

Wing Commander Prophecy Series Overview

Series: F

Series Objectives / Description

SERIES F: SUMMARY

The Midway launches additional missions to defend the Kilrathi and wipe out the remaining aliens in the T' Lan Meth system. Thanks to the alien technology obtained in the previous Series, our heroes learn a captured human is being held in the ruins of a Kilrathi Starbase located in an asteroid.

Casey leads a mission to save this prisoner; who turns out to be a very changed Christopher Blair.

We climax the Series with a big alien assault against the isolated Midway. At the last possible moment, as Casey and his buddies fight seemingly to the death, a flock of Confed reinforcements arrive on the scene. The alien fleet is savaged, and the Midway is saved.

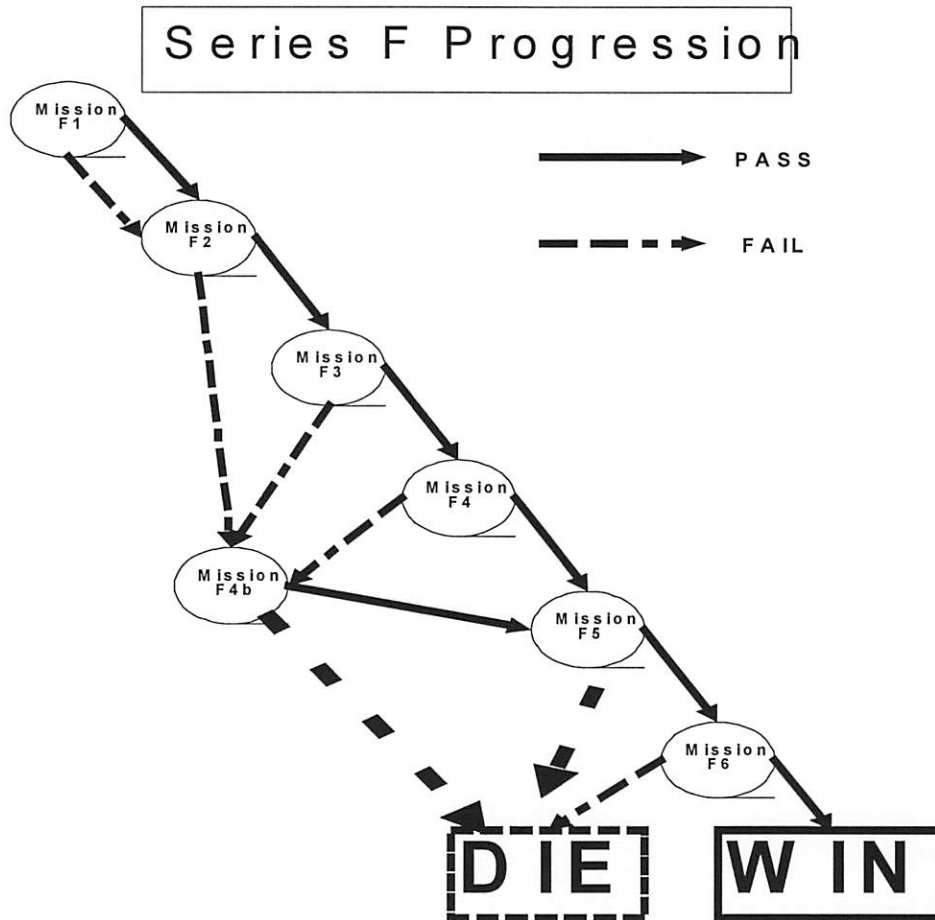
On the personal front, Casey must make a difficult decision. He can follow the lead of a veteran pilot and commit an act that will threaten Confed's position in the war -- or he can stay the course and alienate a man he respects.

SOME EISEN GROUP REINFORCEMENTS IN F6

WOLF PACK BEGINS IN G2
WOLF PACK REINFORCEMENT IN G1
VDUS to reflect

Series Flowchart

This is the basic pass/fail progression of the series.



Mission F1 Objective

Mission Type:

Area Patrol/Defend

Mission Objectives –

Help out a group of Kilrathi fighters who have been overwhelmed by alien forces. There will be a moral choice at the end where the player will decide whether or not to attack the Kilrathi. If he does, there will be consequences in Mission F6.

- Assist Kilrathi fighters against Aliens.

Complete success –

Go to Mission F2.

Complete failure –

No Kilrathi assistance in Mission F6 or F6b.

Eject –

Eject VO.

Die –
Run scene #.

What's new:

- Make a morale choice in flight. Kill the Kilrathi or not.

Electrifying events in the Mission:

- Insert

Mission F2 Objective

Mission Type:
Escort/Recon

Mission Objectives –

Escort an AWACS recon ship through a series of waypoints to gather information about the starbase holding Blair captive.

- Escort AWACS through waypoints.

Complete success –

Go to Mission F3.

Complete failure –

Go to mission F4b (losing path).

Eject –
Eject VO.

Die –
Run scene #.

What's new:

- First time to escort a minelayer. "Survey and spray."

Electrifying events in the Mission:

- Insert

Mission F3 Objective

Mission Type:
Strike

Mission Objectives –

Destroy a lightly defended Communications array ship near the starbase. This will remove the eyes and ears of the starbase, meaning lighter defenses in mission F4 & F5.

- Destroy Communications array.

Complete success –

Go to Mission F4.

Complete failure –

Go to Mission F4b (losing path). Comm. Ship re-appears in Mission F4b.

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- Insert

Electrifying events in the Mission:

- Insert

Mission F4(a) Objective

Mission Type:

Patrol/Ambush

Mission Objectives –

Destroy light patrols on perimeter of starbase. At one point there will be an opportunity to help out another team performing the same mission at another Nav point.

- Destroy perimeter starbase defenses.

Mid-Flight Objective (Critical):

- Assist Bravo Flight at Nav 2.

Complete success –

Go to Mission F5.

Complete failure –

Go to mission F4b (losing path), more difficult version of same.

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- First change Nav point
- First SOS call.

Electrifying events in the Mission:

- Insert

Mission F4b Objective

Mission Type:

Patrol/Ambush

Mission Objectives –

Destroy medium to heavy patrols on perimeter of starbase.

- Destroy perimeter starbase defenses.

Mid-Flight Objective (Critical):

- Assist Bravo Flight at Nav 2.

Complete success –

Goto F5.

Complete failure –

Go to Mission F6b (extremely difficult).

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- First change Nav point
- First SOS call.

Electrifying events in the Mission:

- Insert

Mission F5 Objective

Mission Type:

Escort/Rescue

Mission Objectives –

Rescue Blair from alien-inhabited starbase. The aliens have set a self-destruct sequence in motion, and the time is running out as the player escorts a band of marines to get the Colonel. The player will earn a medal for successful completion of this mission.

- Escort marine shuttle to starbase.

Complete success –

Insert complete success here.

Complete failure –

Go to Mission F6b (extremely difficult).

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- Receive medal upon completion of mission.

Electrifying events in the Mission:

- Insert

Mission F6(a) Objective

Mission Type:

Scramble

Mission Objectives –

Defend the Midway from a new group of aliens entering the system. Confederation reinforcements will come to the rescue, but not after the situation begins to seem hopeless....

- Defend Midway until Confederation reinforcements arrive.

Bonus Objective (Brownie):

- Destroy small alien probe near Midway.

Success:

- Alien assault easier to defend against.

Failure:

- Aliens attack vulnerable spots first.

Complete success –

Insert complete success here.

Complete failure –

Go to Mission F6b (extremely difficult).

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- Insert

Electrifying events in the Mission:

- Insert

Mission F6b Objective

Mission Type:

Scramble

Mission Objectives –

Defend the Midway from a new group of aliens entering the system. Confederation reinforcements will not be coming the rescue. This mission will be HARD.

If Player attacked Kats in F2, add Kat Corvette at new nav poin.

Comm from Corvette requesting Help.

Player chooses to help or not.

- Defend Midway until Confederation reinforcements arrive.

Bonus Objective: Destroy three small alien probes near Midway.

Success: Alien assault easier to defend against.

Failure: Aliens attack vulnerable spots first.

Complete success –

If player helps the Kats at new nav point – F6(b) winnable

If player doesn't help the Kats at new nav point – F6(b) unwinnable.

Complete failure –

If player helps the Kats at new nav point – F6(b) winnable

If player doesn't help the Kats at new nav point – F6(b) unwinnable.

Eject –

Eject VO.

Die –

Run scene #.

What's new:

- Insert

Electrifying events in the Mission:

- Insert

Series Losing Path

- If every mission is completed successfully, the player will go straight through F1-F6.
- Failure at F2, F3, or F4 will take the player to mission F4b, where the player has a chance to redeem himself and go to mission F5.
- Failure at F4b or F5 will take the player to F6b, where Blair has died, and the player must defend the Midway

What's New in this Series

Mission F1:

- This mission will be the player's **first time in a Panther**, a heavier, faster, better armed ship than he has had in the past.
- There will be an **in-flight moral choice** (whether or not to attack the Kilrathi) which results in definite consequences in a later mission.

Mission F4:

- In this mission the player will be called to eliminate enemy patrol units within an action sphere near the alien starbase. Other squads from the Midway will be called upon to complete the same task at other points around the base. At one point another of these squadrons will call for help and a new, previously hidden nav point will appear on the nav map. This will force the player to, if he chooses to do so, **utilize the nav map** and learn how to change nav points on the fly.

Mission F5:

- This is a **timed mission**, with definite consequences for dawdling.

