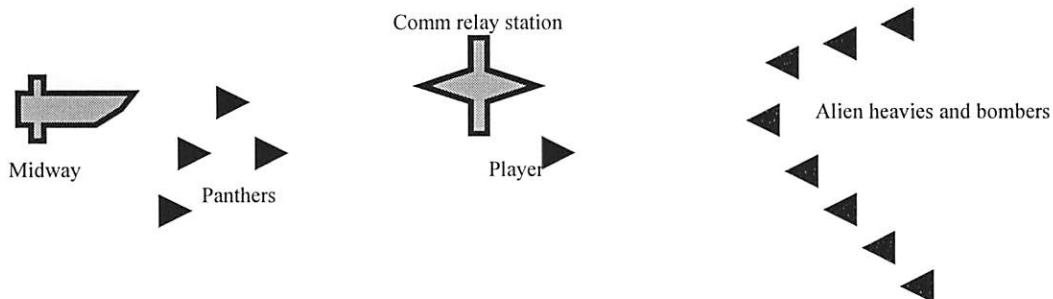
Wingman / Ship Selection Notes

Squadron: Diamondbacks

Fighter: Tigershark

Wingmen: Blair

Mission Map



Mission Outline

1. The player launches from the station
2. After encountering enemy he gets comm'd by the Midway telling him to hang tight while they send reinforcements
3. The player will then have to defend the station for X amount of time until the Panthers show up from the Midway

Nav Points

LAUNCH - the Player in his Tigershark, Marine shuttle, Confed relay station, 10- 20x Alien heavy fighters, 10-20x Alien bombers, after X amount of time 8-12x Panther, and the Midway show up

Communication Events

Mission D3 VDUs

EXT. MISSION D3

60

CAG

(VDU)

The Midway's on her way, Casey. Hang in there.

MANIAC

(VDU)

Saved your ass again, plebe.

Launch - Relay station's 'good luck' takeoff comm. Midway rescue comms.

Landing - If the station is still around the player will be congratulated for his decision to stay with the station in the last mission and consoled about the loss of Blair, being told it's a sore loss but he had no other choice, and since there's no body we can still hope he's alive somewhere.

If the station was destroyed after the Midway showed up the mood of the debriefing will be much gloomier. Since he was unable to save the relay station they will now be jumping to Proxima.

Special Sound Effects

Power line hum for the relay station

Additional Comments

The relay station is now in solar system that contains a pulsar. This should affect the player in a couple of ways, strobe lighting effects ranging from almost no light to blinding light, and communications break up at the peak of every strobe.

NOTES:

No medal Afterwards.

D3

FIRST ACB ✓