

## Wing Commander Prophecy Series Overview

### Series : H

#### Series Objectives / Description

##### SERIES H: SUMMARY

The alien armada has occupied and fortified all systems less than two direct jumps from Kilrah in an attempt to keep Confed away from the Wormhole Gate and their main battle fleet.

Over the course of several missions, the Midway must make it through the Kilrah jump point to close the Gate. Confed uses its newly gained weapons and technology to destroy the increasing number of aliens they encounter.

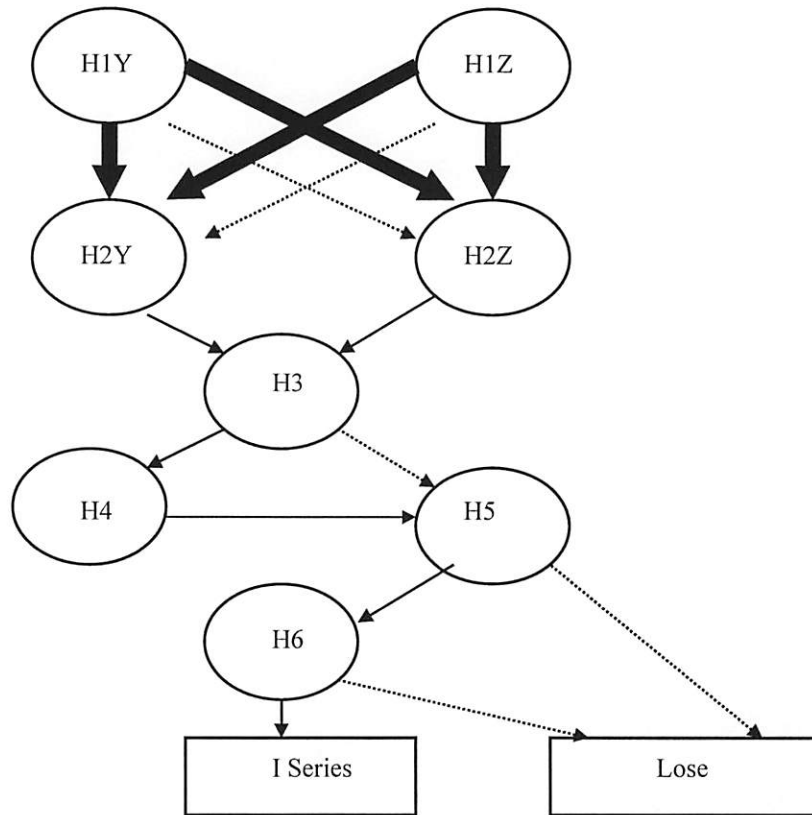
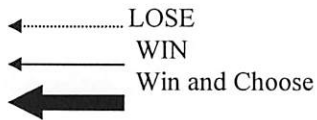
One new technical advantage will be presented and tested in each mission before the jump point battle. Said advantages will come in the form of improved shields and missiles.

The last mission will give Confed the opportunity to test a powerful new anti-ship technology (Confed's version of the Alien Ship Killer's Plasma Weapon.) A makeshift version of this device will be attached to the Midway to give it a fighting chance on its final run to the Wormhole Gate.

As the Midway gets to the jump point she will be met with the strongest force of the Series, including one or more alien aces. The Midway will fire her new Plasma Weapon and destroy the alien fleet. After that, a few aces and a number of enemy star ships will make a retreat through the jump point to help strengthen the force that waits on the other side.

DL  
is  
H3

## Mission Flowchart / Tree



## Mission H1Y Objective

### Mission Type:

Wild Weasel

### Mission Objectives –

Player chooses to fly a Vampire as a Wild Weasel against carrier based defenses to soften up the carrier for bomber torpedo run carried out by accompanying Devestators. Devestators ultimately complete the mission but with players help from Wild Weasel role.

- Follow assigned nav route.
- Destroy 75% of the turrets on the carrier.
- Wait for bombers to complete mission.
- Return to the Midway.

### Complete success –

Choose between Mission H2Y and H2Z, receive praise

### Complete failure –

Must fly Mission H2Z, receive scorn

**Eject –**  
Eject VO.

**Die –**  
Run scene #.

**What's new:**

- First time to fly a vampire.

**Electrifying events in the Mission:**

- Insert

### **Mission H1Z Objective**

**Mission Type:**  
Anti-ship/Bomber

**Mission Objectives –**  
Same as MISSH1Y except the player has chosen to play the role of the bomber in a Devestator and will get help from accompanying Wild Weasel Vampires against the carrier based defenses.

- Follow assigned nav route
- Wait for Wild Weasels to request Torpedo run
- Destroy enemy carrier
- Return to the Midway

**Complete success –**  
Choose between Mission H2Y and H2Z, receive praise

**Complete failure –**  
Must fly Mission H2Y, receive scorn

**Eject –**  
Eject VO.

**Die –**  
Run scene #.

**What's new:**

- First time to fly a devastator.

**Electrifying events in the Mission:**

- Insert

### **Mission H2Y Objective**

**Mission Type:**  
Strike/Patrol

**Mission Objectives** –

Player chooses or is forced to fly a Vampire in a fighter role to disrupt an alien mine laying operation in the path of the Midway.

- Follow assigned nav route
- Destroy 75% of the enemy mine layers and mines
- Return to the Midway

**Complete success** –

Go to mission H3, receive praise

**Complete failure** –

Go to mission H3, Midway may take some damage from mines at the beginning of H3

**Eject** –

Eject VO.

**Die** –

Run scene #.

**What's new:**

- First time to fly a vampire.
- First time to fly against an enemy minelayer.
- First time to see an alien minefield.

**Electrifying events in the Mission:**

- Insert

**Mission H2Z Objective**

**Mission Type:**

Anti-ship/Bomber

**Mission Objectives** –

Player chooses or is forced to fly a Devestator to remove a cruiser group that threatens a Confed reinforcement group.

- Follow assigned nav route
- Destroy cruiser group
- Return to the Midway

**In-flight Objective:**

Destroy the carrier hiding in the asteroids

**Success:**

- Receive additional praise, fight no additional fighters at the start of H3

**Failure:**

- Fight additional fighters at the start of H3

**Complete success** –

Go to mission H3, receive praise

**Complete failure** –

Go to mission H3, receive input on friendly casualties

**Eject** –

Eject VO.

**Die** –

Run scene #.

**What's new:**

- Insert

**Electrifying events in the Mission:**

- Insert

**Mission H3 Objective**

**Mission Type:**

Patrol/Recon

**Mission Objectives** –

Player flying a Vampire will lead a patrol to several nav points in the path of the Midway. Important recon info (enemy ship killer) to be gained in the mission as well as encounters with aces.

- Follow assigned nav route
- Gain ID on all enemy starships
- Sweep all areas of enemy fighters
- Return to the Midway

**Complete success** –

Go to mission H4

**Complete failure** –

Go to losing endgame

**Eject** –

Eject VO.