Mission F6:

- Building upon the **nav map utilization** from Mission F4, the player will once again be called upon to help out a fellow Midway squadron by changing destination points on the fly.
- The player will see **definite, specific results from a moral choice** made in mission F1. If he chose well, the Kilrathi will help him out, if he chose poorly, they will laugh at the humans from afar as their carrier dies a slow death.

What's Being Built on in this Series

Missions F6 and F6b:

- There is a **small probe, not unlike the one in Series C**, hovering near the Midway which will provide considerable annoyance to the player until he destroys it. He will have a fairly generous time limit in which to kill this probe, and if he does so, will dramatically change the aliens' attack strategy against the Midway. It should be something the player will remember from Series C, and can be used again later, if necessary.

F

Overview

**Wing Commander Prophecy
Mission Specification**

Mission : Mission F1

Description / Choreography

The player is called to defend a band of Kilrathi who are being slaughtered by aliens. After the player successfully defends them, he will have a choice whether or not to destroy them as a sort of payback for all the years and family members lost during their war. If he does this, there will be repercussions in Mission F6.

BRIEFING START:

Pre-Mission F1

INT. MIDWAY BRIEFING ROOM MISSION (F1) 85

The CAG in mid briefing; only the Black Widows in attendance. On the main screen; we see a CG SHOT of Kilrathi fighters being attacked by alien ships ~~(Aees?)~~

CAG

Now that our spy eyes are no longer being jammed, we're getting a clear look at the aliens as they tear up a Cat squadron in this system.

Hawk can't hide his pleasure at the scene on screen.

HAWK

Maybe we should send them a thank-you note.

The CAG remotes off the screen; glares at Hawk.

CAG

Col. Manley you and your flight will cover these Kilrathi fighters and jointly destroy all enemies in the vicinity. You will then escort our Kilrathi allies to a rendezvous with one of their Corvettes.

HAWK

You can't be serious.

CAG

You should know by now that I never joke mister! You have your orders. The rest of you, check the loadout specs on your ICIS.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

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

BRIEFING ENDER:

INT. MIDWAY BRIEFING ROOM (BRIEFING ENDER)

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Casey and a furious Hawk are the last to leave.

HAWK

I joined this man's space force to skin Cats; not hold their paws.

CASEY

Whether we like it or not, we're all on the same side now.

Hawk controls his anger; decides to come clean with Casey about some very hard facts.

HAWK

Ever read the mission report on the day your Dad went KIA?

CASEY

(nods)

He was on a deep space patrol in the B'shriss system when the Kilrathi jumped him.

HAWK

But there was one small detail omitted from the report. Blair found his lifepod, and the Iceman was still inside it. In pieces.

Casey is shocked into silence.

HAWK

(CONT)

The Cats pulled him in, had their fun, and sent him home. Not exactly a hero's death. We kept it out of the mission log to spare the family.

Hawk pats a stunned Casey on the shoulder.

HAWK

Trust me, kid. When it comes to the Cats it's like Blair says. Never give an inch. Give an inch -- and they'll take a mile. Except in this case they'll try to take over the whole freaking galaxy.

And as he EXITS; Casey slowly follows.

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:

Post-Mission F1

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

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The CAG approaches Casey.

CAG

It's too bad about Hawk. He was one of our best.

CASEY

Yes, sir.

CAG

What I don't understand is... Hawk's last transmission... he said all the enemy fighters had been eliminated... what took him down?

Casey covers quickly...

CASEY

Right after he sent that report, we were jumped by four Fighter Clusters. Hawk got two of 'em before they burned him.

The CAG nods; but she doesn't seem fully convinced.

CAG

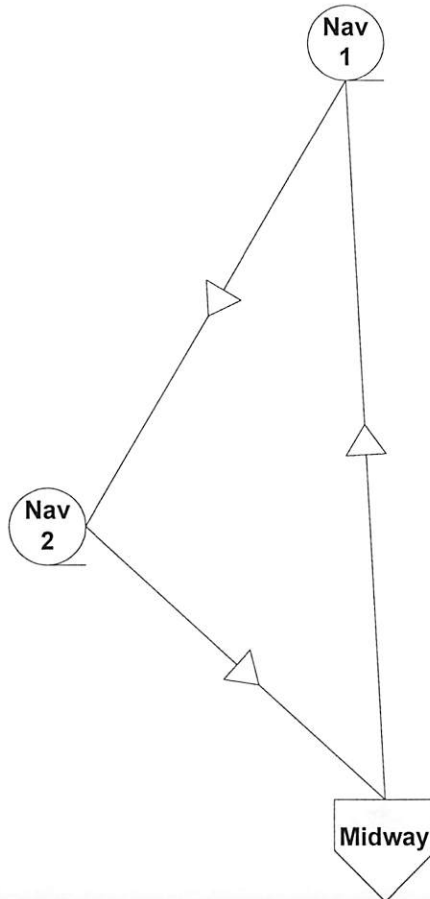
I would appreciate it if you wrote a letter to Hawk's next of kin. Tell them what you just told me -- that he died in action. Honorably.

The CAG walks off, leaving a miserable, guilt-stricken Casey alone.

Wingman / Ship Selection Notes

Squadron: Black Widows
Fighter: Panther
Wingman: Hawk

Mission Map



Mission Outline

1. Briefing in-flight
2. The attack begins at **Nav 1**.
3. When the attack is over, the player's wingman suggests they kill the cats for past injustices.
4. If the player attacks them and wins, he will
 - a) have to face the Corvette at **Nav 2**, where his wingman will go after it in an obvious suicide attack and get hosed.
 - b) choose by his actions whether or not to attack the cruiser.
 - i) If he attacks and wins, he will go back to the Midway and find out about the distress signal the Corvette sent, which leads to "generic court-martial flick".
 - ii) if he does not attack, he goes back to the Midway amidst many worried faces, who think the battle must have been furious for "all the cats and all the aliens to have been killed, even his wingman." He receives a medal for his "valor". It won't be a very honorable medal, though.
5. If the player does not attack, he will see the Kilrathi off to the Corvette and land, another regular mission come and gone.

Note: Choosing to attack the Kilrathi at **Nav 1** is choosing the wingman's death. This should be absolute.

Nav Points

All Nav Points:

2 Confederation Panthers (Player and wingman)

Launch:

Objective: Fly to Nav 1.

Success: Fly to Nav 1.

Failure: Death or dark side.

Nav 1:

3 or 4 Kilrathi medium fighters (Phil?)

5 or 6 Alien Multi-role Fighters

~~1 Ace Conventional Space Superiority Fighter (optional depending on memory)~~—It's not time for an ACE yet. bjc

Objective: Destroy alien fighters.

Success: Fly to Nav 2.

Failure: Death or ejection, Kilrathi die and do not assist in F6 or F6b, go to Mission F2.

Nav 2:

1 Kilrathi Corvette-class cruiser

Objective: Escort Kilrathi to Corvette (or choose whether to destroy it. If player chooses to destroy Corvette based on decision at Nav 1, he dies almost instantly).

Success: Fly to Midway.

Failure: Death or ejection, Kilrathi die and do not assist in F6 or F6b, go to Mission F2.

Landing:

Objective: Land on Midway.

Success: Land, receive debriefing.

Failure: Death or dark side.

Note: The actual number of fighters mentioned in the briefing should be more than the number present when the player arrives, due to some of them being destroyed, etc.

Success / Failure notes

Success is determined by whether or not the player and his wingman obliterate all enemy presence in the area. The bad guys are attacking the Kilrathi, and the success can be based on how many Kilrathi survive. After the new aliens are dead, the player's wingman suggests killing the cats as well.

Complete success - 100% of new aliens are dead. 50-100% of Kilrathi fighters survive.

Moderate success - 100% of new aliens are dead. 1-50% of Kilrathi fighters survive.

Failure - All Kilrathi are killed, no matter how.

Abject humiliation - Player bugs out and goes home because he's too damaged. Aliens survive and Kilrathi die.

Additional - All aliens are dead and player wipes out Kilrathi survivors means the Kilrathi will not help the player later in Mission F6, when he will need it.

Communication Events

Mission F1 VDUs

EXT. MISSION

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HAWK
(VDU)
Damn shame about those Cats. Breaks
my heart.

HAWK
(VDU)
Heads up, kid. Let's hit these Cats
while they're still busy twitchin'
their tails.

HAWK
(VDU)
These are Sivar Renegades. We don't
take 'em down now... they'll be
raiding our colonies tomorrow.

N'SHARR
(VDU)
Human... you have no honor...

And he is gone.

N'SHARR
(VDU)
Accompany us to the rendezvous point,
human.

N'SHARR
(VDU)
Not bad piloting -- for a clawless
one.

Also via VDU, Hawk makes his feelings clear:

HAWK
(VDU)
I think I'm gonna puke.

And the Corvette Captain seated at a control panel.

CORVETTE CAPTAIN
(VDU)
We heard the son of the Iceman was on
the Midway... obviously we were
misinformed. Or our squadron would
have been returned home safely.

CORVETTE CAPTAIN
(VDU)
Confed's best was less than adequate.
A fact we shall keep in mind the next
time we are asked to assist you.

HAWK

(VDU)
That Corvette makes for a lovely
target. Don't think I can resist.

HAWK
(VDU)
If we don't finish what we started,
we'll be facing a court martial.
No... I don't think so
(a beat)
Die proud, kid. You're the best damn
wingman I've flown with since your
old man.

CORVETTE'S CAPTAIN
(VDU)
Do you wish to end your pitiful
existence as well, simian?

