Wing Commander Prophecy
Series Overview

Series : I

Series Objectives / Description

SERIES I: SUMMARY

The Midway jumps to the Kilrah system to confront the first phalanx of the aliens' main battle fleet; along with those forces that made a successful retreat from the previous series.

In a sequence of exciting missions, the Midway destroys the remnants of the enemy starship group which jumped ahead of her. She also takes on the flagship of the alien fleet, a huge Dreadnought, and additional enemy aces.

The mission against the Dreadnought will consist of knocking out its anti-fighter turrets. This will allow a force of Marines under the command of Colonel Dekker to occupy the Command Center of the Wormhole Gate and close down its defensive systems; primarily the shields on its four Stabilizer Towers. As each Tower's shield goes down, Casey knocks them out.

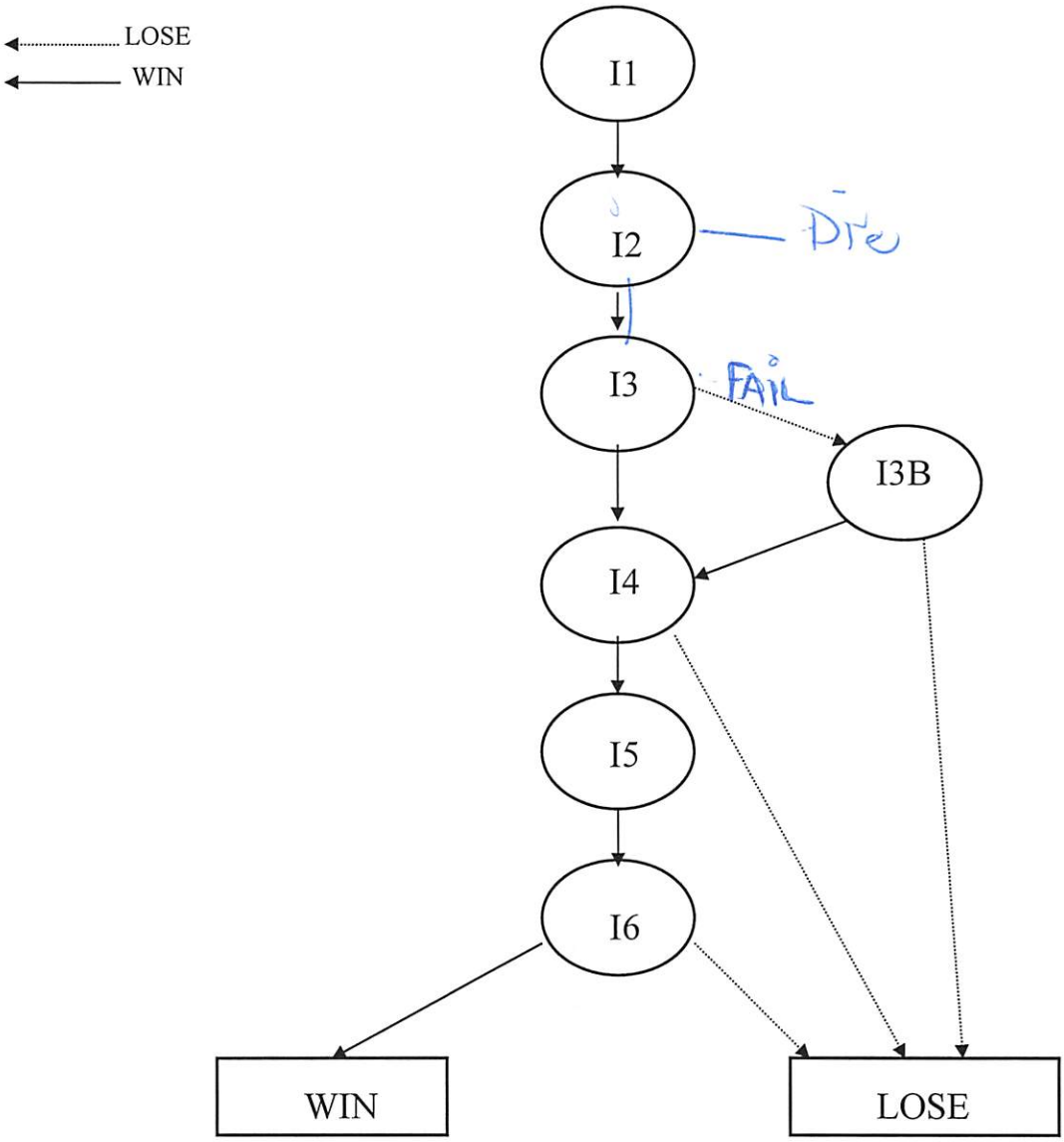
When the Marines get in serious trouble, Blair lands on the Command Center to save them and help deactivate the last Tower's shield.

All through this, a vast alien fleet is massing at the other end of the Wormhole. Just as the last Tower is knocked out, Blair is trapped in the Command Center and seemingly lost. But the Wormhole Gate is closed; cutting the Dreadnought in half just as it tries to pass through it.

We end with a bittersweet ending as the Midway's Captain eulogizes Blair to the assembled officers and crew. Maestro, Casey, and Stiletto stand together on the observation deck -- fully prepared to face the next great adventure.

They all know this has just been the beginning.

Mission Flowchart / Tree



Mission I1 Objective

Mission Type:
Bomber escort

Mission Objectives –
Player flying a Vampire as fighter cover for Devestators will attempt to destroy the fresh ships waiting on this side of the jump point while another group takes out the remnants from H6.

Mission Objectives:

- Escort bombers to fresh enemy starships
- Ensure that all starships are destroyed
- Return to the Midway

Mid-flight Objective:

- Escort bombers to the area containing bomber group 2
- Assist in the destruction of all remaining starships
- Return to the Midway

Success:

- Go to mission I2

Failure:

- Go to mission I2, ships not destroyed will show up in later mission repaired.

Complete success –
Go to mission I2

Complete failure –
Go to losing endgame

Eject –
Eject VO.

Die –
Run scene #.

What's new:

- Insert

Electrifying events in the Mission:

- Insert

Mission I2 Objective

Mission Type:
Carrier Defense/Scramble

Mission Objectives –
Player flying a Wasp will have to defend Midway from incoming long range missiles from the Dreadnought and then have to deal with bombers and fighters that slipped by unnoticed.

- Prevent the Midway from being destroyed
- Land on the Midway

Bonus Objectives:

- Destroy 75% of bombers
- Destroy 75% of the fighter cover

Complete success –
Go to mission I3

Complete failure –
Go to losing endgame MIDWAY SUMMONED + ENDGAME TO #197 Jupiter Station

Eject –

Eject VO. Proximity + Objective Dependent

Die –
Run scene #.

What's new:
- First time to encounter incoming Dreadnought missiles.

Electrifying events in the Mission:
- Insert

Mission I3(a) Objective

Mission Type:
Anti-ship/Bomber

Mission Objectives –
Player flying Devastator is assigned to remove supporting cruiser group while another group deals with another enemy starship group. Player will be called to assist second group.

- Fly to Nav 1
- Destroy all starships
- Return to the Midway

Mid-flight Objective:
- Fly to Nav 2
- Assist in the destruction of all starships
- Return to the Midway

Success:
- Go to mission I4

Failure:
- Go to mission I3B

Complete success –
Go to mission I3B unless mid-flight objective is successful, if so go to I4

Complete failure –
Go to losing endgame

Eject –
Eject VO.

Die –
Run scene #.

What's new:
- Insert

Electrifying events in the Mission:
- Insert

Mission I3b Objective

Mission Type:
Anti-ship/Bomber

Mission Objectives –
This mission is run if the player failed to complete I3. Player flying a Devestator will complete the last mission by destroying the second starship group from I3 while another group takes on yet another enemy starship group.

- Fly to nav 1
- Destroy all enemy starships
- Return to the Midway

13a

Complete success –
Go to mission I4

DON'T Destroy 1st Group / didn't destroy 2nd Group
MIDWAY SURRENDERED + 197 / I3b

Complete failure –
Go to losing endgame

Eject –
Eject VO.

13a+b

Die –
Run scene #. MIDWAY SURRENDERED + 197

13b → Midway Surrended + 197

What's new: → Proximity Aviator SAR Win/Lose
- Insert

Electrifying events in the Mission:
- Insert

Mission I4 Objective

Mission Type:
Wild Weasel

NO MORE SAR

Mission Objectives –
The player flying a Wild Weasel Vampire is assigned to remove the defenses from the Dreadnought. The players group will fly behind a group of large (anti-ship size) training missiles which will cause a distraction to the Dreadnoughts defenses.