**Die** –

Run scene #. *Midway scene #197 + cred. 15*

*with crystal thingy*

**What's new:**

- Insert

**Electrifying events in the Mission:**

- Insert

**Mission H4 Objective**

**Mission Type:**

Anti-ship/Bomber

**Mission Objectives –**

Player flying a Devastator must destroy the enemy ship killer and as many of its support ships as possible.

- Follow assigned nav route
- Destroy the enemy ship killer
- Return to the Midway

**Bonus Objectives:**

- Destroy 75% of the enemy fighter cover
- Destroy 75% of remaining starships

**Success:**

- None of the remaining ships will be present in H6

**Failure:**

- Any remaining ships will be in mission H6

**Complete success –**

Go to mission H5

*Scene 135 139*

**Complete failure –**

Go to mission H5, ship killer will be in H6

*Its going to defend the Dreadnought*

**Eject –**

Eject VO.

*+ Condit + credits*

*H5 will be harder*

*Proximity*

**Die –**

Run scene #.



**What's new:**

- First time to encounter an intact Ship Killer.
- First time to destroy the Ship Killer.

**Electrifying events in the Mission:**

- Insert

**Mission H5 Objective**

**Mission Type:**

Carrier Defense

**Mission Objectives –**

Player flying a Vampire must repel and enemy attack on the alien plasma weapon mounted on the Midway.

- Protect the Midway
- Repel all enemy attacks
- Return to the Midway

**In-flight objectives:**

Player is told that the enemy is attacking the Midways ship killer weapon

- Protecting it has priority

**Success:**

- Go to mission H6

**Failure:**

- Go to losing endgame

**Complete success –**

Go to mission H6

**Complete failure –**

Go to losing endgame

**Eject –**

Eject VO.

*Proximity Mines/SAR+VO*

**Die –**

Run scene #.

*IF dest fleet scene #196  
IF haven't dest fleet; swarm midway + scene 197 (Jupiter Station)*

**What's new:**

- insert

**Electrifying events in the Mission:**

- Insert

**Mission H6 Objective**

**Mission Type:**

Anti-ship/Bomber

**Mission Objectives –**

Player flying a Devestator must attach a targeting disk to one of the enemy fleets inner starships so the Midway can fire its beam weapon and destroy most of the fleet.

- Follow assigned nav route
- Attach targeting disk to refueling transport in the middle of enemy fleet
- Return to the Midway

**Complete success –**

Go to I1

*starts NO STATS  
sc 142 HERO'S WELCOME*

**Complete failure –**

Will result in the destruction of the Midway, go to losing endgame

*DEAD MIDWAY SWARMED + 197*

**Eject –**

Eject VO.

*Proximity HS*

**Die –**

Run scene #.

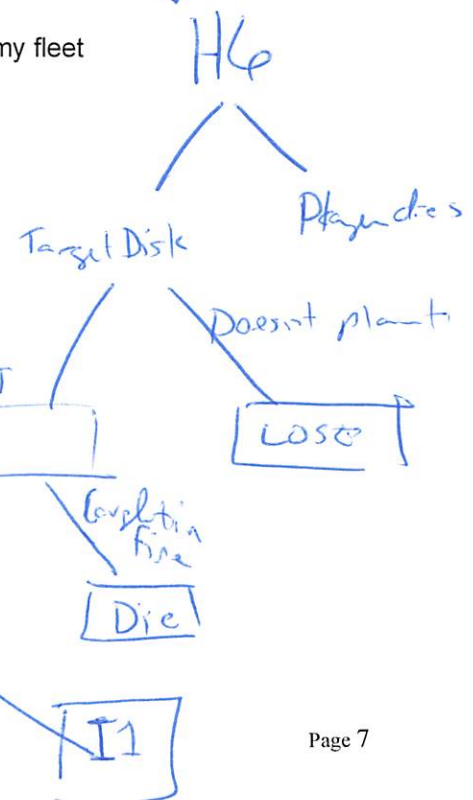
*Challenge to Destroy Midway (MISSION CHALLENGE)*

**What's new:**

- Midway uses its 'new' Plasma Weapon.
- Player 'plants' the tracer on the target.

*Same as HS Before Midway fires*

*Swarm midway + 197  
Die after 196*



### **Electrifying events in the Mission:**

- Insert

### **Series Losing Path**

The player should lose the game if he does not successfully repel the enemy attack on the beam weapon mounted on the Midway in MISSH5. Beyond that, the series can only be lost by allowing the destruction of the Midway. Also, if the player fails to attach the targeting disk in MISSH6 it will almost surely result in the destruction of Midway. Failures in both H5 and H6 could be handled with movies.

### **What's New in this Series (Springboards)**

First time for:

Player to fly Devastator and Vampire.

Ability to translate/understand some alien in-flight comm messages.

Midway to use Alien Anti-ship Plasma weapon.

Player to fly in Wolf Pack Squadron.

### **What's Being Built on in this Series**

Alien ship killer technology gained in series G is understood and used in this series



H

Overview



## **ICIS VOICE OVER:**

### **ICIS BEGINS**

CAG

The Eisen carrier group will clear a path to this jump point, allowing the Midway easy access to Kilrah. Where we will engage our new fully operational plasma weapon on the gate, stopping the invasion force in their tracks. Your first target, however, will be this enemy carrier. And though it doesn't pose an immediate threat to the Midway, it could hinder the Eisen group which is heading its way.

ON HIS ICIS: Casey is given a choice of flying a Vampire with Wild Weasel loadout or a Devastator in bomber role.

#### **If Player chooses fighter:**

CAG

(VO)

Lieutenant Casey's wing will move in before the bombers. After eliminating the carrier's defenses, assist Bravo Flight in removing any remaining fighter cover. The Devastator wing will then make their torpedo run and finish the job.

#### **If Player chooses bomber:**

Need text for this...

### **BRIEFING DISMISSAL:**

RACHAEL

Sir?

CAG

Yes. You have something to add.

RACHAEL

Yes, Sir.

(to the pilots)

Thanks to the specs that we pulled off of one of the Enemy interceptors, we are working to outfit your fighters with new, modified shields and missiles. They'll be ready as soon as they have been tested.

CAG

Good work..But remember, we may not have the time to fully test these new

modifications. We may need them at  
once. 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 - MISSIONS (H1Y) AND (H1Z)

BEGIN on the main screen and dramatic SCENES from the  
Prologue.. the opening of the Wormhole... the Ship Killer  
destroying the Deveraux, etc.

CAG (OS)

These images were downloaded from a recently recovered  
distress beacon.

PULL BACK to INCLUDE the CAG, Rachel, and Finley. All our  
surviving pilots are present and listening intently.

CAG (CONT)

As you can see, the aliens  
have invaded our space via  
an artificially created  
Wormhole Gate. But we  
think we can stop them.

FINLEY

With the information we  
downloaded from the data  
banks of the captured Ship  
Killer we plan to build our  
own plasma weapon --

RACHEL

Powerful enough to destroy the Gate.