And the Corvette Captain seated at a control panel.

CORVETTE CAPTAIN
(VDU)
We would pursue and destroy the pale,
hairless one if he merited a
warrior's death, which he clearly
does not.

He shakes his head with disgust.

CORVETTE CAPTAIN
(VDU)
Needless to say, the lower life forms
that populate the Confederation may
no longer depend on our assistance in
future engagements with the alien
enemy.

And the Corvette Captain seated at a control panel.

CORVETTE CAPTAIN
(VDU)
The son of the Iceman must be a
bastard offspring; his ability in
battle is so limited. Your death
offers us little honor.

And the Corvette Captain seated at a control panel.

CORVETTE CAPTAIN
(VDU)
The battle was glorious!! Our
warriors now proudly stand beside
Sivar. Your efforts have been noted
and will be reflected in our clan
logs..

Through the battle, we get constant insults from the Kilrathi
Corvette Captain via a series of five second VDU's:

CORVETTE CAPTAIN

(VDU)

I feasted on your father's heart... while he still breathed. He whimpered for mercy... such a coward in the end. Like his son.

Casey dies; GAME OVER.

Launch: The entire briefing will take place in-flight.

Nav 1:

- When the player's wing gets near the Kilrathi defenders (Nav 1), the player's wingman says something like "we're here, guys. We thought you kitties could use some Confederation help against these bastards",
- The Kilrathi will respond with ("We appreciate your help, you hairless ape"). The (optional) racism at this point needs to be an obvious jocularity.
- At Nav 1 after the battle is over and the player has not attacked them, the Kilrathi will say "thank you for your help, we will now go to our Corvette to rearm and refuel."
- before the aliens engage, the wingman tells the player that these Kilrathi are all renegades, and that they have killed "many friends of ours". Doesn't the player want some revenge, in addition to the opportunity to kill some real cats to see how they really fly compared to "those stupid training drones we've been killing in the past"? "C'mon, Dane, the Captain will never know it was us!" The wingman is tired of the simulators and wants to test his mettle against some real Kilrathi opponents that he's heard about all his life. The game will then judge the player by his actions. If the player engages the Kilrathi by targeting them and firing a few shots, he'll trip the Mission F6 flag, meaning they will not help the Midway as it's backed up against an asteroid field waiting for backup. The Kilrathi will fight to the death.
- Also, if the player decides to engage the Kilrathi, they will be extremely pissed and start jibing and taunting the player and his wingman as "traitors, the worst kind of scum. Worse than the insult of being a hairless son of King Kong in the first place".
- Kilrathi death screams will be heard as they are blown up.

Nav 2:

- if the player attacked the KATS at Nav1, Hawk has lost it and gives in to the bloodlust... giving the player his death soliloquy, and charging the corvette, where he is almost immediately killed... The Corvette, after Hawk's demise, will make it clear the the player now has a choice. If he attacks now, he will die. If he does not, the Kilrathi will simply no longer come to the aid of the Midway, even if they are backed up against an asteroid field waiting for backup while thousands of aliens scream for blood.
- if the player did not attack the Kats at Nav1, Corvette captain remarks on how well/shitty the player does

Landing:

- Upon arrival at the **Midway**, if the player killed the Kilrathi and his wingman died against the Kilrathi Corvette, the player will receive a small medal (probably a Purple Heart) for being the only survivor in such a big battle. The player will then have to live with the guilt.
- If the player did well, she will comment as needed

basic comms for:

- Player saved Kats, kept Hawk in line, Hawk disgruntled about saving them, Corvette captains reactions
- Player lost Kats, kept Hawk in line, Hawk not losing any sleep over dead kats, Corvette captains reactions
- Player and Hawk Killed Kats, Corvette captains reactions

Special Art / Objects

Kilrathi Corvette.

Special Sound Effects

None of note.

Additional Comments

This mission should be moderately difficult. It should provide him with an opportunity to get more kills and experience against the aliens and to strengthen (or destroy) his relationship with the Kilrathi survivors.

CONCERNS:

- GOOD quality character comms from HAWK
- hard wiring Hawk's death at corvette

Additional Comments:

- Full success: Some Kilrathi Live
- Failure: All Kilrathi Die, but you didn't attack them
- DarkSide Failure: You killed all the Cats and Hawk goes crazy
- Hawk should send VDU DURING Nav 1 Battle, to "Let's kill 'em, Casey"
- We need an Immaculate Success VDU from Kilrathi, so the player can really do well.
- If eject after Kilrathi attack, the Kilrathi need to shoot the ejected Pod.

F1

Some
Full Success = Kilrathi live ✓

~~Partial Success~~ → Kilrathi ALL die; but you didn't
attack them ✓

Failure = ✓

Dark Side Failure = you killed all the cats +
Hawk went crazy ✓

HAWK SHOULD VDU DURING NAVI
→ to "KILL THE KATS, DUDGE" ✓

We need IMMEDIATE SUCCESS VDU
FROM KILRATHI ✓

Eject after Kilrathi attack - Kilrathi kill the PODD.

**Wing Commander Prophecy
Mission Specification**

Mission : Mission F2

Description / Choreography

BRIEFING START:

Pre-Mission F2

INT. MIDWAY BRIEFING ROOM MISSION (F2)

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The CAG briefs Casey and Maestro.

CAG

Your mission is to escort an AWACS to within scanner range of Dula Seven; the Kilrathi Starbase the aliens have occupied. Check your ICIS, please.

ICIS VOICE OVER:

The base is located in an asteroid and is heavily defended. Your job is to protect the AWACS until its course is run, then return to the Midway. Check your loadout specs.

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.❖

INT. MIDWAY - BRIEFING ROOM - MISSION (F2)

The CAG briefs Casey and Maestro.

CAG

Your mission is to escort
an AWACS to within scanner
range of Dula Seven; the
Kilrathi Starbase the
aliens have occupied.

She tapes her remote. On screen, we see an image of the
starbase; which is enclosed in an asteroid.

CAG

The base is located in an
asteroid and is heavily
defended. Your job is to
protect the AWACS until
its course is run, then
return to the Midway.
Check your loadout specs.

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:

Post-Mission F2

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

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Maestro approaches Casey as he stows his helmet.

MAESTRO

Did you hear? Hawk was flying recon;
got jumped by two squadrons of bad
guys.
(beat)

Casey is clearly shocked. This surprises Maestro.

CASEY

Any chance he ejected?

MAESTRO

His ship broke up and SAR isn't
getting a homing signal from an eject
pod... He's not coming back. I
didn't know you guys were that close.

CASEY
I guess I didn't know, either. Until
now.

Maestro pats Casey on the shoulder as we END SCENE.

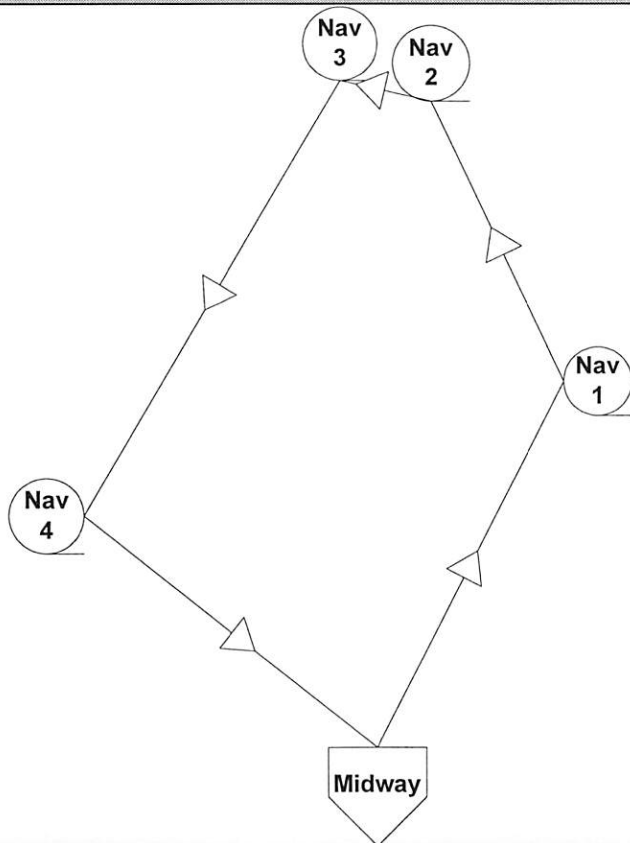
Wingman / Ship Selection Notes

Squadron: Devils

Fighter: Panther

Same wingman as in previous mission (unless he's dead, in which case it should be someone else (or no wingman) who has little experience).

Mission Map



Mission Outline

1. The player arrives at **Nav 1** to find an alien Fighter Cluster waiting for him. He and his wingman have to fend them off, and will manage to without tremendous difficulty.
2. The reconnaissance vessel begins its scanning pattern at **Nav 2** and the player must destroy a patrol of 2 multi-role clusters coming in to attack her as she does her work.
3. **Nav 3** is close by, probably a three minute flight away (in the same action sphere), which is where the AWACS completes its scan.
4. Depending on how long it took the player to defeat the first patrol of multi-role clusters, they may encounter two more multi-role clusters. This time one of the clusters will target the AWACS exclusively. After this is won, they head to **Nav 4**.
5. **Nav 4**: The AWACS locates a group of fighters (presumably preparing to ambush the Midway) between the player (and escort) and the Midway (15k away). As the player and his wingman intercept the aliens (within 3k), a multi-role cluster will avoid the Confed escort and go in straight for the AWACS.
6. After they are all dead, the player and his wingman go back to the Midway and see the results of the reconnaissance mission. Nelson & co. are pleased with the information, and can now begin to formulate a tactical plan for the attack/rescue on the starbase.