- Follow training missiles to Nav 1
- Destroy 90% of the Dreadnought's turrets
- Return to the Midway

Complete success – Scene 163 + Pavo to I5
Go to mission I5

Complete failure – Partial Success Scene 164 + Pavo I5
Go to mission I5, must remove remaining percentage of turrets quickly at start of I5 to insure recon groups safety.

FAILURE MIDWAY SURRENDERED + 197

Eject –
Eject VO.

Die –
Run scene #. MIDWAY SWARMED +197

What's new:
- First time to destroy shield emitters on Dreadnought.
- First time to destroy launch bays on Dreadnought
- First time to destroy bridge on Dreadnought

Electrifying events in the Mission:
- Insert

Mission I5 Objective

Mission Type: NO MORE SAR
Anti-ship/Bomber

Mission Objectives –
The player flying a Devastator is assigned to destroy the Dreadnoughts engines and bridge while another group does recon on the wormhole gate. If the player failed to destroy 90% of the turrets in I4 he must finish the job at the start of this mission.

- Fly to Nav 1
- Destroy the Dreadnought's engines
- Destroy the Dreadnought's bridge
- Return to the Midway

Rachael Special

Complete success – STATS +
Go to mission I6

Complete failure – – MIDWAY SWARMED +197
~~Go to mission I6 unless recon group is destroyed,~~ go to losing endgame

Eject –
Eject VO. = ALIGN PICKUP MIDWAY SWARMED +197 I4 + I6 too

Die –
Run scene #.

What's new:
- First time to destroy engines on Dreadnought.
- First time to fully destroy an alien Dreadnought.

Electrifying events in the Mission:
- Insert

Mission I6 Objective

Mission Type: NO MORE SAR
Unique/Last mission in game

Mission Objectives – Special case briefing

The player flying a Vampire with fighter load out must escort marine shuttles to the command center inside the wormhole gate. Initial mission will fail and Blair will land to take over and lower shields on the last wormhole gate tower. The player must destroy these towers while dealing with a constant threat of enemy fighters and under time constraints to win the game.

- Escort marine shuttles to wormhole gate
- Destroy the stabilizing towers when possible
- Return to the Midway

Mid-flight Objectives:
- Withdraw to refueling ship area
- Wait for back-up
- Escort Blair to wormhole gate
- Destroy last tower when possible
- Return to the Midway

Success:
- Go to winning endgame

Failure:
- Go to losing endgame

Complete success –
Can only succeed at destroying 3 towers at this point, go to Mid-flight objective

Complete failure –
Go to losing endgame

Eject –
Eject VO.

Die –
Run scene #.

What's new:
- First time to see the worm hole
- First time to destroy worm hole towers
- First time to destroy the entire structure.
- You get the Terran Confed Medal of Honor at the end of the game.

Electrifying events in the Mission:
- Insert

Series Losing Path

This series can first be lost in MISSI3B and/or MISSI4 depending on the path the player takes. These missions involve removing support ships/defenses and are too important to fail. Go to losing endgame of massive force coming through wormhole gate.

The same results for MISSI6 (last mission) if the player does not take down the towers in time.

What's New in this Series (Springboards)

First time for:

Player to see and fly against the alien dreadnought.
Possibly improved ability to translate/understand some alien in-flight comm messages.
Player to see wormhole gate.
Chance to shut down the wormhole gate.

What's Being Built on in this Series

This series is the climax of the game and a culmination of all the player has learned since he started playing.

I

Overview

Wing Commander Prophecy
Mission Specification

Mission : MISSI1

NOTES:

Some ships went through the jump point earlier than the last attack (H6) and need to be 'mopped.'

Description / Choreography

BRIEFING START:

Pre-Mission I1

INT. MIDWAY BRIEFING ROOM MISSION (I1) 155

The pilots listen attentively as the CAG leads off the briefing. Blair stands by. Casey moves to his seat.

CAG
Okay, settle down. Let's get to work.

Blair enters and exchanges a tense moment with the CAG, as he sits among the pilots. She continues..

CAG
(CONT.)
We have lot's to do, and no time to do it. Check your ICIS

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

CAG
We will be moving into position to start the attack. So stand ready until the alert. Good luck.

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.▒

NO ICIS SCRAMBLE:

Mission I1 VDUs

EXT. MISSION I1 SCRAMBLE

157

INT. MIDWAY
CAG - VDU
Lieutenant Casey, the Dreadnought has launched flights of enemy bombers along with long range anti-ship missiles. Your primary job is to intercept the missiles. Then you must wipe out the bombers. Good luck.

INT. MIDWAY - BRIEFING ROOM - MISSION (I1)

The pilots listen attentively as the CAG leads off the briefing. Blair stands by.

CAG
Recon has discovered the aliens' main battle fleet is positioned between us and the Wormhole Gate. Their flag ship is a Dreadnought **TWO** miles long.

She taps her remote. A huge ALIEN DREADNOUGHT (closely attended by supporting carriers, fighters, and bombers) looms spectacularly into view on the main screen. As the pilots react, awe-struck, Blair steps forward.

BLAIR
Scanners indicate this fleet is gathering for a major counterattack. The Midway must knock them off balance before the enemy can mount an effective assault.

CAG
Lieutenant Casey's Alpha Flight will fly cover for a bomber group which will attack the lead elements of the fleet.

BLAIR
At the same time, an identical attack force will take on the remnants of the fleet that retreated from the last battle. Check your specs.

Designer notes: This mission is the first in a series designed to take on the enemy Tsunami Dreadnought. This mission in particular will do a little mopping up.

Some ships went through the jump point earlier than the last attack and need to be 'mopped.'

"We're going to send in a couple of Wasps to take out the shield cover on the starships."

The player should be scared shitless by the alien Tsunami Dreadnought.

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 is gained by destroying the fresh ships that have been waiting on the other side. If the player performs well in his fighter cover role the bombers should not have a big problem doing their job.

Failure will most likely occur if the player takes too long because the Midway will come under heavy attack and be destroyed. Go to losing endgame.

Wingman / Ship Selection Notes

Bomber Group 1

Squadron:	**Wolf Pack**
Fighter:	**Vampire with enhanced fighter load out**
Alpha Flight Leader	**Player**
Wingman	**Maestro**
Wingman	Red Shirt
Wingman	Red Shirt
Squadron:	**Wolf Pack**
Fighter:	**Devastator with torpedo load out**
Bravo Flight Leader	**Stiletto**
Wingman	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt

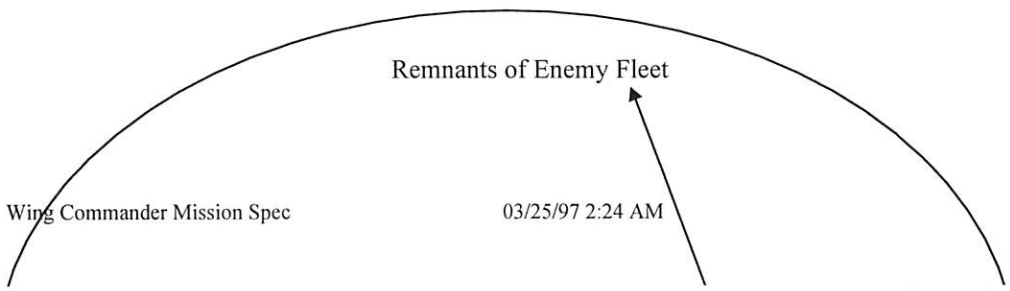
4 Wasps
~BWs

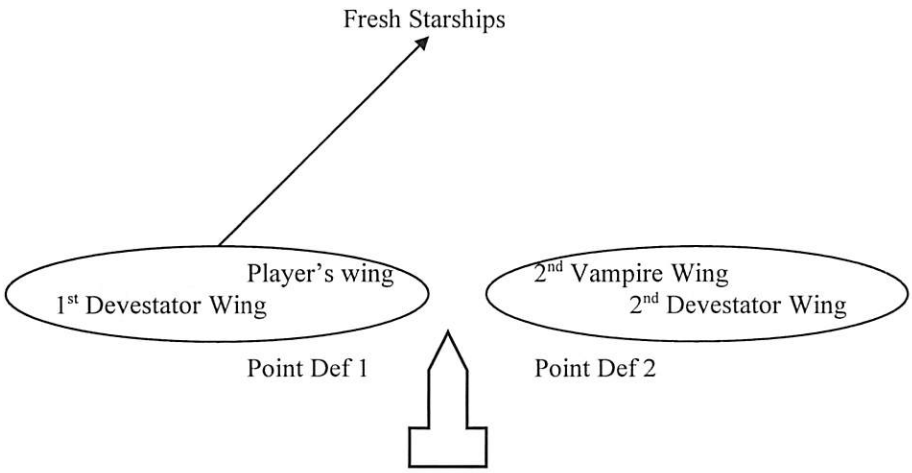
4 Wasps
BWs

2nd Bomber group is a 'mirror' of bomber group 1 with the exception of specific pilots.