An excited response from the assembled pilots. Then the CAG  
taps her remote. A GRID MAP of the system comes up.

CAG

The plan is straightforward. The Eisen carrier group will  
clear a path to this jump point, allowing the Midway easy  
access to Kilrah.

RACHEL

Where our new Plasma Weapon will smash the gate and stop the  
alien invasion in its tracks.

FINLEY

What's more, as soon as they're fully tested, your fighters will have new shields and missiles.

RACHEL

Thanks to the aliens. We culled the specs from one of their interceptors.

The CAG taps her remote once more. On screen, ICONS and GRID MAP match her briefing:

CAG

Our first target will be this enemy carrier. It doesn't pose an immediate threat to the Midway but it could hinder the Eisen group which is headed its way. 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.

-----

### Mission Win / Lose Effects

**Success occurs upon the destruction of the carrier at Nav 2.**

If the player wins this mission he will be allowed to choose ships again next mission.

If the player fails this mission he will be forced to fly "the other ship" and will be reminded in the debriefing and/or briefing of next mission that his failure cost Confed reinforcements in a big way.

### Wingman / Ship Notes

#### Wild Weasel Group

**Squadron:** Wolf Pack  
**Fighter:** Vampire with Wild Weasel load out

**Alpha Flight Leader** Player

Wingman                    Maestro  
Wingman                    Stiletto  
Wingman                    Red Shirt

**Bomber Group**

**Squadron:**                    **Wolf Pack**  
**Fighter:**                    **Devestator with torpedo load out**

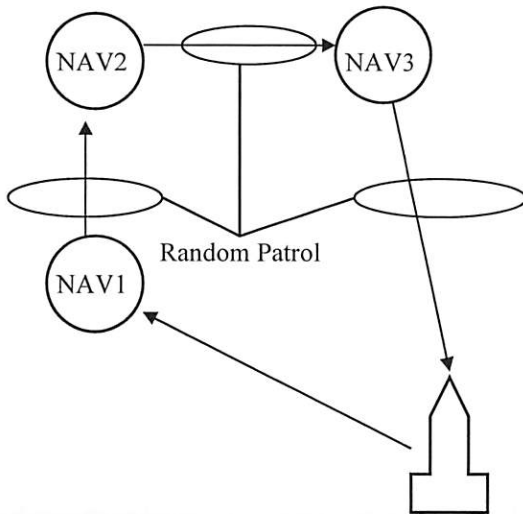
**Bravo Flight Leader**    **Spyder**  
Wingman                    Redshirt  
Wingman                    Redshirt  
Wingman                    Redshirt

**Fighter Escort Group**

**Squadron:**                    **Black Widows**  
**Fighter:**                    **Panthers with fighter load out**

**Charlie Flight Leader**    **Maniac**  
Wingman                    Redshirt  
Wingman                    Redshirt  
Wingman                    Redshirt

## Mission Map



## Mission Outline

### PRIMARY OBJECTIVES:

The flight group must travel the designated nav points and return to the Midway. The Alien carrier is located at Nav2. The players wing will move in before the bombers with half of the fighter support. **The player must remove 75% of the turrets for success.** The CONFED bombers will not move in until this is accomplished. **Even though the player will not personally destroy the carrier, it is the ultimate goal of the mission and must occur for success.**

### BONUS OBJECTIVES:

After rendering Starship defenses harmless the players wing will assist the Panthers from Black Widows squadron in removing the remaining enemy fighter cover. **75% of the enemy fighters must be destroyed for success.**

Special notes...

### Random Patrol Note:

These are areas in between nav points that will randomly contain enemy patrols.

## Nav Points

**LAUNCH:** Midway, 4X Vampire (CAP), 4X Vampire(includes player), 4X Devestator, 4X Panther  
**Objective:** Fly to Nav 1.

**NAV1:** Clear  
**Objective:** Fly to Nav2. Destroy 75% of the enemy carriers turrets

Random Patrol Encounter

**NAV2:** Alien Carrier, 4X Alien Interceptor, 2X Shield Killer, Fighter Cluster  
**Objective:** Destroy 75% of the enemy carriers turrets. Fly to Nav 3.

Random Patrol Encounter

**NAV3:** Clear

**Objective:** Return to the Midway.

Random Patrol Encounter

**LANDING:** Midway, 4X Vampire (CAP), Player and remainder of flight group

**Objective:** Land on the Midway

#### Communication Events

**Launch:**

**Nav1:**

**Nav2:**

After player has removed 75% of the turret defenses:

**Friendly Bomber:** "Good work. Now commencing torpedo run."

**Nav3:**

**Landing:**

Success debriefing: "Nice work, sir. That new ship must fit you like a glove."

Failure debriefing: "Tough luck, sir. Confed reinforcements are taking heavy losses from those bombers."





## **ICIS VOICE OVER:**

### **ICIS BEGINS**

CAG

The Eisen carrier group will clear a path to this jump point, allowing the Midway easy access to Kilrah. Where we will engage our new fully operational plasma weapon on the gate, stopping the invasion force in their tracks. Your first target, however, will be this enemy carrier. And though it doesn't pose an immediate threat to the Midway, it could hinder the Eisen group which is heading its way.

ON HIS ICIS: Casey is given a choice of flying a Vampire with Wild Weasel loadout or a Devastator in bomber role.

#### **If Player chooses fighter**

CAG

(VO)

Lieutenant Casey's wing will move in before the bombers. After eliminating the carrier's defenses, assist Bravo Flight in removing any remaining fighter cover. The Devastator wing will then make their torpedo run and finish the job.

#### **If Player chooses bomber:**

Need text for this...

### **ICIS ENDS**

## **BRIEFING DISMISSAL:**

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Sir?

CAG

Yes. You have something to add.

RACHAEL

Yes, Sir.

(to the pilots)

Thanks to the specs that we pulled off of one of the Enemy interceptors, we are working to outfit your fighters with new, modified shields and missiles. They'll be ready as soon as they have been tested.

CAG  
Good work..But remember, we may not  
have the time to fully test these new  
modifications. We may need them at  
once. Dismissed

**BRIEFING ENDER:**

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out, or it may be a conditional MANIAC ☒ You did well, my  
boy.☒

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INT. MIDWAY - BRIEFING ROOM - MISSIONS (H1Y) AND (H1Z)

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**LANDING START:**

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**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.

-----

**Mission Win / Lose Effects**

**Success occurs upon the destruction of the carrier at Nav 2.**  
If the player wins this mission he will be allowed to choose ships again next mission.

If the player fails this mission he will be forced to fly "the other ship" and will be reminded in the debriefing and/or briefing of next mission that his failure cost Confed reinforcements in a big way.