Nav Points

Throughout: The player and his wingman, and one AWACS reconnaissance vessel.

Launch:

Objective: Fly to Nav 1, the AWACS safely in tow.

Success: Fly to Nav 1.

Failure: Death or dark side.

Nav 1: 1 Fighter Cluster.

Objective: Destroy Alien aggressors. Protect AWACS.

Success: Fly to Nav 2.

Failure: AWACS is dead, go to Mission F4b.

Nav 2, Nav 3: While the AWACS is making his sweep, two Multi-role fighters appear to attack the reconnaissance vessel. They are a regular patrol unit, and if the player takes longer than ~4 minutes to kill them and run away with the AWACS in tow, two more will appear.

Objective: Destroy alien aggressors as AWACS completes its scan.

Success: Fly to Midway (Hidden Nav point (4)).

Failure: AWACS is dead, go to Mission F4b.

Nav 4: The AWACS sees three Multi-role fighters and a Fighter Cluster waiting for them. They picked up the scanners and plan to ambush the vessel before the information can be brought back to the Midway. As the player engages the fighters, they attempt to lead his attention away from the cluster, who attempts to maneuver around the battle and destroy the AWACS.

Objective: Destroy alien aggressors, one of which is headed straight for the AWACS.

Success: Fly to Midway for land/debriefing.

Failure: AWACS is dead, go to Mission F4b.

Landing:

Objective: Land on Midway.

Success: Land, receive debriefing.

Failure: Death or dark side.

Success / Failure notes

Success: The AWACS reconnaissance vessel retrieves the necessary information and returns to the Midway intact. Go to Mission F4. *(3) I had this note...bjc*

Failure: The AWACS reconnaissance vessel is destroyed at any time. If this happens, the player is put into Mission F4b, a losing path which can lead to a victory in Series F if he passes the rest of the missions.

Communication Events

Nav 2-Nav 3:

- The AWACS keeps the player updated about how long the scan has taken/will take, probably about every thirty seconds. “We need about a minute and a half, Dane, keep these guys off of us!” “We’ve completed the scan, Lieutenant, if you’ll stop playing around and wax these guys we can go back home.”

Nav 4:

- The AWACS informs the player that there are several enemy ships waiting in ambush between them and the Midway. “You go on ahead and get these guys, but watch our back, this may be a trap.”

Special Art / Objects

AWACS ship

Special Sound Effects

In addition to the timed communications from the AWACS, we should have a specific sound, perhaps a radar ping, to let the player know that the AWACS is scanning. It will provide valuable feedback.

Additional Comments

No major concerns

Additional Comments:

Goto F3 if successful

F2

Go to F3 IF successful ✓

**Wing Commander Prophecy
Mission Specification**

Mission : Mission F3

Not sure about this mission

Description / Choreography

BRIEFING START:

Pre-Mission F3

INT. MIDWAY BRIEFING ROOM MISSION (F3)

94

The CAG drops a bombshell on the assembled pilots:

CAG

Listen up, people... the AWACS
confirmed there are human prisoners
being held on Dula Seven.

The pilots react with an excited, angry rumble.

CAG

(CONT)

But don't worry. They won't be there
long. Check your ICIS.

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.❖

INT. MIDWAY - BRIEFING ROOM - MISSION (F3)

The CAG drops a bombshell on the assembled pilots:

CAG

Listen up, people... the AWACS confirmed there are human prisoners being held on Dula Seven.

The pilots react with an excited, angry rumble.

CAG (CONT)

But don't worry. They won't be there long.

She taps her remote; a GRID MAP appears on screen. It's a representation of the asteroid base Dula Seven and her defensive systems; fighters, scanning array, etc.

CAG

Also thanks to the AWACS, we know Dula Seven is protected by an independently powered and highly mobile scanning array; along with the usual fighter screen.

She taps her remote. ICONS representing the Midway's Alpha and Bravo Flights approach Dula Seven.

CAG (CONT)

Stiletto's Bravo Flight will escort Lieutenant Casey's Alpha Flight to the outer perimeter of the base. While Bravo keeps the alien patrols occupied, Alpha Flight's Shrike Bombers will penetrate the alien defenses and remove the array.

She taps off the screen.

CAG (CONT)

The attack force will need to adjust their incursion for the timing of various alien patrols in the area so that the Shrikes can breach the perimeter during a clear window. Check your specs.

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:

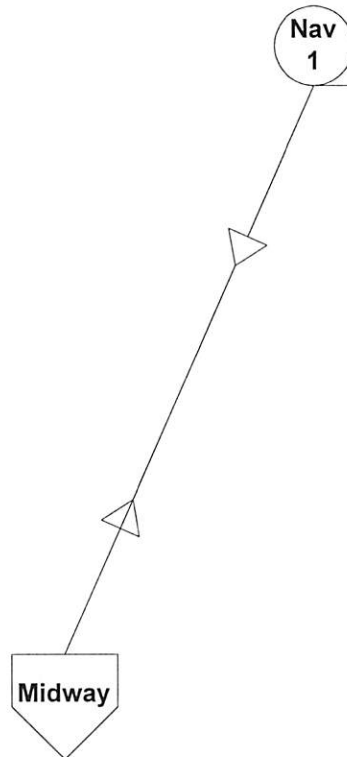
Insert landing ender here. Ex: Walk to decontam chute, Maniac gives you a hug for rescuing his ejected pilot, etc.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Shrike

The player and his wingman will be flying Shrikes.

Mission Map



Mission Outline

1. Most of the activity around the starbase is in the form of outer perimeter patrol units and Fighter Clusters. They figure out the rate and timing of the patrols' passing, and time the mission so that the bombers can breach the perimeter during a window. Dane should not have very far to go before he gets to the scanning array ship [picture of Nav 1 provided on the ship's monitor], and detonate it.
2. The fighter escort leader will give Dane the signal, after which the Shrike bombers will blow it up.
3. At this point, hell breaks loose and the player must get out of there before too many alien fighters come in to kill them.

Note: This mission is *extremely* time critical. The player will probably have less than two minutes to complete the mission once he and his wingman breach the perimeter of the base's defenses. The starbase is heavily patrolled, as will be seen in the next mission.

Nav Points

Launch:

Objective: Fly to Nav 1 with fighter escort.

Success: Fly to Nav 1.

Failure: Death or dark side.

Nav 1:

- 2 or 3 Alien Conventional Space Superiority Fighters at any one time attacking the fighter escort. One or two turrets from the scanning ship will be taking potshots at the Shrikes but should not cause too much damage.
- The Scanning Array Vessel will be a strange-looking, clunky ship with things all over vaguely resembling radar dishes. It will have fairly large engines at the back which will continually attempt to rotate the ship out of the firing angle of the Shrikes.

Objective: Destroy Alien communications array.

Success: Fly to Midway.

Failure: Go to Mission F4b, more difficult. Comm. Array appears again in F4b.

Landing:

Objective: Land on Midway.

Success: Land, receive debriefing.

Failure: Death or dark side.

Success / Failure notes

Success: The player destroys the scanning vessel and survives. It would be preferred if his wingman and fighter escorts survive.

Failure: The scanning vessel is not destroyed when the player lands on the Midway. The player is sent to Mission F4b

Communication Events

Nav 1:

- After the comm array is destroyed, the enemy fighters will appear from nearly every direction. The player's wingman will say that "there's too many of them, let's get the hell out of here".

Landing:

- With success, the praise he gets back on the Midway is substantial, now that the starbase has lost its eyes and ears, they can sneak in there like ninjas (don't actually write that).

Special Art / Objects

Special Sound Effects

The explosion of the scanning vessel's engine should be an odd-sounding explosion, more of a low rumble than a percussive hit.

Additional Comments

This mission will be a challenge to balance correctly.

CONCERNS: timing of "perimeter patrols"...

Additional Comments:

Get rid of the TIMED stuff. Just make it difficult, with the correct numbers of aliens.

Perimeter patrols? Just make it good.

Independently powered? Will this be fun? We need to ensure that it gets the correct amount of attention.

Save the status of the array for F4b. Should we have a flag for objects we need to save the stats of? bjc

F3

Make F3 seem ~~less~~ — timed —
just difficult...

Perimeter patrols

- Independantly powered?

It's a big awes. Do we
need this?

Save the status of Array For f46

**Wing Commander Prophecy
Mission Specification**

Mission : Mission F4

Description / Choreography

BRIEFING START:

Pre-Mission F4

INT. MIDWAY BRIEFING ROOM MISSION (F4)

97

As the Finley stands by, the CAG opens the briefing.

CAG

Settle down. Let's get started.
With Dula Seven's comm array knocked
out, the Midway can now mount a
surprise attack. Check your ICIS.

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.❖

INT. MIDWAY - BRIEFING ROOM - MISSION (F4)

As the Finley stands by, the CAG opens the briefing.

CAG

With Dula Seven's comm array knocked out, the Midway can now mount a surprise attack. Four wings
will take control of specific intercept regions; destroying the alien fighters around the starbase. This is a
high kill mission, people. Your objective is to clear the way for a Marine landing on Dula Seven.

The pilots mutter to each other: it's about time, let's get to it, etc. Then Finley steps forward.