Alien tech modified missiles. NO GLITCHES

Mission Map





Mission Outline

PRIMARY OBJECTIVES:

Assist the bombers with the destruction of Alien Starships.

MID-FLIGHT OBJECTIVE:

Assist the bombers at second area with the destruction of Alien Starships.

BONUS OBJECTIVE:
Shooting all new missiles at targeted enemy will fulfill a bonus objective.

1. **LAUNCH: (at jump point)** Midway, 4X Wasp, 4X Wasp, 4X Vampire (includes player), 4X Devastator, 4X Vampire, 4X Devastator.
2. Player will form with the Devastators. **[Set formation].**
3. (2) Wasps will take off to rendezvous point one to get a jump on the cruiser's shield emitters. **Set [ATTACKSHIELDS1].**
4. (2) Wasps will take off to rendezvous point two to get a jump on the cruiser's shield emitters. **Set [ATTACKSHIELDS2].**
5. The Players wing will provide fighter cover for a bomber group and attack the new Starships that were waiting on this side of the jump point. Bombers will follow the player until engaged by enemy fighters. **[Set attack enemy].**
6. Player must take out shield emitters on each starship for the bombers to be successful. **[Set GOFORSHIELDS].**
7. **Nav 1 -** (1) cruiser; (2) destroyers; (1) transport. (2) Siren; (4) Moray; (1) Manta.
8. Enemy starships begin a slow pace toward the Midway. **[Set STARSHIPS1ATTACK].**
9. If the Starships get within range of Midway, (2) Wasps will attempt to help out. **[Set WASPDEFEND1].**
10. If the Starships attack the Midway, the Midway will be destroyed and game over. **[Show LOSINGENDGAME flick].**
11. Bomber group will attack Destroyer 1 first. **[Set ATTACK DESTROYER1].**
12. Bomber group will attack Destroyer 2 next. **[Set ATTACK DESTROYER2].**
13. Bomber group will attack Cruiser next. **[Set ATTACK CRUISER1].**

14. [At the same time another 'mirror' group will take out the remnants of the fleet from H6.]
15. When bombers finish the last Cruiser, mirror group will comm for assistance. **[Send HELP comm]**.
16. **Nav 2 -** (1) cruiser (75% damaged); (1) destroyer (30% damaged); (1) corvette (60% damaged). (1) Siren; (2) Moray. **[These will have jumped out of H6].**
17. Enemy starships turn around and give up their escape. They begin a faster pace toward the Midway. **[Set STARSHIPS2ATTACK].**
18. If the Starships get within range of Midway, (2) Wasps will attempt to help out. **[Set WASPDEFEND1].**
19. If the Starships attack the Midway, the Midway will be destroyed and game over. **[Show LOSINGENDGAME flick].**
20. Bomber group will attack Corvette first. **[Set ATTACK CORVETTE].**
21. Bomber group will attack Destroyer next. **[Set ATTACK DESTROYER3].**
22. Bomber group will attack Cruiser next. **[Set ATTACK CRUISER2].**
23. When the player destroys the remainder of the starships at the second area, the mission is won. **[Set MISSIONSUCCESSFUL].**
24. Shooting all new missiles at targeted enemy will fulfill a bonus objective. **[Set BONUSREACHED].**

Nav Points

LAUNCH: (at jump point) Midway, 4X Wasp, 4X Wasp, 4X Vampire (includes player), 4X Devastator, 4X Vampire, 4X Devastator

Objective: Protect bombers as they destroy enemy starships.

NAV 1 (not far, just a location device) Fresh Enemy: (at jump point)

(1) cruiser; (2) destroyers; (1) transport. (2) Siren; (4) Moray; (1) Manta.

Objective: Protect bombers as they destroy enemy starships. Return to the Midway.
In-flight Objective: Assist second bomber group with damaged fleet.

NAV 2 (not far, just a location device) Remnant Fleet: (moving away from jump point)

(1) cruiser (75% damaged); (1) destroyer (30% damaged); (1) corvette (60% damaged). (1) Siren; (2) Moray. **[These will have jumped out of H6].**

Objective: Destroy remnant fleet and return to the Midway.

LANDING: (at jump point) Midway, Player and remainder of flight group
Objective: Land on the Midway.

Communication Events

See VDUComms.xls for most current data…

Launch:

I100	Anderson	Cover those bombers so they can destroy the enemy starships.
I100	Anderson	Return to the Midway

During Battle:

I101	Redshirt Bomber group 2 in trouble. Can you assist?	
I101	Anderson	Casey, you are needed to help out Bomber Group 2.
I101	Anderson	Take out what's left of the enemy fleet and then return to the Midway

I102 Redshirt Glad you could make it, Lieutenant! We're in a bit of trouble here!
I102 Redshirt They pretty much wiped us out!

Landing:
I101 Anderson We're really taking it to them now. You are cleared to land.

There is no losing debriefing, as it will be a losing endgame.

Wing Commander Prophecy
Mission Specification

Mission : MISSI2

Description / Choreography

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.▒

EXT. MIDWAY - SCRAMBLE SEQUENCE - MISSION (I2) (SF)

During scramble launch, the CAG contacts us via VDU; which TRANSITIONS INTO THE FOLLOWING CUT SCENE:

INT. MIDWAY - BRIEFING ROOM - ANDERSON'S COMM STATION

The CAG and Anderson at his console.

CAG
Lieutenant Casey, the Dreadnought has launched flights of enemy bombers along with long range anti-ship missiles. Your primary job is to intercept the missiles. Then you must wipe out the bombers. Transmitting loadout specs. Good luck.

LANDING START:

Insert landing start here. This is the establishing shot.

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 soon after the player successfully repels the attack of missiles and bombers.

Failure will occur if the player allows the Midway to be destroyed.

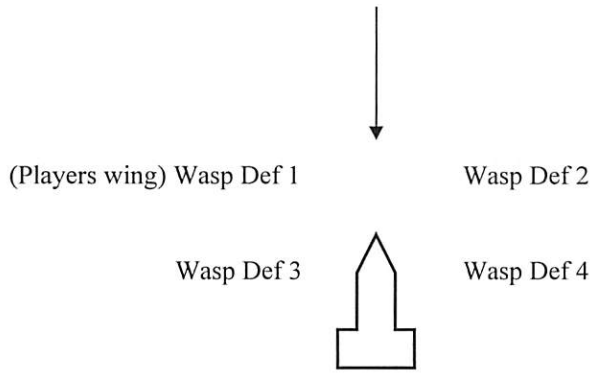
Wingman / Ship Selection Notes

Defense Group

Squadron:	**Wolf Pack**
Fighter:	**Wasp with enhanced load out**
Alpha Flight Leader	**Player**
Wingman	Maestro
Wingman	Red Shirt
Wingman	Red Shirt
Bravo Flight Leader	**Stiletto**
Wingman	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt
Charlie Flight Leader	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt
Delta Flight Leader	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt

Mission Map

Incoming



Mission Outline

Design Notes: The players attention will initially be directed towards incoming anti-ship missiles that are headed toward the Midway.

PRIMARY OBJECTIVES:

The player's ultimate goal is to keep the Midway from being destroyed.
This should be possible by destroying 80% of the missiles and about 60% of the bombers.

BONUS OBJECTIVES:
The player must destroy 75% of the fighter cover.