**Wingman / Ship Notes**

**Bomber Group**  
**Squadron:**                      **Wolf Pack**

**Fighter:** Devestator with torpedo load out

**Alpha Flight Leader** Player  
Wingman Maestro  
Wingman Stiletto  
Wingman Red Shirt

**Wild Weasel Group**

**Squadron:** Wolf Pack  
**Fighter:** Vampire with Wild Weasel load out

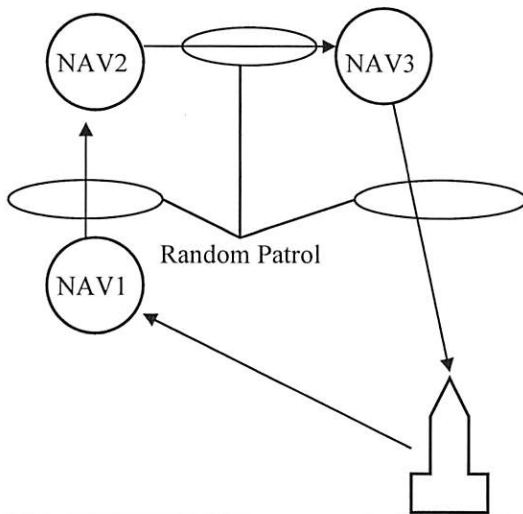
**Bravo Flight Leader** Spyder  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

**Fighter Escort Group**

**Squadron:** Black Widows  
**Fighter:** Panthers with fighter load out

**Charlie Flight Leader** Maniac  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

## Mission Map



## Mission Outline

### **PRIMARY OBJECTIVES:**

The flight group must travel the designated nav points and return to the Midway. The players target is the Alien carrier is located at Nav2. A Vampire Wild Weasel wing will remove 75% of the turrets to make it easier on the player and other bombers. The players wing will move in for the Torpedo run after getting the signal from the Vampire wing. **The player must destroy the carrier for success.**

### **Random Patrol Note:**

These are areas in between nav points that will randomly contain enemy patrols.

## Nav Points

**LAUNCH:** Midway, 4X Vampire (CAP), 4X Vampire, 4X Devestator(includes Player), 4X Panther  
**Objective:** Fly to Nav1.

**NAV1:** Clear  
**Objective:** Fly to Nav2.

Random Patrol Encounter

**NAV2:** Alien Carrier, 4X Alien Interceptor, 2X Shield Killer, Fighter Cluster  
**Objective:** Wait for signal and then destroy carrier. Fly to Nav3

Random Patrol Encounter

**NAV3:** Clear  
**Objective:** Return to the Midway

Random Patrol Encounter

**LANDING:** Midway, 4X Vampire (CAP), Player and remainder of flight group  
**Objective:** Land on the Midway

## Mission H1z VDUs

EXT. MISSION H1Z

132

Standard launch. The CAG contacts us via VDU;

The CAG and Anderson at his console.

CAG

(VO)

AS soon as Lieutenant Casey, gets word from Bravo Flight, he will make his torpedo run against the enemy carrier.

### Launch:

### Nav1:

### Nav2:

After Vampires have removed defenses:

**Friendly Vampire:** "You are clear to deliver the goods, (player rank or call sign)."

### Nav3:

### Landing:

Success debriefing: "Nice work, sir. That new ship must fit you like a glove."

Failure debriefing: "Tough luck, sir. Confed reinforcements are taking heavy losses from those bombers."

**Wing Commander Prophecy  
Mission Specification**

Mission : MISSH2Y

**Description / Choreography**

**SHORT DESCRIPTION**

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**BRIEFING START:**

**Pre-Mission H2y**

**Pre-Mission H2z**

INT. MIDWAY BRIEFING ROOM MISSIONS (H2Y) & (H2Z)

133

CAG

Come on in and get seated, people.  
We have lots to cover- and not much  
time. Check your ICIS.

Casey looks down.

**ICIS VOICE OVER:**

**ICIS BEGINS**

CAG

This is a two pronged attack. A  
flight of Devastators with fighter  
cover will assist in the destruction  
of an enemy cruiser group. At the  
same time, a flight of Vampires will  
disrupt an alien mine laying  
operation.

CAG

(VO)

Lieutenant Casey's wing will  
rendezvous with a Wild Weasel flight  
from the Eisen group. He will  
proceed from there directly to the  
designated nav point and to his  
target.

**ICIS ENDS**

**BRIEFING DISMISSAL:**

CAG

Understood? 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 - MISSIONS (H2Y) & (H2Z)

The CAG handles this briefing alone.

CAG

This is a two-pronged attack. A flight of Devastators with fighter cover will assist in the destruction of an enemy cruiser group. At the same time, a flight of Vampires will disrupt an alien mine laying operation. 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.

-----

**Mission Win / Lose Effects**

Success occurs upon the destruction of 75% of the mine layers and mines.

Failure in this mission may result in the Midway taking some damage in the next mission. Failure in this type of mission is almost always due to player death.

**Wingman / Ship Notes**

Fighter Group

Squadron: Wolf Pack

**Fighter:**

**Vampire with fighter load out**

**Alpha Flight Leader**

**Player**

Wingman

Maestro

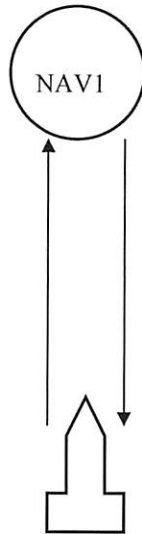
Wingman

Red Shirt

Wingman

Red Shirt

## Mission Map



## Mission Outline

### **PRIMARY OBJECTIVES:**

The players wing must fly to Nav 1 some distance ahead of the Midway. The player arrives to see many mine layers just starting their work. **The player will have destroy 75% of the mine layers and mines.** When finished, his wing will return to the Midway for a landing.

### **BONUS OBJECTIVES:**

**75% of the enemy fighter cover must be destroyed.**

Special notes...

## Nav Points

**LAUNCH:** Midway, 4X Vampire (CAP), 4X Vampire(includes player)

**Objective:** Fly to Nav1.

**NAV1:** 10X Alien Mine Layers, ??# Alien fighter cover TBD.

**Objective:** Destroy 75% of the enemy mine layers and mines. Return to the Midway.

**LANDING:** Midway, 4X Vampire (CAP), Player and remainder of flight group

**Objective:** Land on the Midway.

## Communication Events

**Launch:**

**Nav1:**

**Landing:**

Success debriefing: "Nice job clearing our path. You are cleared to land."

Failure debriefing: "Are their mine layers that tough? Hope they didn't lay enough to put this ship down"

**Wing Commander Prophecy  
Mission Specification**

Mission : MISSH2Z

NOTES:

Needs a unique ICIS briefing.

**Description / Choreography**

**SHORT DESCRIPTION**

-----

**BRIEFING START:**

**Pre-Mission H2y**

**Pre-Mission H2z**

INT. MIDWAY    BRIEFING ROOM    MISSIONS (H2Y) & (H2Z)

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INT. MIDWAY - BRIEFING ROOM - MISSIONS (H2Y) & (H2Z)

The CAG handles this briefing alone.