FINLEY

Special advisory. Alpha Flight is assigned to Intercept 1; Bravo, Charlie and Delta to remaining Intercept Points. Check your loadout specs.

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.

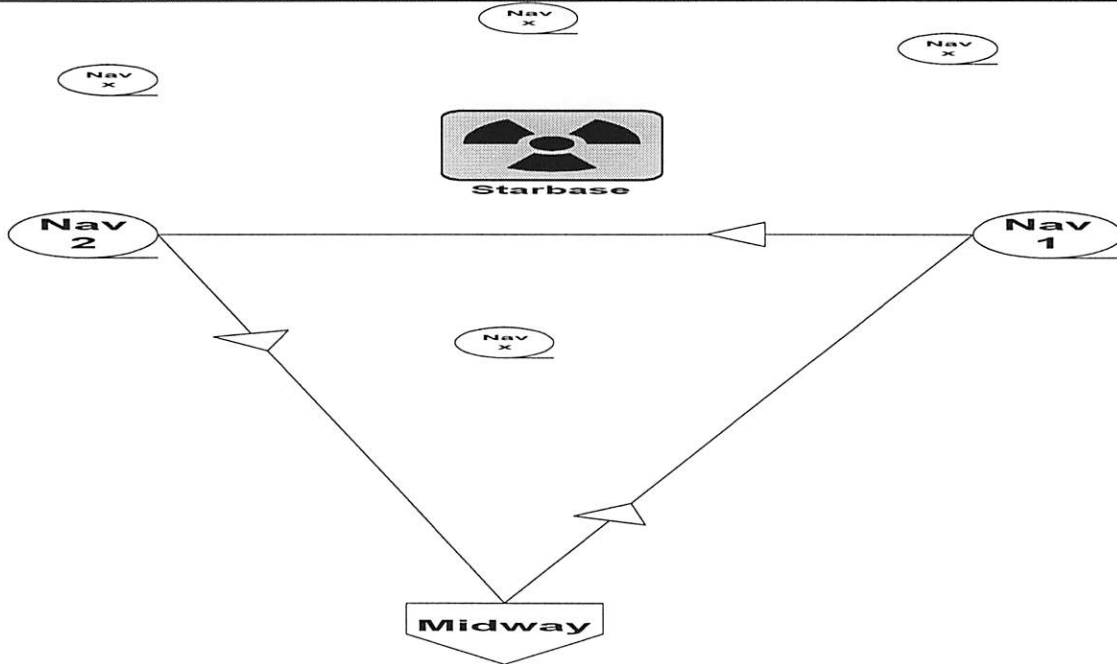
LANDING ENDER:

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

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

Mission Map



Note: The smaller nav points where other squads from the Midway have been deployed to perform the same function as the player.

Mission Outline

1. The player flies to his assigned area (**Nav 1**), and will probably have enough to stay busy for a while. There are many light patrols, so each wing sent from the Midway will be responsible for 4-8 fighters.
2. After this is done, the player will receive an SOS from another wing at **Nav 2**. He will have the option of assisting this wing in destroying more aliens. If he chooses to do so, he will go to the nav map to change his destination to the new waypoint
3. The wingleader who sent the distress call thanks the player and after they land, recommends that a medal be given. The captain doesn't think that's a good idea yet, but after Mission F5 he'll change his mind.

This is a high-kill mission.

With this mission complete, the player should be able to escort a marine shuttle near the base in the next mission without much difficulty.

Nav Points

Launch:

Objective: Fly to Nav 1 with fighter escort.

Success: Fly to Nav 1.

Failure: Death or dark side.

Nav 1: 3 groups of 3 Alien Conventional Space Superiority Fighters will attack the player one after another, either at timed intervals or when the previous group is dead.

Objective: Destroy alien patrols.

Success: Receive distress call from Bravo Flight at Nav 2

Failure: Go to Mission F4b, much more difficult.

Nav 2: The distress call sent by another wing at another nav point will be fighting against the slightly more difficult multi-role clusters, probably 2 groups of 2.

Objective: Destroy alien patrols, defend Bravo flight.

Success: Land on Midway.

Failure: Bravo flight dies. Go to Mission F4b, much more difficult.

Landing:

Objective: Land on Midway.

Success: Land, receive debriefing.

Failure: Death or dark side.

Success / Failure notes

Success: The player destroys his assigned fighters and successfully assists the other wing who sent the distress call.

Failure: If this other wing dies, or if the player can't destroy his own allotment of bad guys within the time allowed, the player will not have "destroyed enough ships, and must try again in Mission F4b.

Communication Events

Nav 1:

- There should be a lot of chatter between the other assault wings at other areas around the starbase. "Got the slimy bastard!", "Have some more of this!", etc. At some point an SOS will come from Nav 2, which will not appear on the Nav map beforehand. It comes from another fighter wing which has met with more resistance than the player. "Dane, help me out here! I can't get these guys off my back!! There were more than I expected," etc.

Nav 2:

- After all aliens are dead, if the pilot who called in the SOS is still alive "Thanks for helping me out. I thought I was going to die there for a minute."

Special Art / Objects

None of note.

Special Sound Effects

None of note.

Additional Comments

This mission will have a timer, which will be a good opportunity for sweaty palms and children telling each other how long it took them to destroy x number of fighters. ??what??

Concerns : clarity of mission pass/fail objectives

Additional Comments:

Fail: Midway needs to be swarmed.

You MUST succeed OR the Midway dies.

Eject = picked up by the aliens.

**Wing Commander Prophecy
Mission Specification**

Mission : Mission F4b

Description / Choreography

This mission is simply a more difficult version of Mission F4.

BRIEFING START:

Pre-Mission F4b

INT. MIDWAY BRIEFING ROOM MISSION (F4B)

99

(Same as F4)

As the Finley stands by, the CAG opens the briefing.

CAG

Settle down. Let's get started.
With Dula Seven's comm array knocked
out, the Midway can now mount a
surprise attack. Check your ICIS.

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.❖

INT. MIDWAY - BRIEFING ROOM - MISSION (F4b)

As Finley stands by, the CAG opens the briefing.

CAG

Your mission is to weaken the alien defenses around Dula Seven by removing the remaining scout patrols. Four wings will take control of specific intercept regions; destroying the alien fighters around the base. I want a high kill count, people. We must clear the way for a Marine Landing on Dula Seven.

The pilots mutter to each other: it's about time, let's get to it, etc. Then Finley steps forward.

FINLEY

Special advisory. Alpha Flight is assigned to Intercept 1; Bravo, Charlie and Delta to remaining Intercept Points. Check your loadout specs.

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.

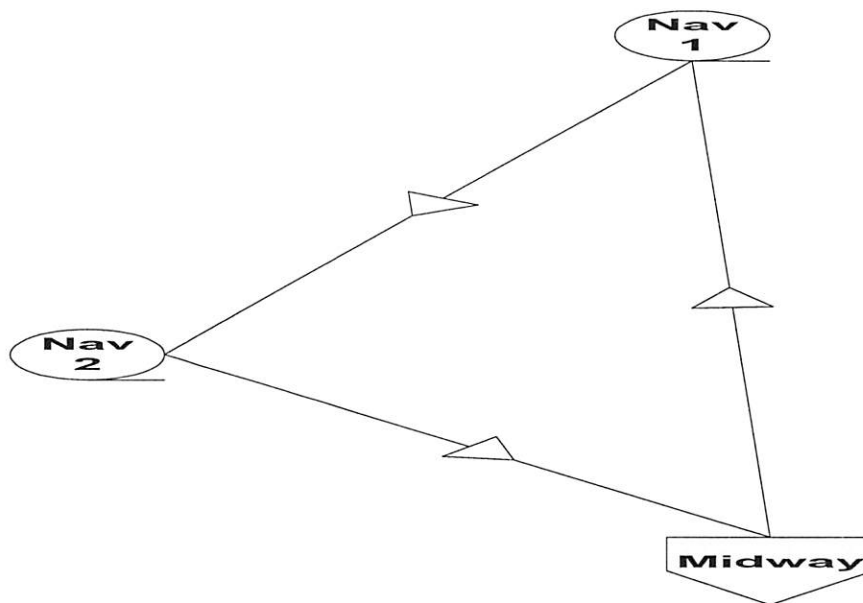
Wingman / Ship Selection Notes

Squadron: Devils

Fighter: Panther

Wingman should be Stiletto, or someone else fairly good.

Mission Map



Note: The smaller nav points where other squads from the Midway have been deployed to perform the same function as the player.

Mission Outline

1. The player flies to his assigned area (**Nav 1**), and will probably have enough to stay busy for a while. There are many medium to heavy patrols, so each wing sent from the Midway will be responsible for 6-10 fighters.
2. After this is done, the player will receive an SOS from another wing at **Nav 2**. He will have the option of assisting this wing in destroying more aliens. If he chooses to do so, he will go to the nav map to change his destination to the new waypoint
3. If the player, for whatever reason, did not destroy the scanning array during Mission F3, it is at **Nav 2** and acts as sort of a secondary objective.
4. The player returns to the Midway to find a few (3-4) heavy alien fighter clusters attacking her. These must be destroyed as well.

This is a high-kill mission.

With this mission complete, the player should be able to escort a marine shuttle near the base in the next mission without much difficulty.

Nav Points

Launch:

Objective: Fly to Nav 1

Success: Fly to Nav 1.

Failure: Death or dark side.

Nav 1: 3 groups (4 Alien Conventional Space Superiority Fighters and 1 multi-role cluster) of alien fighters will attack the player one after another, either at timed intervals or when the previous group is dead.