1. **LAUNCH:** Midway, 4X Wasp, 4X Wasp, 4X Wasp, 4X Wasp (includes player)
2. **Incoming:** 12X Long Range Dreadnought missiles, TBDX alien bombers, TBDX alien fighter support
3. Player must make decision: get a jump on the missiles OR stay in close and defend the Midway. **[Player's action determines choice].**
4. **CHOICE – Jump on the missiles**: The player will have a chance to get a big jump on the missiles if he wants but it will leave the Midway vulnerable to the Bomber's attack that is in progress.
5. Missiles will be heading for Midway, but not at an extreme speed. **[Set TARGETMIDWAY].**
6. Player will have time to attack most of them, but will be recalled to the Midway to help. **[Set HELPMIDWAY comm].**
7. **CHOICE – Stay in close**: The player will have less time to destroy the missiles as they come in, but the player will have time to defend the Midway from the Triray Alien Bombers that reach the Midway first.
8. Fighters will target the Wasps. **[Set ATTACKWASPS].**
9. Bombers will target the Midway, and hammer her completely. **[Set ATTACKMIDWAY].**
10. Bombers will avoid the area where the missiles are attempting to hit on the Midway. **[Set AVOIDTARGET].**
11. As the missiles draw near the Midway or are destroyed the player will be called to help against the bombers which attack from all directions but the front. **[Send HELPMIDWAY comm].**
12. When all missiles are destroyed. **[Set ALLMISSILESDEAD].**
13. When all bombers are destroyed. **[Set ALLBOMBERSDEAD].**
14. When all fighters are destroyed. **[Set ALLFIGHTERSDEAD].**
15. When all three above flags are set. **[Set MIDWAYSAFE].**
16. Midway sends "it's over" comm. **[Send MISSIONSUCCESS comm].**

Nav Points

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

Objective: Destroy all incoming enemy threats.

Incoming: 12X Long Range Dreadnought missiles, TBDX alien bombers, TBDX alien fighter support

LANDING: Midway, Player and remainder of defense group
Objective: Land on the Midway.

Communication Events

Launch:

I200	Anderson	You've got to stop those long-range missiles or we're done for. Good Luck.
I200	Maestro	Let's hope these Wasps can get us there with enough time to spare!
I200	Maestro	Punch it, Casey!

During battle:

I201	Anderson	We've got trouble here. Please assist at once!
I201	Anderson	Alien Bombers coming in. Lieutenant, you must stop them!
I201	Anderson	That was a close one!

Landing:

I202(win)	Anderson	Looks like they weren't counting on you flying this time. You are cleared to land.
I202(lose)	Anderson	Aaarrrghh!

Wing Commander Prophecy
Mission Specification

Mission : MISSI3

Description / Choreography

BRIEFING START:

Mission I3

INT. MIDWAY BRIEFING ROOM MISSION (I3) 158

CAG
Please be seated. Check your ICIS.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

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 (I3)

The CAG is alone this session. IMAGES on the main screen illustrate her briefing.

CAG
Our next objective will be the Dreadnought's escort vessels. The destruction of these key ships is critical for the success of our next attack, which will be on the Dreadnought itself.

The pilots react appropriately. The CAG taps her remote;

suitable ICONS appear on main screen as we hear:

CAG
Lieutenant Casey will lead a bomber group to Nav 1 to engage an enemy cruiser force. A second, identical group will attack a set of targets at Nav Two.
(beat)
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:

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 when the player has destroyed all starships assigned to his group.

Failure to destroy the additional starships at the second nav point will just create an extra mission for the player to fly. (MISSI3B)

Wingman / Ship Selection Notes

Bomber group 1

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

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

Wild Weasel Group 1

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

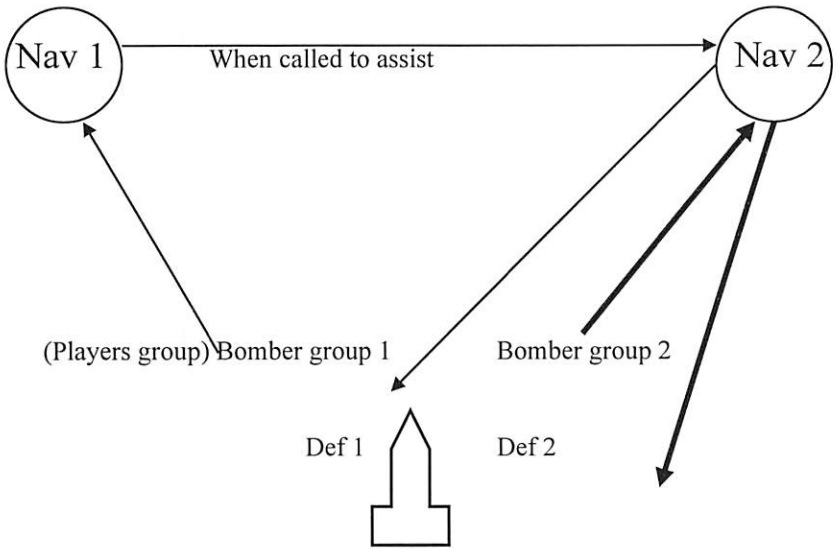
Bravo Flight Leader **Stiletto**
Wingman Red Shirt

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

Charlie Flight Leader Red Shirt
Wingman Red Shirt

NOTE: Bomber group 2 mirrors the first group with the exception of specific pilots.

Mission Map



Mission Outline

PRIMARY OBJECTIVES:
The players bomber group is assigned to take out some starships at Nav 1 while another group heads to Nav 2 to do the same. **The player must destroy all enemy starships at Nav 1.**

IN-FLIGHT OBJECTIVES:
The player will be called upon to assist the other group which is having problems. **The player must fly to Nav 2 and destroy all remaining enemy starships. Failure will force the player to fly I3B.**

Nav Points

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

Objective: Fly to Nav 1 and destroy all enemy starships.

NAV 1: 1X Carrier, 1X destroyer, 1X Corvette, 2X Transport. support fighters TBD

Objective: Destroy all enemy starships and return to the Midway

In-flight Objective: Assist second bomber group at nav 2 and return to the Midway.

NAV 2: 1X Carrier (50% damaged), 1X Cruiser (25% damaged), 1X destroyer (80% damaged), 2X Transport (40% damaged). support fighters TBD, remainder of 2nd Confed bomber group

Objective: Destroy all enemy starships and return to the Midway.

LANDING: Midway, Player and remainder of both bomber groups
Objective: Land on the Midway.

Communication Events

Mission I3 VDUs

```
EXT. MISSION I3                                                159

VDU from Stiletto, commander of Bomber Force Two

STILETTO - VDU
Bomber Force One; this is Two.  We
have a problem.

Her cockpit shakes from a near miss.

STILETTO - VDU
Have encountered strong resistance
around enemy carrier and cruiser at
Nav Two.  Require assistance.  Like -
- right away.
```

Launch:
I300 Anderson "Take out those Starships and Get back here. Good Luck."

Nav 1:
I301 Anderson "The bombers at Nav 2 are getting trounced. Assist when finished with current engagement."

Nav 2:
I302 RedShirt" Good to see you boys."

Landing:
I303(win) Anderson "Nice work on those starships. You are cleared to land."
I303(lose) Anderson "Tough break, sir. Looks like we're going to have to try that one again."

Description / Choreography

BRIEFING START:

Insert briefing start here.

NO ICIS SCRAMBLE:

Mission I3b VDUs

EXT. MISSION I3B 160

During scramble launch, the CAG contacts us via a VDU

The CAG and Anderson at his console.

CAG - VDU
Lieutenant Casey, your bomber wing
will eliminate the crippled enemy
ships remaining in this area.
Uploading nav specs. Now.

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.▒

EXT. MIDWAY - SCRAMBLE SEQUENCE - MISSION (I3b) (SF)

During scramble launch, the CAG contacts us via a VDU; it TRANSITIONS INTO THE FOLLOWING CUT SCENE:

INT. MIDWAY - BRIEFING ROOM - ANDERSON'S COMM STATION

The CAG and Anderson at his console.

CAG
Lieutenant Casey, your bomber wing will eliminate the

crippled enemy ships remaining in this area. Uploading nav specs. Now.

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 when the player has destroyed the carrier and cruiser at Nav 1.

Goto I4.

Failure will occur if the player does not manage to destroy the carrier and cruiser. Go to losing endgame.