CAG

This is a two-pronged attack. A flight of Devastators with fighter cover will assist in the destruction of an enemy cruiser group. At the same time, a flight of Vampires will disrupt an alien mine laying operation. 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 H2z**

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE 135

The CAG approaches a downbeat Casey.

CASEY  
I missed my shot at those cruisers.  
Sorry, sir.

CAG  
I know you did your best... but the bad news is those cruisers are now hitting the Eisen.

CASEY  
How hard?

CAG  
Hard enough. You'll have to do  
better next time.

The CAG walks off; leaving CASEY to ponder her words.

---

#### **Mission Win / Lose Effects**

**Success occurs upon the destruction of both cruisers at Nav2.**

Greater success can be gained if the player decides to destroy the carrier hiding in the asteroids.

If the player fails this mission he will be reminded in the debriefing and/or briefing of next mission that his failure cost Confed reinforcements in a big way.

If the player does not destroy the carrier, MISSH3 will be more difficult do to these ships attacking the Midway at the start of the mission.

#### **Wingman / Ship Notes**

##### **Bomber Group**

**Squadron:** Wolf Pack  
**Fighter:** Devestator with torpedo load out

**Alpha Flight Leader** Player  
Wingman Maestro  
Wingman Red Shirt  
Wingman Red Shirt

##### **Fighter Escort Group**

**Squadron:** Wolf Pack  
**Fighter:** Panther with fighter load out

**Bravo Flight Leader** Stiletto  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

##### **Paladin? Wild Weasel Group**

**Squadron:** Lorain?  
**Fighter:** Vampires with Wild Weasel load out

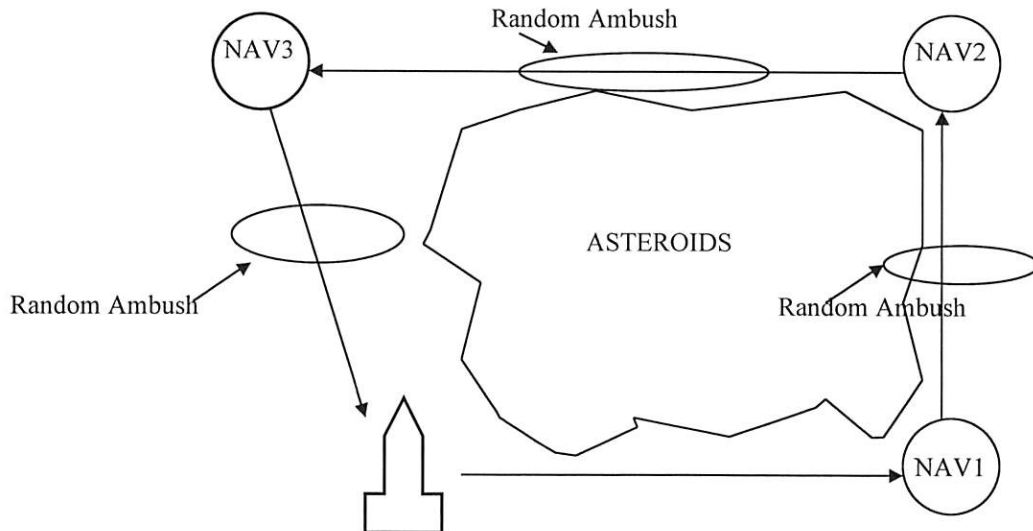
**Charlie Flight Leader** Redshirt  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

##### **Paladin? Fighter Escort Group**

**Squadron:** Lorain?  
**Fighter:** Panthers with fighter load out

Delta Flight Leader	Redshirt
Wingman	Redshirt
Wingman	Redshirt
Wingman	Redshirt

### Mission Map



### Mission Outline

#### PRIMARY OBJECTIVES:

The players flight group must meet up with the wild weasel flight group at Nav 1. This combined group should immediately proceed to Nav 2. The wild weasel group will make their run and signal the players group when they have destroyed 75% of the turrets on both cruisers. **The player must destroy both (100% of the) cruisers for success.**

#### MID-FLIGHT OBJECTIVES:

During the Torpedo runs on the cruisers, one of the fighter cover pilots will be lured into the asteroids and will discover a carrier. The player will be told about this and have an opportunity to take the carrier out if he wants. **The player must destroy the carrier for success. Another secondary objective is to destroy 75% of the fighters flying from this carrier.** When the work is complete at this Nav point the Players group will split from the Confed reinforcement Wild weasel group and return to the Midway via Nav 3.

#### Random Ambush Note:

These are areas in between nav points that will randomly contain enemy fighters ambushing from the carrier in the asteroids.

### Nav Points

**LAUNCH:** Midway, 4X Vampire (CAP), 4X Tigershark, 4X Devestator(includes Player)

**Objective:** Rendezvous with Wild Weasel group at Nav1.

**NAV1:** Reinforcement Wild Weasel group - TBD

**Objective:** Fly to Nav2.

#### Random Ambush Encounter



NAV2: 2X Alien Cruiser, Fighter cover TBD

**Objective:** Wait for signal and then destroy both cruisers. Fly to Nav3

**Mid-flight Objective:** Destroy carrier in asteroids **OR** Fly to Nav3

In the asteroids: Alien Carrier holding fighters TBD

### Random Ambush Encounter

NAV3: Clear

**Objective:** Return to the Midway.

### Random Ambush Encounter

**LANDING:** Midway, 4X Vampire (CAP), Player and remainder of flight group

**Objective:** Land on the Midway.

## Communication Events

### Mission H2z VDUs

EXT. MISSION (H2Z)

134

WILD WEASEL GROUP LEADER - VDU  
Let's hit it.

#### **Launch:**

**Nav1:**

**Nav2:**

After Wild Weasels have removed defenses:

**Friendly Wild Weasel:** "You can bring in the torpedoes anytime."

When the last Cruiser goes down:

**Any Friendly:** "Sir, there is a carrier hiding in the asteroids. Whats your call?"

Player then has chance to responds: "Lets take it out" or "I don't have enough left, lets head home".

**Nav3:**

#### **Landing:**

Success debriefing: "Nice work. You are cleared for landing."

Extra success debriefing: As above plus: "Yada Yada Yada good work on the carrier"

Failure debriefing: "We've lost communications with the reinforcements in this area. Better luck next time.

Commence landing procedure."

## Special Art / Objects

### 1. Asteroids

**Wing Commander Prophecy  
Mission Specification**

Mission : MISSH3

NOTES:

Needs a minefield from H2y and z that the Midway will hit?

Must find Ship Killer Data at Nav 2.

No aces in mission.

Rachael special debriefing attaboy for WIN!

H4 gets harder if you didn't destroy all ships.

More VDUs.

**Description / Choreography**

This mission contains the fourth of the SEVEN Enemy Aces.  
Perhaps the ICIS will reflect this? bjc

---

**BRIEFING START:**

**Pre-Mission H3**

INT. MIDWAY    BRIEFING ROOM    MISSION (H3)

136

CAG

Quickly. Please be seated. Pilots,  
check your ICIS.