Objective: Destroy alien patrols.

Success: Receive distress call from Bravo Flight at Nav 2

Failure: Go to Mission F6b, which is impossible.

Nav 2: The distress call sent by another wing at another nav point will be fighting against more multi-role clusters, probably 2 groups of 3. The scanning array from Mission F3 will be there if it was not destroyed.

Objective: Destroy alien patrols, defend Bravo flight.

Success: Go to Landing.

Failure: Bravo flight dies. Go to Mission F6b, which is impossible.

Landing: There are 3-4 heavy fighter clusters attacking the Midway.

Objective: Land on Midway.

Success: Land on Midway.

Failure: Death or dark side.

Success / Failure notes

This mission takes place if the player failed at either Mission F2, F3, or F4.

The failure in previous mission(s) has put the aliens more on the offensive.

Success: The player destroys his assigned fighters and successfully assists the other wing who sent the distress call.

Failure: If this other wing dies, or if the player can't destroy his own allotment of bad guys within the time allowed, the player will not have "destroyed enough ships, and will die trying to redeem himself in Mission F6b.

Communication Events

Mission F4b VDUs

EXT. MISSION F4B

100

ANDERSON - VDU

Alpha Flight, we are under attack.

Please assist.

Nav 1:

- There should be a lot of chatter between the other assault wings at other areas around the starbase. "Got the slimy bastard!", "Have some more of this!", etc. At some point an SOS will come from Nav 2, which will not appear on the Nav map beforehand. It comes from another fighter wing which has met with more resistance than the player. "Dane, help me out here! I can't get these guys off my back!! There were more than I expected," etc.

Nav 2:

- After all aliens are dead, if the pilot who called in the SOS is still alive "Thanks for helping me out. I thought I was going to die there for a minute."

Landing:

- Upon returning to the Midway, the comm officer of the Midway will tell the player about the clusters attacking, and order him not to land until they are all dead.

Special Art / Objects

The scanning array ship from Mission F3 will be present if it was not killed already.

Special Sound Effects

None of note.

Additional Comments

This mission will have a timer, which will be a good opportunity for sweaty palms and children telling each other how long it took them to destroy x number of fighters.

Same basic concerns as F4

Additional Comments:

Fail: Midway needs to be swarmed.

You MUST succeed OR the Midway dies.

Eject = picked up by the aliens.

F4 b

FAIL = MIDWAY SWARMED

YOU MUST SUCCEED OR

THE MIDWAY DIES...

Eject = PICKED UP BY PUBS

**Wing Commander Prophecy
Mission Specification**

Mission : Mission F5

Description / Choreography

The player has to escort a Marine LC shuttle into the alien-held Kilrathi starbase and defend himself until they are done. The alien-held Kilrathi starbase is set to self-destruct, and if the marines diffuse it, more aliens come in to destroy it and whatever Confederation ships are nearby.

BRIEFING START:

Pre-Mission F5

INT. MIDWAY BRIEFING ROOM MISSION (F5) 101

The CAG, Dekker, and Finley run the briefing together.

CAG

This is it, people. The Marines are landing on Dula Seven.

Cheers and applause.

DEKKER

Our mission is to gather strategic data on our alien friends. (meaningful beat) And retrieve any human prisoners.

CAG

Check your ICIS, pilots.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

They look up.

DEKKER

Which we won't if my LC doesn't reach the target exactly on schedule.

A moment of tense silence; clearly the stakes are high and the dangers extreme. Then:

CAG

Good luck. 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.☒

INT. MIDWAY - BRIEFING ROOM - MISSION (F5)

The CAG, Dekker, and Finley run the briefing together.

CAG

This is it, people. The Marines are landing on Dula Seven.

Cheers and applause. Dekker bows. Then the CAG taps her remote: a GRID MAP appears on the main screen; a representation of Dula Seven. As the CAG speaks, ICONS depicting two Midway air wings approach the alien-held Kilrathi starbase.

CAG

Lieutenant Casey's Alpha Flight will cover Stiletto's Bravo Flight as it escorts a Marine LC to the base.

Dekker

Our mission is to gather strategic data on our alien friends.

(meaningful beat)

And retrieve any human prisoners.

Another big reaction from our pilots; especially Casey and Stiletto. Then Finley changes the mood:

Finley

One piece of bad news. Our scanners indicate Dula Seven's reactor is overloading. Some kind of self-destruct sequence. It will go nova within the hour.

CAG

Obviously the aliens are determined to keep us from pulling our people off Dula Seven.

Dekker

Which we won't if my LC doesn't reach the target exactly on schedule.

A moment of tense silence; clearly the stakes are high and the dangers extreme. Then:

CAG

Check your specs.

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:

Post-Mission F5

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

103

Stiletto greets Casey at the chute.

STILETTO

Thought you should know, Casey...
the Captain has recommended you for
the Silver Star.

CASEY

To hell with that. What about the
prisoner the Marines pulled in?

STILETTO

(a beat)
It's Blair. But you should know...

Casey is already on his way. Stiletto follows him out.

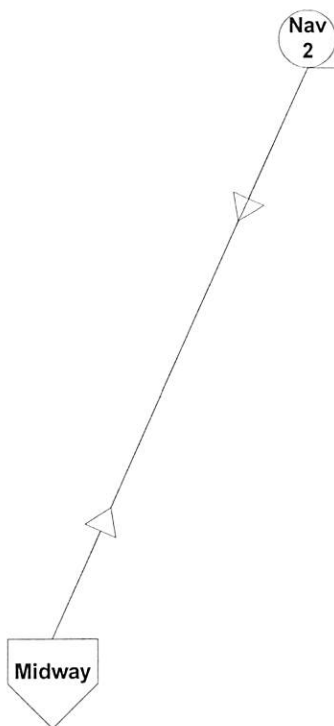
Wingman / Ship Selection Notes

Squadron: Devils

Fighter: Panther

The player's wingman needs to be skillful and obedient.

Mission Map



Mission Outline

1. Before reaching the alien-held Kilrathi starbase at **Nav 2**, the player and the Marine LC shuttle will be attacked by a small, ragged band of patrol aliens leftover from Mission F4 or F4b. If this takes too long, the marines will not have enough time to disable the self-destruct on the alien-held Kilrathi starbase.
2. Escort Marine LC shuttle to dock with alien-held Kilrathi starbase, where they have only x amount of time (and a cut scene) to disable the self-destruct sequence and rescue Blair. If the marines are held up for too long at **Nav 1**, they will not be able to diffuse the self-destruct, and will have to scramble to get off in time to avoid the blast from the alien-held Kilrathi starbase.
3. Meanwhile the player is defending himself against small drones which make up for a lack of skill by the large number present.
4. The marines communicate their findings, and take off again.
5. If the player does not get them there in time to disable the self-destruct sequence the base will explode.
6. There is a small band (2-3) of medium or heavy alien fighters waiting between the alien-held Kilrathi starbase and the Midway to ambush the Marine LC shuttle (they know the prisoner is on board). This will be considerably difficult to complete. The player will hopefully be able to maneuver between the attackers and the shuttle, blowing one or two away with missiles immediately.

Nav Points

Launch:

Objective: Protect Marine LC shuttle

Success: Fly to Nav 1.

Failure: Death or dark side, go to Mission F6b.

Nav 1:

- Small drones which can move quickly, who blow up easily and are small enough facecount-wise to allow many on screen at once.
- Alien-held Kilrathi starbase, heavily damaged-looking.
- Ginormous explosion when the alien-held Kilrathi starbase is blown up.

Objective: Wait for Marines. Defend yourself.

Success: Go back to Midway.

Failure: Death or ejection, go to Mission F6b.

Landing:

Objective: Land on Midway after successful docking of Marine LC shuttle.

Success: Land on Midway.

Failure: Death or dark side.

Success / Failure notes

Success is determined by whether or not the player successfully escorts the Marine LC shuttle to the alien-held Kilrathi starbase. This will be a timed mission, so perhaps the Marines need to get to the alien-held Kilrathi starbase before a certain time to make sure they are off when it explodes.

Complete success - Marine LC shuttle survives, all aliens destroyed

Moderate success - Marine LC shuttle survives, not all aliens destroyed

Complete failure - Marine LC shuttle does not survive.

Communication Events

Mission F5 VDUs

EXT. MISSION F5

102

DEKKER - VDU

We have docked at Dula Seven, Alpha Flight. Cover our butts.

DEKKER - VDU

(to comm) Alpha Flight; this is Marine One.

DEKKER - VDU (CONT'D)

Entry to the reactor level is blocked. We can't stop the self destruct sequence.

DEKKER - VDU

Alpha Flight, this is Marine One...

DEKKER - VDU

We've scanned human life signs on the next level. Wish us luck!

BLAM, KA-WHAM, our guys take heavy fire from the opposite end of the corridor. As they return the fire:

DEKKER - VDU
I don't have time for this!

DEKKER - VDU
Alpha Flight; we've got a live one.
Cover our retreat.

RED SHIRT - V.O.
(from comm) Make it snappy, Marine
One. Dula Seven's reactor is ready
to blow.

There needs to be banter between the Marines and the player, keeping each other updated on the progress of their missions.

Special Art / Objects

1. Small drones which can move quickly, who blow up easily and are small enough facecount-wise to allow many on screen at once.
2. Alien-held Kilrathi starbase, heavily damaged-looking.
3. Ginormous explosion effect when the alien-held Kilrathi starbase is blown up.