Midway Swarmed + 192

Wingman / Ship Selection Notes

Bomber group 1

Squadron:	**Wolf Pack**
Fighter:	**Devastators with torpedo load out**
Alpha Flight Leader	**Player**
Wingman	**Maestro**
Wingman	Red Shirt
Wingman	Red Shirt

Wild Weasel Group 1

Squadron:	**Wolf Pack**
Fighters:	**Vampire with Wild Weasel load out**
Bravo Flight Leader	**Stiletto**
Wingman	Red Shirt

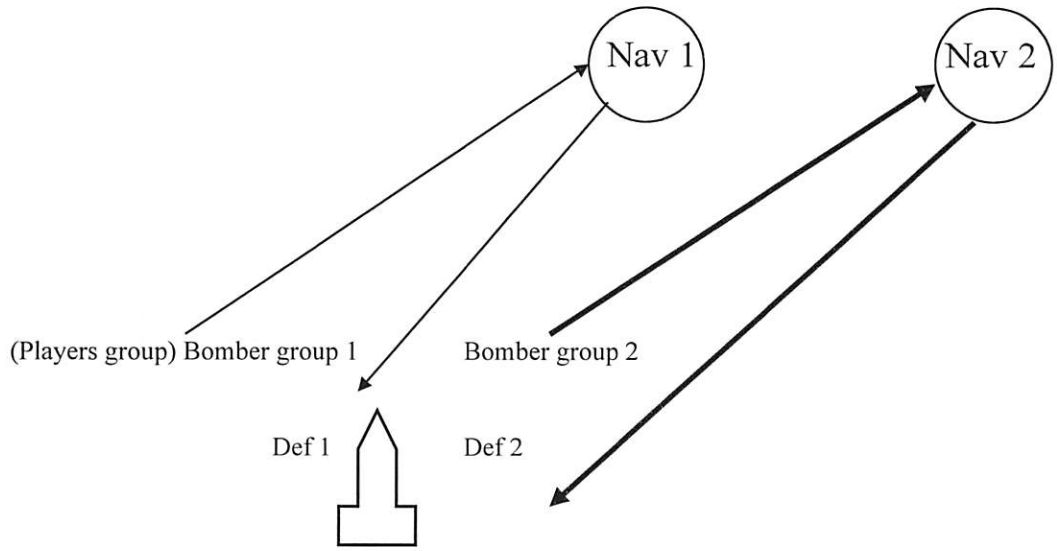
Fighter Escort Group

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

Charlie Flight Leader Red Shirt
Wingman Red Shirt

NOTE: Bomber group 2 mirrors the first group with the exception of specific pilots.

Mission Map



Mission Outline

PRIMARY OBJECTIVES:
The players group will finish off the carrier and cruiser from MISSI3 and return to the Midway. At the same time another bomber group will attack yet another set of starships. The player must destroy both the carrier and the cruiser for success. The other bomber group will not need assistance this time.

SECONDARY OBJECTIVES:
None planned at this time.

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire, 4X Devastator (includes player), 4X Vampire, 4X Devastator
Objective: Fly to Nav 1 and destroy all enemy starships.

NAV 1: 1X damaged cruiser, 1X slightly damaged carrier, support fighters TBD
Objective: Destroy all enemy starships and return to the Midway.

LANDING: Midway, Player and remainder bomber group
Objective: Land on the Midway

Communication Events

Launch:
I300 Anderson "Take out the remaining starships and get back here. Good Luck."

Nav 1:
I301 Anderson "The bombers at Nav 2 are getting trounced. Assist when finished with current engagement."

Nav 2:
I302 RedShirt"Good to see you boys."

Landing:
I303(win) Anderson "Nice work on those starships. You are cleared to land."
I303(lose) Anderson "Tough break, sir. Looks like we're going to have to try that one again."

Wing Commander Prophecy
Mission Specification

Mission : MISSI4

Description / Choreography

BRIEFING START:

Pre-Mission I4

INT. MIDWAY BRIEFING ROOM MISSION (I4) 161

The room is half full. Casey ENTERS to meet Blair:

BLAIR
Brace yourself, Casey. This next
mission won't be a milk run.

CASEY
None of them are, sir.

BLAIR
No. But I still wish I was going
with you.
(to Casey's questioning
look)
The old man refused to overrule the
CAG. I'm still off the flight line.

CASEY
You'll get your chance.

Casey turns to see the CAG standing behind him frowning. She moves past them and faces the otehr pilots.

CAG
Settle down, people. Our next job is
a simple one; reduce the
Dreadnought's defenses. Primary
targets are her turrets;
secondaries her bridge and engines.

BLAIR
May I make a suggestion? If the
Midway launched a volley of training
missiles in the Dreadnought's
direction, we could distract her
fire. Give our people an edge.

The tension between the CAG and Blair is clear. But she still manages a smile.
CAG
And you think you're a bad staff
officer.

Blair shrugs. The CAG turns back to the pilots.

CAG
You heard the Colonel. Expect a barrage of training missiles; timed to the launch of Casey's wing. Now, 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 (I4)

The room is half full. Casey ENTERS to meet Blair:

BLAIR
Brace yourself, Casey. This next mission won't be a milk run.

CASEY
None of them are, sir.

BLAIR
No. But I still wish I was going with you.
(to Casey's questioning look)
The old man refused to overrule the CAG. I'm still off the flight line.

CASEY
You'll get your chance.

BLAIR
From your lips...
(as the CAG ENTERS)
... to her ears.

The CAG ignores Blair, faces Casey and the other pilots.

CAG
Settle down, people. Our next job is a simple one; reduce the Dreadnought's defenses.

She taps her remote. On the main screen, we SEE a CUTAWAY GRAPHIC of the Dreadnought; specific sections to be HIGHLIGHTED in sync with the CAG's briefing.

CAG (CONT)
Primary targets are her AA turrets and the Bridge and Engine shield emitters; secondaries her launch bays.

BLAIR
May I make a suggestion? If the Midway launched a volley of training missiles in the Dreadnought's direction, we could distract her fire. Give our people an edge.

The tension between the CAG and Blair is clear. But she still manages a smile.

CAG
And you think you're a bad staff officer.

Blair shrugs. The CAG turns back to the pilots.

CAG
You heard the Colonel. Expect a barrage of training missiles; timed to the launch of Casey's wing. Now check your specs.

Mission Win / Lose Effects

Success occurs when the player has destroyed 50% of the turrets AND the Bridge and Engine shield emitters on the Dreadnought.

Failure will occur if the player does not manage to destroy enough turrets AND the Bridge and Engine shield emitters on the Dreadnought. The next mission will be much harder to impossible depending on how many turrets and shield emitters are left.

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 I4

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE (FULL SUCCESS) 163

Casey, Maestro, and Stiletto are about to shed their flight suits when the CAG steps up to them.

CAG
Hang on to your gear. You're taking another pass at that Dreadnought.

MAESTRO
(rolls his eyes)
Can't wait.

STILETTO
At least Casey pulled her fangs.

CAG
And as soon as she's done with, we can make a run for the Wormhole Gate...

SCRAMBLE ALARM. Everyone reacts.

CAG
Go, go, go!

As the young pilots run off...

Post-Mission I4

INT. MIDWAY FLIGHT DECK AT DECONTAM CHUTE (IF NOT ALL SUCCESSFUL) 164

Casey, Maestro, and Stiletto are about to shed their flight suits when the CAG steps up to them.

CAG
Hang on to your gear. You're taking another pass at that Dreadnought.

CASEY
But I didn't take out all her turrets...

CAG
Can't be helped. Until she no longer poses a threat, we can't make a run for the Wormhole Gate...

SCRAMBLE ALARM. Everyone reacts.

CAG

Go, go, go!

As the young pilots run off...

Wingman / Ship Selection Notes

Wild Weasel Group

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

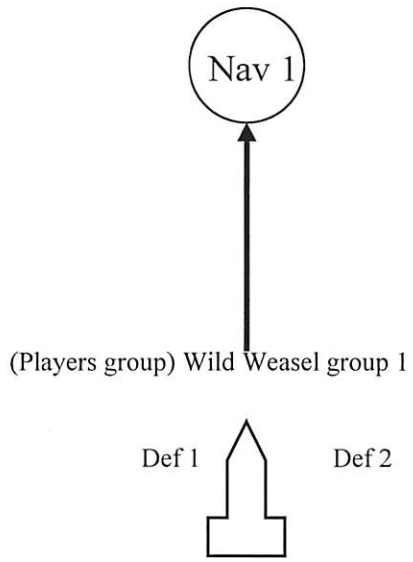
Alpha Flight Leader	**Player**
Wingman	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt

Fighter Escort Group

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

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

Mission Map



Mission Outline

PRIMARY OBJECTIVES:

Success occurs when the player has destroyed 50% of the turrets AND the Bridge and Engine shield emitters on the Dreadnought.