Casey looks down

**ICIS VOICE OVER:**

**ICIS BEGINS**

CAG

Lt. Casey will lead a wing of Vampire  
ahead of the Midway. His objective  
will be to destroy as many of the  
enemy as possible—but to then  
withdraw.

**ICIS ENDS**

**BRIEFING DISMISSAL:**

CAG

This should serve as our first chance  
to use our new modified missile load  
out. They should track better and

deliver a heavier punch, but don't be surprised if they are bit more erratic. As, we feared, we haven't had enough time to fully test them. 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 (H3)

The CAG and Finley conduct this briefing.

CAG

Lieutenant Casey, you will lead a wing of Vampires ahead of the Midway. Destroy as many enemy as possible, then withdraw.

Finley steps forward.

FINLEY

This mission will serve as our first chance to use missiles modified with alien technology. They should track better and carry a heavier punch. But don't be surprised if their performance is... erratic. We haven't had time to test them properly.

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:**

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

---

<b>Mission Win / Lose Effects</b>
-----------------------------------

Success is gained by hitting all nav points in order, removing as many enemy as possible, gaining targeting confirmation of any enemy Starships and return to the Midway in one piece.

Failure will occur if the player does not hit intercept 2 and gain target confirmation on the ship-killer and its group. Since most players will hit all nav points in the correct order, failure will most likely come from player death.

#### Wingman / Ship Notes

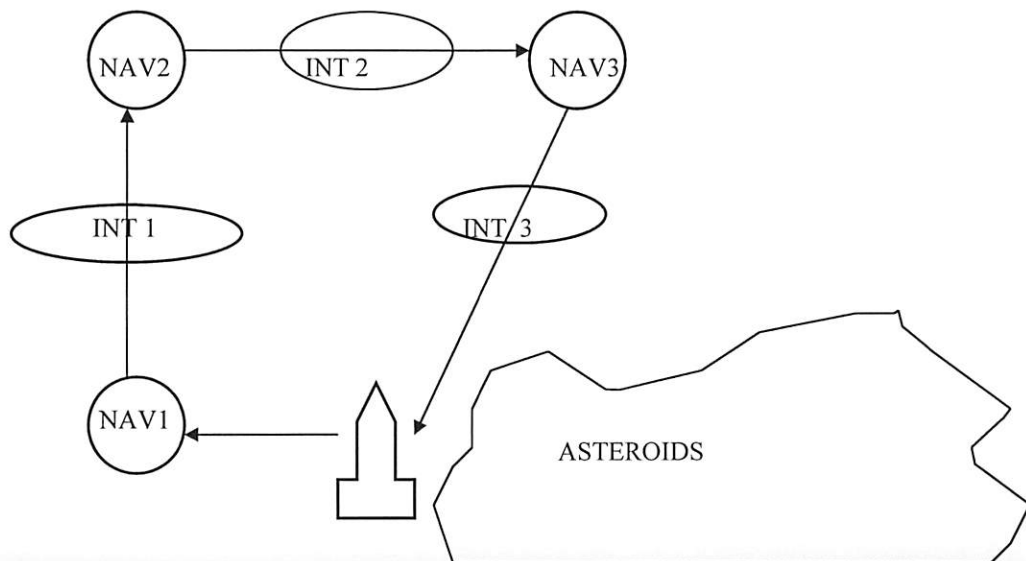
##### Fighter Group

Squadron: Wolf Pack  
Fighter: Vampire with Fighter load out

Alpha Flight Leader Player  
Wingman Maestro  
Wingman Red Shirt  
Wingman Red Shirt

Players wing consists of 4 Vampires with fighter loadout which has conventional weapons replaced with alien tech modified missiles. These missiles track better and do more damage but still have some glitches. When they work right they work really good.

#### Mission Map



#### Mission Outline

##### PRIMARY OBJECTIVES:

The player will fly to the 3 nav points, **destroy 75% of the enemy fighters encountered** and return to the Midway. If the player flew H2Z and did not destroy the carrier in the asteroids, he will have to fight some incoming fighters from the asteroids at the beginning of the mission. At intercept 2 the player will encounter 1 of the enemy aces and will see a ship killer and supporting ships pulling out in the direction of the jump point. **Seeing the ship killer will effectively complete another primary objective because the player should report this info in gameflow and/or debriefing.** The player will encounter 4 aces at nav 3 but 2 of them will immediately escape into the asteroids to fight another day.

[I think the extra aces at Nav 3 may be a bit much. bjc]

## Nav Points

**LAUNCH:** Midway, 4X Vampire (CAP), 4X Vampire (includes Player)

If Player flew MISSH2Z and did not take out carrier add:  
(4X TBD), (4X TBD) which attack Midway fighter cover.

**Objective:** Fly to Nav1. Sweep area.

**NAV1:** Clear

**Objective:** Sweep area. Fly to Nav2.

**Intercept 1:** Enemy fighters TBD

**NAV2:** Clear

**Objective:** Sweep area. Fly to Nav3

**Intercept 2:** Ship Killer, Supporting Starships TBD, 1X Ace in ships TBD, 2X Shield Killer 2X Armor Killer

**NAV3:** Clear

**Objective:** Sweep area. Return to the Midway

**Intercept 3:** 4X Ace in ships TBD, 4X TBD

Note: 2 aces will escape into the asteroids as soon a battle begins.

[Please remove these aces. Thanks! bjc]

**LANDING:** Midway, 4X Vampire (CAP), Player and remainder of flight group

**Objective:** Land on the Midway.

## Communication Events

### Mission H3 VDUs

EXT. MISSION H3

137

ANDERSON-VDU

We're picking up a signature wave that matches of the alien technology. Commander Finley thinks that you may have tracked that other Ship Killer. Stand by.

FINLEY-VDU

That's it. We're downloading your data now, Lieutenant. Good job.

FINLEY-VDU (Cont'd)

This may give us the advantage that we need.

#### Launch:

If Player flew MISS2Z and did not take out carrier:

“Sir, please wait on current mission and help remove fighters emerging from the asteroids.”

After fighters are destroyed:  
"You may proceed with original mission."

**Nav1:**

**Nav2:**

**Nav3:**

**Landing:**

Success debriefing: "Heard you got to play with an ace. I'm receiving your data on the ship killer. You are cleared to land."

Failure debriefing: "Those enemy aces are tough. Better luck next time. You're cleared to land."

H3

see ship killer ✓

Rachael Speer f Atkinson Good Job for (WIN) ✓

A4 gets harder if you didn't destroy all ships ✓

More VDUs ✓

**Wing Commander Prophecy  
Mission Specification**

Mission : MISSH4

NOTES:

Ship Killer survives to H6 if you don't kill it.

**Description / Choreography**

-----

**BRIEFING START:**

**Pre-Mission H4**

INT. MIDWAY BRIEFING ROOM MISSION (H4)

138

CAG

Quickly, let's get started. Thanks to Lt. Casey and Lt. Commander Finley we have found something new...Check your mission profiles.