Special Sound Effects

1. The small drones guarding the perimeter of the base should make higher-pitched whining sounds as they fly around. This could be a much higher-pitched version of the sound the Dragon makes when it cloaks.
2. Ginormous explosion sound when the alien-held Kilrathi starbase is blown up.

Additional Comments

This mission should be more difficult than the last one, but mostly suspenseful. Can he get to the alien-held Kilrathi starbase in time, can he save the shuttle? We probably want him to think the getting the shuttle to the base in the first place is difficult, and that the only alien ships nearby are the ones in the beginning.

We also need to make sure the player is **never** without a target, especially when he is waiting for the Marines to finish their business.

CONCERNS: TIMING, TIMING, TIMING.....

Additional Comments:

If Marines die; If station dies: SWARM the Midway! Plus - Earth gets overrun flick #197.

FS

IF Marines Die ✓

IF ~~Station~~ Station Dies ✓

SWAN IN THE MIDWAY ✓

EARTH GETS OVERRUN FLICK 197

Wing Commander Prophecy Mission Specification

Mission : Mission F6

not sure about the 'sit and wait' style of this mission

NOTES:

This mission is NOT a scramble?

Must show Eisen effects somehow?

Confed reinforcements arrive?

Description / Choreography

The player reports to the briefing; learns enemy aliens have cornered the Midway near an asteroid field or nebula. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes. The good news is Confed reinforcements are enroute. The bad news is that the player and other pilots must defend the Midway for several minutes until help arrives.

Dane and his buddies must now employ guerrilla warfare; hit and run tactics to simply stay alive until Confed reinforcements arrive.

BRIEFING START:

Pre-Mission F6

INT. MIDWAY BRIEFING ROOM MISSION (F6) 107

Casey is still ENTERING as the Captain, the CAG, and Finley direct the briefing. On screen; we can SEE a GRID MAP that outlines the events as verbalized below:

CAPTAIN

The enemy has cornered the Midway near an asteroid field. They have pulled a significant portion of their assault force from E'Loy to reinforce their attack against us.

CAG

Confed reinforcements are enroute. Check your ICIS.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

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

BRIEFING ENDER:

INT. MIDWAY BRIEFING ROOM (COND.-IF YOU KILLED CATS)
(BRIEFING ENDER)

108

Casey is about to leave when the CAG stops him:

CAG
Lieutenant, may I have a word with you?
(beat)
The Kilrathi on E'Loy have not responded to our comms since your mission to rescue N'Sharr failed. Any idea why?

CASEY
(covering)
Not a clue, sir. Hawk and I did the best we could to save N'Sharr's hide.

The CAG eyes him for a long moment; finally shrugs.

CAG
The Kilrathi can be... difficult. Good luck out there, Casey.

CASEY
Thank you, sir.

Casey EXITS. The CAG watches him go.

INT. MIDWAY BRIEFING ROOM (COND.- IF NOT)
(Briefing Ender)

109

Casey is about to leave when the CAG stops him:

CAG
Lieutenant, just a moment.
(beat)
We've been getting comms from a Cat on E'Loy. He says he's well acquainted with a certain "pale, hairless ape."

CASEY
(smiling)
N'Sharr. Hawk and I saved his ass.

CAG
Well, in between insults, I get the clear message he wants to return the favor.

CASEY
That will be... strange, Sir.

CAG
It's a strange world, LT.

Casey EXITS.

INT. MIDWAY BRIEFING ROOM (COND.-IF TRIED TO HELP, BUT FAILED) 110
(Briefing Ender)

Casey is about to leave when the CAG stops him:

CAG
Lieutenant, just a moment.
(beat)
J'Ron, the Cat Clan leader on E'Loy,
has contacted us. Even though you
failed to save N'Sharr's squadron, he
seems aware you did your best.

CASEY
I'm glad to hear that. I guess.

CAG
That's good... we may need all the
help we can get...

Casey EXITS.

INT. MIDWAY - BRIEFING ROOM - MISSION (F6)

Casey is still ENTERING as the Captain, the CAG, and Finley
direct the briefing. On screen; we can SEE a GRID MAP that
outlines the events as verbalized below:

Captain
The enemy has cornered the Midway near an asteroid field.
They have pulled a significant portion of their assault
force from E'Loy to reinforce their attack against us.

CAG
Confed reinforcements are enroute. But they will not arrive
before the primary alien force hits us.

Finley
Fortunately, the launch bays of the main enemy carrier have
been damaged by our Combat Air Patrol. The aliens can
launch fighters only a few at a time at long intervals.

CAG
Which means we can deploy several fighter wings to intercept
the enemy as they approach the Midway.

Captain
This is a high kill mission, people. Make every shot count.

CAG
Check your load out specs.

Note: The launch bays of the starbase were damaged in the last mission, allowing the aliens to launch fighters only two at a time at long intervals. This proves a significant advantage to the Confederation, who can then deploy four- or six-fighter wings to intercept them as they enter the system. Midway through the assault, another group of alien attackers appears and makes the situation much worse, removing the advantage.

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:

Post-Mission F6

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE (COND.- IF KILLED CATS)112

Casey joins Maestro, Stiletto, Zero, and other pilots by the chute. Then a stern-faced Captain and CAG step up.

CAG
Lieutenant Casey; we now know why the Cats refused to help us out there.

CASEY
Sir?

CAPTAIN
(flaring)
Don't try to look innocent, mister. We intercepted a Cat communique. Do you deny you and Hawk attacked a wing of their pilots?

All eyes are on Casey. He swallows.

CASEY
No, sir.

The Captain clenches his fists. We have never seen him so angry.

CAPTAIN
Of all the stupid, pointless...
thanks to your bloodlust we're alone
in this war. Can you guess how many
lives that will cost? Damn you,
sir... damn you to hell.

He controls himself with an effort but is interrupted by a SCRAMBLE
ALARM!

CAPTAIN
(CONT)
We're under attack! If I didn't need
every available pilot, I'd push you
through an airlock. Get to your ship
Mister I'll deal with you later.

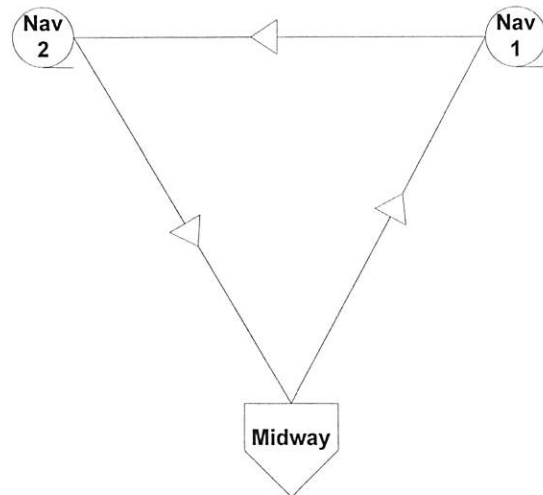
Wingman / Ship Selection Notes

Squadron: Black Widows
Fighter: Panther

Four to six Confederation fighters should be present for the assault waves at Nav 2.

His wingmen should be extremely good, the elite of the group, maybe even Maniac. But if Maniac goes, he probably won't remain in formation and throw the whole strategy into disarray.

Mission Map



Mission Outline

Launch: Near the Midway, there is a small probe which allows aliens to track specific damage to the Midway: with this thing alive, the Alien Command back at the starbase can put specific fighters onto specific areas of the Midway. The player has a very limited time to do this (20 seconds?), and it will be difficult and annoying. If he cannot do it, he is told to go on with the mission anyway. If he lingers, the aliens are able to form more formidable formations at **Nav 1**. If he destroys it, he goes to **Nav 1** and the aliens begin attacking the Midway via a direct frontal assault (much more difficult for them). If he cannot destroy it and goes on, he may be able to take out a good number of the aliens, but when they finally make it to the Midway they attack vulnerable areas first, making the mission considerably more difficult. This probe will not figure into the success/failure of the mission proper.

Nav 1: This is where the player and his wingmen wait in solid formation to pick off the alien light-to-medium fighters as they come into the area two by two. This should work for the first two or three pairs of fighters that come along, but then another set of (probably 3 heavy) alien fighters will come along from the formation's left flank and throw them off. After that it becomes a complete melee.

Nav 2: When most (all but 1 or 2) of the alien attackers are destroyed at **Nav 1**, the player receives a comm from the Midway that the Confed Squadron at **Nav 2** has been overwhelmed and needs assistance. The player can either run straight there after giving the word to his squad to join his formation, or he can kill the remaining fighters at **Nav 1**. The only difference it will make is in how many of the aliens from **Nav 2** will make it to the Midway and start causing damage before the player arrives. From **Nav 2** the alien attackers go directly for the Midway according to the status of the probe at the Midway.

Landing: The player defends the Midway and the mission ends according to success/failure notes below.

Nav Points

Launch: A small probe which whips around quickly and is difficult to kill. It will fly according to a pattern, however, and sharp pilots will be able to see pattern and destroy it.

Objective: Destroy probe.

Success: Fly to Nav 1.

Failure: After 20 seconds, go to Nav 1 (mission becomes a bit more difficult).

Nav 1: 8 alien light- or medium- fighters arriving two at a time at timed intervals TBD by game balance. When only two remain to come in, a band of 3 heavy alien fighters arrive, and, after a minute or two, the remaining two from the original eight.

Objective: Destroy alien invaders (player must follow orders well).

Success: Fly to Nav 2.

Failure: Mission becomes quite a bit more difficult back at the Midway.