The player will launch shortly after and behind a volley of non-lethal training missiles (anti-ship) headed for the Dreadnought.
Confed hopes that these missiles will keep the Dreadnought's defenses busy and give the group a better chance of completing the mission.
The players group will proceed to Nav 1 and destroy 50% of the turrets AND the Bridge and Engine shield emitters on the Dreadnought for success.
Destroying other components of the ship could help in the next mission.
When complete the players group will return to the Midway for a landing.

Nav Points

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

Objective: Fly to nav 1 and destroy the turrets on the Dreadnought.

NAV 1: 1X Dreadnought, 4X Transports (keep track of everything)

Objective: Destroy the turrets on the Dreadnought and return to the Midway.

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

Objective: Land on the Midway.

Communication Events

Mission I4 VDUs

EXT. MISSION I4 162

Anderson will remind us via VDU:

ANDERSON - VDU
Target the Dreadnought's bridge or
engines, Lieutenant.
(a burst of static)
That is still recommended procedure
according to analysis.

See VDUComms for most up to date comm information...

Launch:

I400	Anderson	Let's hope those training missiles keep them busy!

Nav 1:

I401a	Spyder	Excellent! The missiles are drawing the fighters away!
I401a	RedShirt2	They took the bait!
I401b	Spyder	Go for the Turrets first!
I401b	RedShirt1	I've never seen anything like this!
I401b	RedShirt1	I'm taking heavy damage from the turrets!
I401c	RedShirt2	They've figured out the missiles are duds! We're in for it now!
I401d	RedShirt1/Spyder	I'm going down! I'll take them with me! / Lost another damn good kid.
I401d	RedShirt2	Only a few more turrets to go!
I401e	Spyder	Keep the chatter down, people!
I401e	Spyder	I'm targeting the bridge!
I401e	Spyder	Try to disable her engines!
I401e	Spyder	The turrets are down. Let's head home!
I401e	Spyder	We're outnumbered! Pull back to the Midway!

Landing:

I402(win)	Anderson	Great job on the turrets. That'll make it easier on the bombers!
I402(lose)	Anderson	With those turrets still active, it's going to be tougher on the bombers!

Wing Commander Prophecy
Mission Specification

Mission : MISSI5

Description / Choreography

Please insert the fifth Alien Ace in this mission.

BRIEFING START:

Insert briefing start here.

NO ICIS SCRAMBLE:

Mission I5 VDUs

EXT. MISSION (I5) 165

During scramble launch, the CAG contacts us via VDU

The CAG and Anderson at his console.

CAG - VDU
Lieutenant Casey, your bomber group will attack the Dreadnought while a recon group checks out the Wormhole Gate. Uploading loadout specifics. Now.

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.▒

EXT. MIDWAY - SCRAMBLE (I5) (SF)

During scramble launch, the CAG contacts us via VDU; which TRANSITIONS INTO THE FOLLOWING CUT SCENE:

INT. MIDWAY - BRIEFING ROOM - ANDERSON'S COMM STATION

The CAG and Anderson at his console.

CAG
Lieutenant Casey, your bomber group will attack the Dreadnought while recon group checks out the Wormhole Gate. Uploading loadout specifics. Now.

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

PRIMARY OBJECTIVE:
Success occurs when the player has destroyed the Dreadnoughts Engines and Bridge.

SECONDARY OBJECTIVE:
Launch Bays of the Dreadnought.

Failure will occur if the player does not manage to destroy the Dreadnought's Engines and Bridge. This is not critical because the more important goal of this mission is to provide a distraction for the group doing recon in the wormhole gate.

Wingman / Ship Selection Notes

Bomber group 1

Squadron:	**Wolf Pack**
Fighter:	**Devastators with torpedo load out**
Alpha Flight Leader	**Player**
Wingman	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt
Bravo Flight Leader	Red Shirt

Wingman	Red Shirt
Wingman	Red Shirt
Wingman	Red Shirt

Fighter Escort Group

Squadron: **Wolf Pack**

Fighter: **Vampire with fighter load out**

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

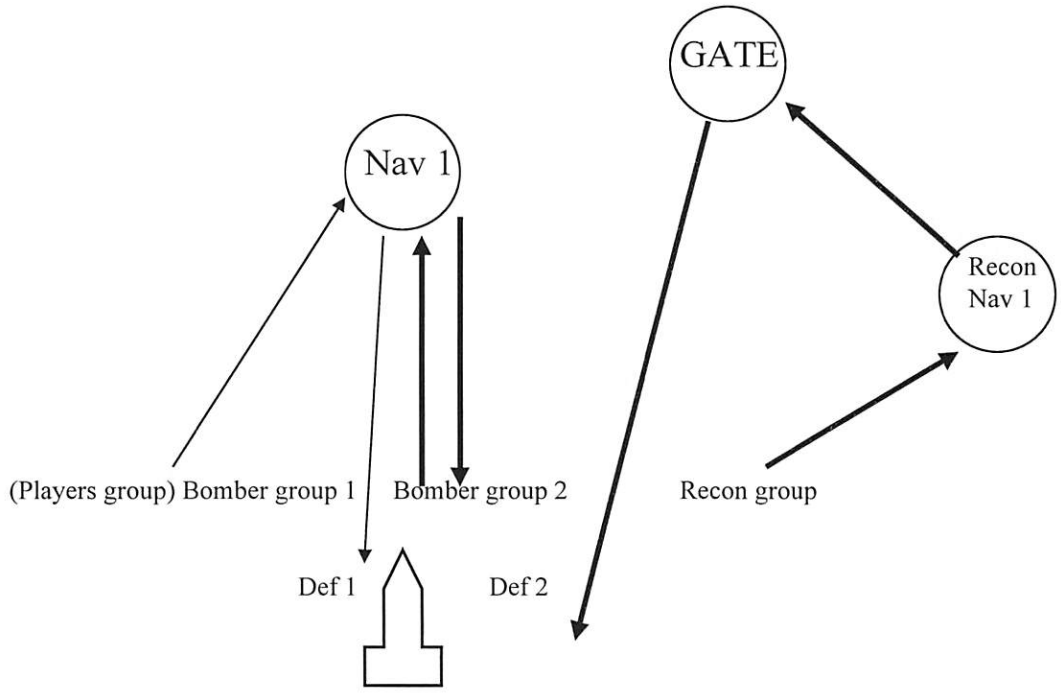
Recon Group

Squadron: **Phoenix**

Fighter: **Vampire**

Delta Flight Leader	Redshirt
Wingman	Redshirt
Wingman	Redshirt
Wingman	Redshirt

Mission Map



Mission Outline

1. **LAUNCH:** Midway, 4X Wasp (CAP), 4X Wasp (CAP), 4X Vampire, 4X Devastator, 4X Devastator (includes player) , 4X Vampire(recon group)
2. Recon group will head to the wormhole gate via recon Nav 1.

3. **NAV 1:** Dreadnought. 4X Transports. 4X Squid. 4X Skate; 4X Moray; 4X Siren; 8X Ray.
4. Secondary objectives: 4X Transports. **[Set TRANSPORT1DESTROYED, TRANSPORT2DESTROYED, TRANSPORT3DESTROYED, TRANSPORT4DESTROYED].**
5. Secondary objective: Launch Bays of the Dreadnought. **[Set DREADNOUGHTBAY1DEAD, DREADNOUGHTBAY2DEAD, DREADNOUGHTBAY3DEAD].**
6. The player will have to deal with some of the heaviest fighter cover to date. **[Set attack player].**
7. When the Player destroys the Dreadnought's Engines. **[Set ENGINESDESTROYED].**
8. When the Player destroys the Dreadnought's Bridge. **[Set BRIDGEDESTROYED].**
9. If the player destroys the Bridge and hasn't destroyed the launch bays, launch additional fighters from the bays that are active. **[Set SWARMPLAYERBAY1, SWARMPLAYERBAY2, SWARMPLAYERBAY3].**
10. Launch upon any swarm: 2X Squid. 2X Skate. 2X Ray.
11. When Bridge and Engines destroyed. **[Set DREADNOUGHTDEAD].**
12. Midway sends Return to ship comm. **[Send RETURNTOMIDWAY comm].**
13. **LANDING:** Midway, 4X Vampire (CAP), 4X Vampire (CAP), Player and remainder of group
14. **Objectives:** Land on the Midway

Nav Points

LAUNCH: Midway, 4X Wasp (CAP), 4X Wasp (CAP), 4X Vampire, 4X Devastator, 4X Devastator (includes player) , 4X Vampire(recon group)

Objectives: Fly to Nav 1, destroy the Dreadnoughts engines.