Casey looks down.

**ICIS VOICE OVER:**

**ICIS BEGINS**

CAG

We have uncovered an intact and very dangerous ship killer. She and her support group must be neutralized. Lt. Casey's Alpha flight will lead the attack, supported by a wing of Vampires with Wild Weasel loadout.

**ICIS ENDS**

**BRIEFING DISMISSAL:**

FINLEY

Also this will be the first chance for you to use your newly modified shields. Let's hope that they are more reliable than the missiles.

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 (H4)

BEGIN on the main screen and an IMAGE of the Ship Killer that Casey encountered in the previous mission. Escort vessels are also in evidence.

CAG (OS)

There she is, people. The Midway's greatest challenge so far...

PULL BACK TO INCLUDE the CAG and Finley as they brief a room full of tense pilots.

CAG (CONT)

... an intact and very dangerous Ship Killer. She and her support group must be neutralized. Lieutenant Casey, your Alpha flight will lead the attack, supported by a wing of Vampires with Wild Weasel loadout.

FINLEY

Also, this will be the first test of your new shields modified with the alien technology...

A rumble of discontent from the assembled pilots.

FINLEY (CONT)

... hopefully the new shields will be more reliable than the missiles. 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 H4

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

139

Stiletto approaches a tired Casey.

STILETTO

Killing a Ship Killer - I'm beginning to believe your press.

CASEY

Is there a compliment buried in there somewhere?

STILETTO

Maybe.

CASEY

Talk about faint praise.

STILETTO

Hey, you want a cheering section, switch to baseball.

She walks off, leaving Casey alone, almost smiling to himself.

---

### Mission Win / Lose Effects

Success occurs upon the destruction of the ship killer. Further success is recognized by destroying any additional enemy in the group.

Failure occurs by returning to the Midway without destroying the ship killer.

Regardless of the outcome, all or most of the remaining enemy ships will be a problem in MISSH6.

### Wingman / Ship Selection Notes

#### Bomber Group

**Squadron:** Wolf Pack  
**Fighter:** Devestator with torpedo load out

**Alpha Flight Leader** Player  
Wingman Maestro  
Wingman Red Shirt  
Wingman Red Shirt

#### Wild Weasel Group

**Squadron:** Wolf Pack  
**Fighter:** Vampire with Wild Weasel load out

**Bravo Flight Leader** Spyder  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

**Paladin Fighter Assistance Group**

**Squadron:** Lorain?  
**Fighter:** Vampires with fighter load out

**Charlie Flight Leader** Redshirt  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

**Mission Map**



**Mission Outline**

**PRIMARY OBJECTIVES:**

The players wing and escort must proceed directly to the position of the ship killers group and destroy the ship killer. Vampires from another carrier will arrive to assist near the end of the mission. These pilots will return to Midway where they will stay on as pilots to serve in future missions.

**BONUS OBJECTIVES:**

Destroy 75% of the enemy fighter cover.  
Each additional starship destroyed counts as a bonus objective.

Special notes...

**Nav Points**

**LAUNCH:** Midway, 4X Vampire (CAP), 4X Vampire, 4X Devestator (includes player) 4X TBD  
**Objective:** Fly to target at Nav1.

**NAV1:** Ship Killer, Support ships as per MISSH4/intercept 2  
During battle 4X Vampire from another carrier show up to assist.  
**Objective:** Destroy enemy Ship Killer. Destroy additional ships if possible. Return to the Midway.

**LANDING:** Midway, 4X Vampire (CAP), Player and remainder of flight group

**Objective:** Land on the Midway.

#### Communication Events

**Launch:**

**Nav1:**

**Landing:**

Success debriefing: "Good work on that ship killer. You are cleared to land."

Failure debriefing: "Sounds like you went through hell. Looks like we're all about to with these odds. You're cleared to land."



A pleased reaction from the gathered pilots.

CAG  
That's it, people. 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 (H5)

A dramatic, tense session. The CAG, Finley, and the Captain are all present. As the pilots settle in their chairs, the Captain steps forward.

CAPTAIN  
Attention, people. We might finally be approaching the end of this thing. Commander?

The CAG taps her remote: ICONS appear on main screen.

CAG  
As the Midway nears the next jump point to Kilrah, she will be met by the strongest force we have yet encountered -- cap ships, fighters, bombers... and at least one or more of the enemy's top Aces.

CAPTAIN  
And their prime target will be the plasma weapon currently being installed on the Midway's bow.

FINLEY  
Luckily, your ships will have improved shields and missiles. We finally ironed out all the bugs.

A pleased reaction from the gathered pilots.

CAG  
That's it, people. Check your specs

**DESIGNER NOTE:**

The current planned alien tech are missiles that now work without glitches.

-----

**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.

-----

**Mission Win / Lose Effects**

**Success occurs upon repelling the final attack on Midways alien plasma weapon.**

Failure to prevent the beam weapon from being destroyed will result in the destruction of the Midway and losing the game.

**Wingman / Ship Notes**

**Fighter Defense Group**

**Squadron:** Wolf Pack  
**Fighter:** Vampire with fighter load out

**Alpha Flight Leader** Player  
Wingman Maestro  
Wingman Red Shirt  
Wingman Red Shirt

**Bravo Flight Leader** Spyder  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

**Point Defense Group**

**Squadron:** Black Widows  
**Fighter:** Wasps with standard load out

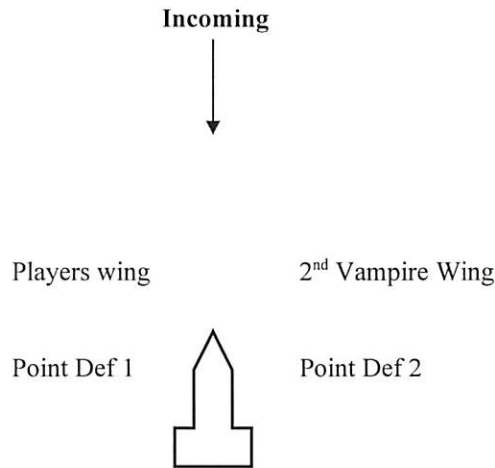
**Charlie Flight Leader** Redshirt  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

**Delta Flight Leader** Redshirt  
Wingman Redshirt

Wingman  
Wingman

Redshirt  
Redshirt

### Mission Map



### Mission Outline

#### **PRIMARY OBJECTIVES:**

The player will scramble to deal with incoming bombers. **The player must make sure that incoming enemy ships do not destroy the beam weapon on the Midway.**

#### **BONUS OBJECTIVES:**

**The player must destroy 75% of the enemy fighters.**

**The player must destroy 75% of the enemy bombers.**

**The player must shoot all of his new missiles (at targeted enemy) for research purposes.**

#### **Special notes...**

Destruction of the ship killer weapon on the Midway will cause the destruction of the Midway.