Nav 2: A multitude of two types (medium and heavy) of fighters attack the Midway.

Objective: Destroy alien invaders

Success: Go back to head off direct assault against Midway.

Failure: The longer the player waits, the more difficult it will be at the Midway.

Landing: Before landing, the player fights (5-6) Conventional Space Superiority Fighters.

Objective: Defend the Midway

Success: Land on Midway.

Failure: Death or ejection, go to Series F Endgame.

Success / Failure notes

Success is determined first by whether or not the Midway survives the Alien onslaught. Given her survival, degrees of success are determined by how much damage the Midway takes before Confed reinforcements arrive.

Complete success - Midway takes less than 50% damage, aliens all die, and Confed reinforcements arrive without much to do (see Communications Events below). (Note: if the player attacked the Kilrathi in Mission F1, this success will not be absolute. See Additional Comments below.)

Upper moderate success - Midway takes 50% damage or more, Kilrathi wing shows up to assist and kicks ass. Everyone is fine, repairs are underway, and they prepare for their next jump.

Lower moderate success - Midway takes 50% damage or more, and player killed Kilrathi survivors in Mission F1, so he takes some of the blame for their not helping out. They should make it very clear that they would have come to the rescue if they hadn't been so insulted.

Complete failure - Midway doesn't survive, it's time for losing Mission F6b and a movie.

Communication Events

Mission F6 VDUs

EXT. MISSION F6

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ANDERSON - VDU

Lieutenant Casey, there's an alien probe in the area. We must assume it could be used to direct an enemy attack against the Midway. Seek and destroy same.

RETURN TO GAME PLAY:

J'RON - VDU

The murdering, hairless ape is not worth helping.

J'RON - VDU

The Kilrathi are pleased to provide assistance.

N'SHARR - VDU

Does the primate require the assistance of a higher life form?

Landing:

- The player's wingman should have a flippant, excited attitude about the probe at Nav 1. He'll say stuff like "Damn, Dane, maybe you should let me have a hand at that little bastard". Basically he's treating it like a game.

Nav 1:

- There will be detailed instructions about how to line up in formation coming from the squadron leader. It would be nice if he could tell the player exactly where to go and then correct his movements if he's not in the right place, but that might be frustrating. What will be important is that all the ships in the formation target the same ship and fire at the same time. This way, they should be able to blow up

both ships in the formations that come before the next groups arrive. "There they are, lock your heavy lasers on the left target and fire on my go... three, two one, FIRE!!!"

- A wingman will say something like says "Woohoo, sir, that was beautiful, I can't believe they keep falling for it."
- There will be a lot of room for idle banter and talking shit during this phase of the mission.

Landing:

- When the Confederation reinforcements arrive, they will announce it to the player by saying something like "We're here to assist you, TCS Midway, just tell us where the bugs are and we'll step on 'em".
- If the player succeeds with ultimate victory (he kills all of the aliens before the reinforcements jump in), the captain of the Confed Armada should commend him over the comm radio, something like "I thought you guys said you were about to die! What happened?"
- When the Kilrathi help arrives (if it does arrive), they will announce their presence similarly, probably with a bit of racist banter. "You hairless apes are undeserving of our skill, but we'll help anyway."
- If the player allowed (or participated in) the slaughter of the Kilrathi in Mission F1, there will be a comm from the leader of the Kilrathi saying plainly that they "would have been glad to come to the rescue of the Midway, but that they'd rather splinter the Allies into indefensible groups than help out a traitor." At this point the player will probably have a morale choice about whether or not to tell the truth.

Special Art / Objects

Special Sound Effects

None of note.

Additional Comments

This mission is significant because of a decision the player made in the previous mission. His choice to attack the Kilrathi wing in Mission F1 will lead to a lesser degree of success in this mission no matter what happens. Even if the Midway is only slightly damaged, there will be some sort of "I thought the Kilrathi would help us out, but for some reason they are pissed" sentiment.

not sure about the 'sit and wait' style of this mission

Additional Comments:

None of note. Changed the squadron name to BWs. bjc

**Wing Commander Prophecy
Mission Specification**

CUT - Mission : Mission F6b - CUT

NOTES:

Cannot CUT this mission. If you killed the Cats, you need a get back on the path mission.
This mission has to be a scramble.

Description / Choreography

The player will not win this mission. The player learns that the aliens have cornered the Midway near an asteroid field. The aliens have pulled a significant portion of their assault force from the Kilrathi planet to attack our heroes. The bad news is that Confed reinforcements are unable to assist, due to an ambush that will hold them up indefinitely. The really bad news is that the player and other pilots must defend the Midway for as long as they can....

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.❖

INT. MIDWAY/CASEY'S - FLIGHT DECK (F6b) (SF)

Standard launch. Anderson contacts us via VDU; which TRANSITIONS into the following CUT SCENE:

INT. BRIEFING ROOM - Anderson'S COMM TECH STATION

Anderson at his station. He reacts to CAMERA SHAKES;

ALARMS; SPARKING CONSOLES.

Anderson

Lieutenant Casey, the enemy are using targeting probes to direct their attack against the Midway. Destroy them at once. Good luck.

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:

Post-Mission F6b

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

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Casey joins Maestro, Stiletto, Zero, and other pilots by the chute. He is cheered and applauded by his comrades.

Then he turns to face a smiling Captain and CAG.

CAPTAIN

Nice piece of work, Lieutenant.

CASEY

I hate to admit it, sir... but you should tell that to the Kilrathi.

(Version 1- If you helped the Kilrathi)

CAG

They wouldn't have supported us if you hadn't helped their people in the first place. Good work.

(Version 2- if you killed the Kilrathi)

CAG

It's a good thing the Bloodlust is such a part of Kilrathi culture. With what you just pulled off out there not only have they forgiven you they seem to respect you. But don't think that gets you out of hot water in my command. That stunt you pulled with Hawk will be entered into your

permanent record.

They both shake Casey's hand, then EXIT. Casey looks after them, still shocked. Stiletto and Maestro lean into him.

MAESTRO
(Sighs)
They may have to get you a bigger helmet.

Walks past him.

CASEY
Why?

STILETTO
For that inflated head of yours...

She starts to walk past him and drops the bomb as she exits.

STILETTO
..you can always use Maniacs..

He pauses for a moment.

CASEY
Hey!

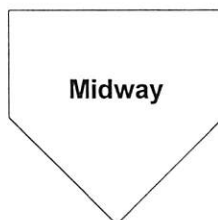
Runs after them. Exits.

Wingman / Ship Selection Notes

Squadron: Devils
Fighter: Panther

- 1) Defend Midway
- 2) Kilrathi Corvette SOS
- 3) If you don't save Kilrathi you get courtmartialed.
- 4) If you save them, you get off the hook.

Mission Map



Mission Outline

Launch: Near the Midway, there are three small probes positioned all around the Midway which allow aliens to track specific damage to the Midway: with these things alive, the Alien Command back at the starbase can put specific fighters onto specific areas of the Midway. The player must destroy them, even though he has a very limited time to do this (20 seconds?), and it will be difficult and annoying. If he cannot do it, he is told to “just go after the fighters”. If he destroys all three of them, the aliens begin attacking the Midway via a direct frontal assault (much more difficult for them). If he cannot destroy them and goes on to attack the fighters, he may be able to take out a good number of the aliens, but when they will attack vulnerable areas first, making the mission considerably more difficult. This probe will not figure into the success/failure of the mission, because nothing will! There’s no way to destroy an infinite number of aliens coming from all directions!!

Landing: The player defends the Midway to the best of his ability, and still won’t be able to save it. The Kilrathi may come by to help, if he didn’t shoot at them in Mission F1, but they will die too.

Nav Points

Launch: A small probe which whips around quickly and is difficult to kill. It will fly according to a pattern, however, and sharp pilots will be able to pick up on this pattern and destroy it. An infinite number of alien light- or medium- fighters arriving two at a time at timed intervals.

Objective: Destroy probe.

Success: Just start working on aliens.

Failure: This whole mission is failure. Nothing can help.

Later: The aliens start arriving in God’s own numbers. The player does not have long to live before he or the Midway is destroyed. In either case the game is over, and hopefully the player has a savegame from a previous mission.

Objective: Do your best before your death.

Success: Impossible.

Failure: Losing endgame depending on whether the player or the Midway dies.

Success / Failure notes

Success is determined first by whether or not the Midway survives the Alien onslaught. Basically, she will not. This is a no-win losing mission.

Complete failure - Midway doesn’t survive, it’s time for losing movie.

Communication Events

Launch: Many wingmen will die immediately. “There’s way too many of them! I can’t kill them all Midway! AAAAAAAA!” <death>

Landing:

- When the Kilrathi help arrives (if it does arrive), they will announce their presence similarly, probably with a bit of racist banter. “You hairless apes are undeserving of our skill, but we’ll help anyway.”
- If the player allowed (or participated in) the slaughter of the Kilrathi in Mission F1, they will assist the aliens in the destruction of the Midway. There will be a comm from the leader of the Kilrathi saying plainly that they “would have been glad to come to the rescue of the Midway, but that they’d rather splinter the Allies into indefensible groups than help out a traitor.”

Special Art / Objects

None of note. Lots of death.

Special Sound Effects

None of note.

Additional Comments

It should not take long for the player to figure out that there is no way to win this one. He should basically get his ass kicked as soon as he launches.

Additional Comments:

If you killed the Cats, this is your chance to Redeem yourself.

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IF you killed cats this is your
chance to Redeem yourself...