NAV 1: Dreadnought. 4X Transports. 4X Squid. 4X Skate; 4X Moray; 4X Siren; 8X Ray.

Objectives: Destroy the Dreadnoughts engines and return to the Midway.

Launch upon any swarm: 2X Squid. 2X Skate. 2X Ray.

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

Objectives: Land on the Midway

Communication Events

Launch:

I500	Anderson	Good Luck against the Dreadnought!
I500	ReconRS	We'll see you guys back at the Midway!

Nav 1:

I501 RedShirtI can't believe her size!

I501 RedShirtTargeting Engines!
I501 RedShirtEngines Down!
I501 RedShirtAhhhhrrr! I'm going down. I'll ram her engines!

I501 RedShirtTaking flak damage!

I501 RedShirtHope Recon One got the info on the wormhole!

Landing:

I502 Anderson Nice work on that Dreadnought. You are cleared to land!
I502 Anderson Tough break, sir. Don't worry, the recon group made it back safely with some interesting data.

Wing Commander Prophecy
Mission Specification

Mission : MISSI6

Description / Choreography

Please insert the sixth and seventh alien aces in this mission.

BRIEFING START:

Pre-Mission I6a

INT. MIDWAY - BRIEFING ROOM - MISSION (I6A) 166

BEGIN on main screen and a CUTAWAY DIAGRAM of the WORMHOLE GATE. Its TOWERS are HIGHLIGHTED as we hear...

FINLEY
(OS)
The Wormhole Gate is generated by four heavily shielded stabilizing towers which hold the rift open.

PULL BACK to INCLUDE the CAG, Finley, and a roomful of attentive pilots. Colonel Dekker is also in attendance.

FINLEY
(CONT)
By destroying all seven Towers, the Wormhole can be made to collapse...

She breaks off as Blair ENTERS with the Captain.

CAPTAIN
I have an announcement to make. After much discussion
(a look at the CAG)
... and due to the fact we are so short of veteran pilots, I've decided to return Commodore Blair to full flight status.

RXN: The CAG is not happy about this. Blair gets quite congrats from those close around him

The CAG controls her feelings; continues the briefing.

CAG
The Midway will retreat to a safe distance, drawing the enemy's attention while two Vampires escort a Marine LC to the Gate's Command Center... Check your ICIS.

ICIS VOICE OVER:

Insert ICIS VOICE OVER here.

BRIEFING DISMISSAL:

They do..

They look up.

CAPTAIN
The only question is, who will fly
the Vampires?

The Captain has turned his back to the mean studying the display screen as he continues.

CAPTAIN
This is an extremely dangerous
mission and as such I'd like to ask
for volunteers. Please don't feel
you have to ....

As the captain begins his last dialog every pilot in the room steps forward; including Blair and even Maniac who clears his throat loudly. The Captain turns back to face the pilots and smiles; proud of his people. Makes his choices.

CAPTAIN
Casey, Maestro, Stiletto, Spyder. Be
prepared to lift off.
(to Blair)
Sorry, Commodore, I need you here for
this one.

Blair exchanges a long look with the CAG. It's clear she's relieved; and he's disappointed.

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 (I6a)

BEGIN on main screen and a CUTAWAY DIAGRAM of the WORMHOLE GATE. Its TOWERS are HIGHLIGHTED as we hear...

FINLEY (OS)
The Wormhole Gate is generated by seven heavily shielded stabilizing towers which hold the space-time rift open.

PULL BACK to INCLUDE the CAG, Finley, and a roomful of attentive pilots. Colonel Dekker is also in attendance.

FINLEY (CONT)
By destroying all seven Towers, the Wormhole can be made to collapse...

She breaks off as Blair ENTERS with the Captain.

CAPTAIN
I have an announcement to make. After much discussion in certain quarters...
(a look at the CAG)
... and due to the fact we are so short of veteran pilots, I've decided to return Colonel Blair to full flight status.

The CAG is not happy about this, but everyone else gives Blair a standing ovation. He waves off the applause.

BLAIR
Enough, enough. We have a war to fight, you know.

The CAG controls her feelings; continues the briefing.

CAG
The Midway will retreat to a safe distance, drawing the enemy's attention while two Vampires escort a Marine LC to the Gate's Command Center...

She taps her remote: the Gate's Command Center (a space station located behind its seven towers) is HIGHLIGHTED.

CAG (CONT)
.. where Dekker's squad will deactivate the Tower shields.

DEKKER
So that the Vampires can destroy them. The Wormhole will close...

FINLEY
And the aliens will be sealed off on their side of the galaxy.

CAPTAIN
The only question is, who will fly the Vampires...

Before he can even ask for volunteers, every pilot in the room steps forward; including Blair and even Maniac. The Captain smiles; proud of his people. Makes his choices.

CAPTAIN
Casey, Maestro, Stiletto, Spyder. Be prepared to lift off at 0500.

Blair exchanges a long look with the CAG. It's clear she's relieved; and he's disappointed.

LANDING START:

None. This is the last mission in the game.

ICIS COMMENTS:

None. This is the last mission in the game.

LANDING ENDER:

None. This is the last mission in the game.

Mission Win / Lose Effects

Success occurs when the player has destroyed the last of the 7 stabilizing towers on the wormhole gate command center.

Failure will occur if the player does not manage to destroy the 7 stabilizing towers in enough time. Failure will also occur if the player allows the marine shuttles or Blair to be destroyed.

If Blair Dies, OR Marines die, play scene 203 – endgame #3.

If too much time, play scene 207.

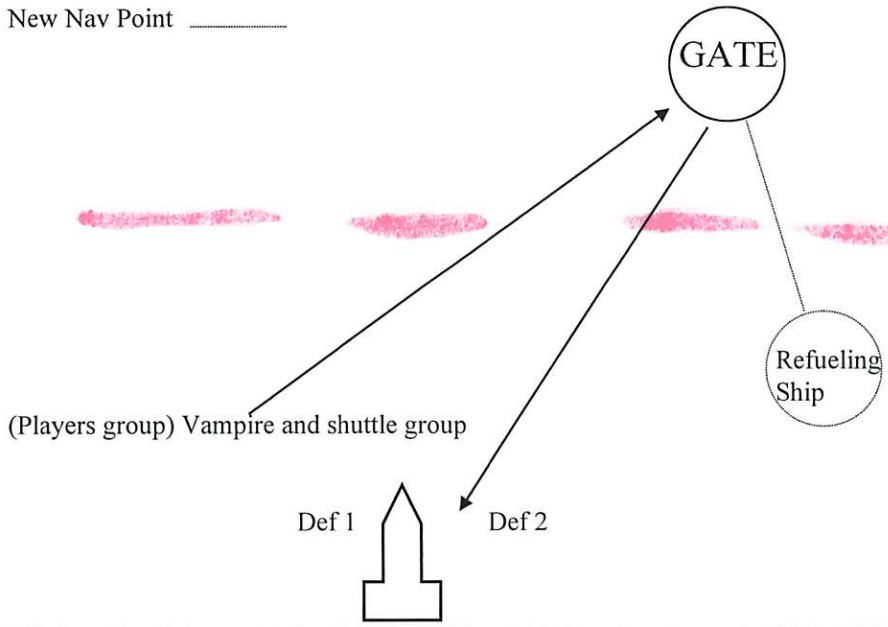
Wingman / Ship Selection Notes

Squadron:	**Phoenix**
Fighter:	**Vampire with fighter load out**

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

Marine Shuttles (2)	Contain Dekker and marines

Mission Map



Mission Outline

PRIMARY OBJECTIVE:

Destroy all towers on the Worm Hole Gate.

MID-FLIGHT OBJECTIVE:

Protect Blair until he lands.