### Nav Points

**LAUNCH:** Midway, 4X Wasp, 4X Wasp, 4X Vampire, 4X Vampire(includes player)

**Objective:** Defend the Midway (Player does not know he is protecting the ship killer weapon specifically unless there is fiction I don't know of.)

**AFTER LAUNCH:** Aces in ships TBD, additional non-ace ships

**Note: the only Ace in the H series is in Mission H3. Please remove.**

**LANDING:** Midway, Player and remainder of flight group

**Objective:** Land on the Midway



## Communication Events

### **Launch:**

### **Landing:**

Success debriefing: "You saved our ass. You are cleared to land."

Failure debriefing: "We're in big trouble now. Cleared for landing."

**Wing Commander Prophecy  
Mission Specification**

Mission : MISSH6

NOTES:

Cruiser group = Cruiser (1); Destroyer (1); Transport (1); fighters. (Morays, clusters, the works.)

**Description / Choreography**

-----

**BRIEFING START:**

**Pre-Mission H6**

INT. MIDWAY    BRIEFING ROOM    MISSION (H6)

141

Blair and the CAG conduct this briefing.

BLAIR

Thanks to Lieutenant Casey's success in his last mission, we can now use our new plasma weapon to hit the enemy where it hurts. Commander?

Everyone applauds an embarrassed Casey. The CAG steps forward, almost smiling at him.

CAG

Yes, well done, but let's not celebrate too early. Now we have to work twice as hard, because they'll be twice as ready for us. We are very close now - we can't afford to be careless. Let's begin..

Casey looks down.

**ICIS VOICE OVER:**

**ICIS BEGINS**

CAG

All available fighters will escort the Midway to the Kilrah jump point and to the Enemy Battle group gathered there. Lt. Casey's objective will be to fly his way into the heart of the enemy force and plant a targeting disk on this transport. The Midway

will then be able to focus her new plasma weapon on the entire battle group...and then on to the Wormhole gate.

## ICIS ENDS

### BRIEFING DISMISSAL:

The pilots chatter to each other; excited and tense. The CAG addresses the group, but especially Casey.

CAG  
Stay focused. Good luck and good hunting.

### 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 (H6)

Blair and the CAG conduct this briefing.

BLAIR

Thanks to Lieutenant Casey's success in his last mission, we can now use our new plasma weapon to hit the enemy where it hurts.

Everyone applauds an embarrassed Casey. The CAG then taps her remote; a GRID MAP and ICONS appear on screen; in sync with her briefing.

CAG

All available fighters will escort the Midway to the Kilrah jump point and to the enemy battle group gathered there. Casey, your objective will be to fight your way into the heart of the enemy force and plant a targeting disc on this transport.

BLAIR

The Midway will then be able to focus her new plasma weapon on the entire battle group. The jump point will be cleared; then it's on to the Wormhole Gate.

The pilots chatter to each other; excited and tense.

CAG  
Check your specs. Good luck and good hunting.

-----

### 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 H6

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE

148

Where Casey receives a hero's welcome from Maestro, Stiletto, Rachel, Finley, the CAG, Blair, the Captain; all of our principal characters. We have a big party, screams of jubilation, as everyone hugs Casey; slaps him on the back. Ad lib congratulations all around.

Then it's just Blair and Casey. A heartfelt moment: Casey salutes him. Blair returns but, then offers him his hand.

RACHEL  
(OS)  
Look at this, everybody.

ANGLE ON RACHEL

Standing at the main screen where an IMAGE of the wrecked enemy fleet is visible.

RACHEL (CONT)  
The rats are running all the way back to Kilrah. A beautiful sight.

The crowd gathers around the screen; suddenly falling silent as they watch the shattered and battered ships - smolder adrift.

-----

### Mission Win / Lose Effects

Success occurs soon after the player attaches the targeting disk and the Midway fires the ship killer weapon.

Failure will almost surely occur if the player fails to attach the disk quickly enough. (time limit TBD)

**Wingman / Ship Notes**

**Bomber Group**

**Squadron:** Wolf Pack  
**Fighter:** Devestator with torpedo load out  
Player will have targeting disk in place of one torpedo

**Alpha Flight Leader** Player  
Wingman Maestro  
Wingman Red Shirt  
Wingman Red Shirt

**Bravo Flight Leader** Spyder  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

**Fighter Escort Group**

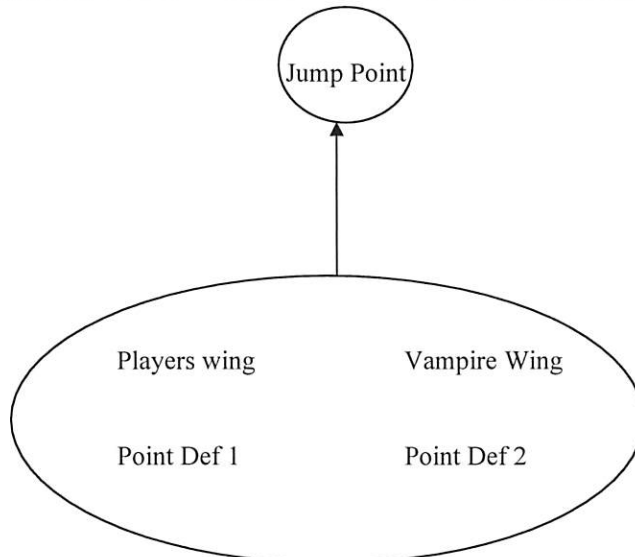
**Squadron:** Wolf Pack  
**Fighter:** Vampires with fighter load out

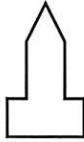
**Charlie Flight Leader** Redshirt  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

**Delta Flight Leader** Redshirt  
Wingman Redshirt  
Wingman Redshirt  
Wingman Redshirt

Players ship will be outfitted with targeting disk.

**Mission Map**





## Mission Outline

### **PRIMARY OBJECTIVES:**

The fighters listed at launch will escort the Midway to the jump point. Once there, **the player must break for the refueling transport in the middle of the group and attach the targeting disk** so that the Midway can fire its beam weapon and destroy most of the fleet. Once complete, the player will land and the Midway will go through the jump point.

## Nav Points

**LAUNCH:** Midway, 4X Vampire, 4X Vampire, 4X Vampire, 4X Devestator (includes player)

**Objective:** Escort the Midway to the jump point. Attach targeting disk to fuel transport in middle of enemy fleet.

**JUMP POINT:** As per above, most of remaining ships from MISSH4, Additional starships and fighters  
TBD

**LANDING at Jump Point:** Midway, Player and remainder of flight group

**Objective:** Land on the Midway.

## Communication Events

### **Mission H6 VDUs**

EXT. MISSION H6

143

FINLEY - VDU

Good work, Casey. Now get the hell out of there.

RACHEL - VDU

Fire when ready, Finley.

Finley almost smiles. Then she taps a console.

**Launch:**

**Landing:**

Success debriefing: "That was amazing, sir. You are cleared to land."