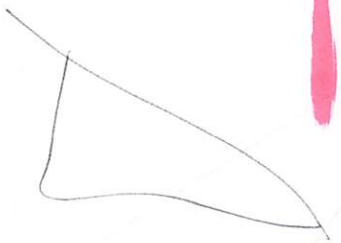
1. **Launch** - Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire(includes player), 2X Marine shuttle.
2. Player will link with Marines to fly to the wormhole. **[Set formation with Marine shuttle].**
3. **At Wormhole** - Upon reaching the wormhole (10,000 klicks), the Marines will break and head for the first tower. **[Set Marines to launch].**
4. The player will meet stiff resistance as he escorts the marine shuttles to the wormhole gate. **[Set aliens to ATTACK].**
5. The player must insure that the shuttle lands safely. **[Set SHUTTLELANDED = 1].**
6. Once the marines have landed, Dekker reports via VDU that they are being met with alien resistance (guards/soldiers). **[Play DEKKERIN comm].**
7. Shields down on Tower 1 and Tower 4 **[Play ONEANDFOUR comm].**
8. The player must destroy each tower (1+4) soon after being instructed to do so. **[Make sure that wingmen get these as targets if the player can't get there in time.]**
9. After Tower 1 and Tower 4 are destroyed; shields down on Tower 2 and Tower 5. **[Play TWOANDFIVE comm].**
10. The player must destroy each tower (2+5) soon after being instructed to do so. **[Make sure that wingmen get these as targets if the player can't get there in time.]**
11. After Tower 2 and Tower 5 are destroyed; shields down on Tower 3 and Tower 6. **[Play THREEANDSIX comm].**

$-13, 30$

$2, -1$

$+5^{\circ}$ 31

225 961



12. The player must destroy each tower (3+6) soon after being instructed to do so. **[Make sure that wingmen get these as targets if the player can't get there in time.]**
13. After Tower 3 and Tower 6 are destroyed. **[Play ALLBUTONE comm].**
14. **CUT TO MOVIE** of Dekker getting out with dead marines on his arms, lots of Sgt. Rock stuff, aliens dying in battle, etc. **[Play DEKKEROUT flick].**
15. **DEKKEROUT** = movie showing Dekker's team getting all but annihilated as they finish off the aliens on board.
16. The player will be instructed by the Midway to withdraw to a nearby refueling ship. **[Play REFUEL comm].**
17. Blair, Maniac and Maestro will rendezvous with the player at this Nav point. **[Set formation with Maniac, Maestro, and Blair].**
18. They then proceed to the Gate to finish it off. **[Play hopeful comms].**
19. **The player must protect Blair's ship until it lands** at which point Blair will thank him via VDU and go to work on shutting down the last shield. **[Play BLAIRTHANKS comm].**
20. The player will receive a comm from Blair stating that the last tower's shield is lowered and to destroy it immediately. **[Play BLAIRDIDIT comm].**
21. After Blair sends the comm about the last tower we cut to a movie showing Blair fighting the Warlord and the player just barely escaping the explosion of the wormhole gate. **[Play BLAIRDIES flick].**
22. **The player must destroy the last tower soon after being instructed to do so.**
23. If the player fails to take out the last tower, we will cut to a losing endgame. **[Play LOSINGENDGAME flick.]**
24. This is the start of the winning endgame. **[Play WINENDGAME flick].**

Maestro gets hosed in this mission. He'll show up in the endgame movie. No Blair, though…

Nav Points

LAUNCH: Midway, 4X Vampire (CAP), 4X Vampire (CAP), 4X Vampire(includes player), 2X Marine shuttle

Objective: Escort Marines to the Wormhole gate.

GATE: Gate command center and 7X stabilizing towers, constant enemy harassment, which include aces TBD

Objective: Destroy 6 stabilizing towers when instructed.
In-flight Objective: Withdraw to refueling ship at new Nav point.

REFUELING SHIP (new Nav point): Refueling ship

In-flight Objective: Wait for backup and then proceed to Wormhole gate
In-flight Objective: Protect Blair on the way back to the Worm Hole Command Center.

GATE: Gate command center and 1 stabilizing tower, enemy harassment, which include aces TBD

Objective: Destroy the last tower when instructed and return to the Midway

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

Communication Events

Mission I6a VDUs

EXT. MISSION I6A 167

Anderson at his console.

ANDERSON - VDU
Lieutenant Casey, maintain formation
with wingmen and Marine LC.
Uploading loadout specifics. Now.

Via VDU, Dekker reports on intense firefight inside Center;

DEKKER - VDU
This is Dekker. We've fought our way
into the Center's Control Room...

Relentless enemy fire is pouring in through the shattered door. Dekker and his Marines crouch behind consoles, returning the fire. As he speaks into his comm, Dekker taps controls on an alien-configured keyboard:

DEKKER - VDU
(CONT)
And we're just barely holding our
own. I'm trying to shut down the
tower shields, but breaking the
encryption codes isn't easy. Alright
-- there's one...

Dekker VDU's us from the Wormhole Gate's Command Center

DEKKER - VDU
Casey, I got bad news...

The fire is intense in the smoking, battered control room. Dekker is reacting to the BLIPS on a screen.

DEKKER - VDU
Sensor's indicate a big enemy fleet,
and I mean big, coming in from the
aliens' end of the wormhole. Soon as
I bring down the shields on the last
tower, you better...

And, KA-WHAM, Dekker is wounded and clearly pinned down.

ANDERSON - V.O.
Colonel Dekker... the shields are
still up on the last tower... Colonel
Dekker...Come in..

Mission I6a VDUs

EXT. MISSION I6A 169

Blair contacts him via VDU from his ship:

BLAIR - VDU
Good work, Casey. Now cover my six
while I dock at the Command Center
and drop the shields on Tower Four.
Maestro and Maniac will lend you a
hand.

MAESTRO - VDU

Casey -- I'm hit -- bad --

His voice and image are blotted out by an intense burst of static... is Maestro dead? We don't know...

Blair contacts Casey via VDU.

BLAIR - VDU
(to comm) Casey... I've dropped the shields on the last tower. Take it out.
BLAIR
I'll have plenty of time to get out of here before the Wormhole collapses. Do it! ASAP!

Casey takes the shot and the station is rocked

Launch:
I600 Anderson Good Luck Casey, this is it!

Gate:
I601a Dekker We're going in! Keep us clear!

After Dekker has landed,
I601a Dekker We're in! Heavy resistance. Wish us luck!
I601a Dekker Team one will take towers one through three; we'll take towers four through seven.

Shields down on Tower 1 and Tower 4
I601b Dekker We've got shields on towers one and four lowered. Go get 'em, kid.
I601b Dekker We've lost two men so far. There's a lot of heat in here!
I601b Stiletto We'll worry about the fighters. Casey - get those towers down!
I601b Dekker We've lost two men so far. There's a lot of heat in here!

After Tower 1 and Tower 4 are destroyed; shields down on Tower 2 and Tower 5
I601c Dekker Towers two and five are now active targets!
I601c Dekker We're taking a lot of damage in here. Team One is down to half their men!!

After Tower 2 and Tower 5 are destroyed; shields down on Tower 3 and Tower 6
I601d Dekker We've got tower 3 and tower 6 ready for you! Hurry!!
I601d Dekker I can't contact Team one!! They're a write-off!!

After Tower 3 and Tower 6 are destroyed
I601e Dekker We can't make it to Tower Seven! We've got to pull out of here. Send in reinforcements!!

CUT TO MOVIE of Dekker getting out with dead marines on his arms, lots of Sgt. Rock stuff, aliens dying in battle, etc.

I601f Dekker Sorry Kid, I couldn't do it. Make us proud.
I601f Anderson Lieutenant, withdraw to the refueling ship at the new Nav point on your map. You'll meet your reinforcements there.

NOTE: May want to force the player with the game engine.

Refueling ship area:

I601g Anderson After you've rearmed, lead those ships in there and finish the job!
I601g Blair All right Casey, let's go get 'em!
I601g Blair Cover me, and I'll get that last shield down.
I601g Blair I knew you'd be the one, Casey. Your father would be proud.

Gate:
After Blair has landed,
I601h Blair I'm in! I've never seen anything like this place! Whoa!
I601h Blair The shields are down!! Destroy it now, I'll have plenty of time to get out!

TIME CAN RUN OUT IF YOU DON'T SHOOT IT!!

After last tower is destroyed,
I601h Blair Good job! Now afterburn out of here before you get caught in the big bang. I'm leaving right now…

CUT TO MOVIE where we see Blair deal with Warlord.

Landing:
No debriefings. Last mission in game. If you win or lose it cuts to respective endgames. Player landing is included in winning endgame.

Special Art / Objects

1. Wormhole
2. Command Center and Seven Towers

Special Sound Effects

1. Shield on Towers being lowered

I6

More Blair "HURRY UP" UDUs