SHORT DESCRIPTION

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.▓

Text from writers:

   (None as of yet)

Designer notes:

> After losing in either series C & D during act one, or E & G during act two, the Midway is once again on the retreat and must defend a Confed starbase on the edge of Confed space(Alcor?). The first mission will be to defend the starbase against waves of enemy fighters and bombers. If the base is destroyed the Midway will comm the players wing informing them they are jumping out of system to (Sol or Proxima) and he had better hurry home before he gets left behind. If the player doesn't return within X amount of time the Midway will jump without him, leaving the player behind to fight endless waves of aliens. If the player is successful the Midway will show up and give him clearance to land.

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.

Success / Failure notes

Success - If the starbase survives - **Go to L2**

Failure - If the player lets the Starbase get destroyed and lands on the Midway before it jumps out - **Go to L3**. If the player ejects. **Go to Losing endgame**
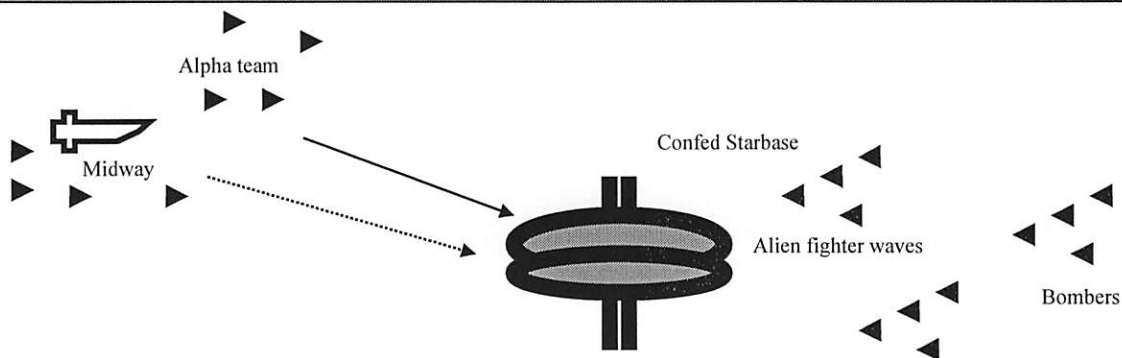
Wingman / Ship Selection Notes

Alpha team

Squadron:	Black Widows
Ship:	Panther
Wingmen:	Maestro, Stiletto, and redshirt X(whoever is left at this point)

Mission Map

Alpha team

Midway

Confed Starbase

Alien fighter waves

Bombers

Mission Outline

1. The player launches from Midway and auto-pilots to Starbase NAV point
2. The player will defend the starbase with Maestro, Stiletto, and redshirt X on his wing.
3. The Midway arrives and tells player to land.
4. If the player fails to defend the Starbase, the Midway will call the retreat and jump out in X amount of time, leaving the player behind if he hasn't landed.

Nav Points

TAKEOFF - 2x Panther including the player, Marine shuttle, 4x Panther(CAP), Midway

LANDING - Confed starbase, 8-16 Alien medium fighters, 4-8 Alien bombers

Special Art / Objects

Confed(Alcor?) starbase

Communication Events

Launch - Normal Midway takeoff comms.

NAV 1 - Confed starbase damage reports and death throws. Midway calling the retreat. *Note - There should probably be two comms here, one for the initial retreat, than another last warning if the player hasn't returned immediately after the first warning.*

Landing - Normal good/bad landing debrief. *Note - Maybe add an extra 'that was close' if the Midway has to warn the Player twice.*

Special Sound Effects

Additional Comments

SHORT DESCRIPTION

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.▓

Text from writers:

     (None as of yet)

Designer notes:

After defending the initial assault on the Starbase the Midway must now take out the source of the fighters, an alien cap-ship fleet. If the player failed to destroy all of the alien fleet in C & D, they will be part of this fleet. The players wing, Bravo team flying Shrikes, will be assigned to destroy 75% of all anti-aircraft defenses (missile and laser turrets) in the alien fleet area. If he doesn't accomplish his mission within X amount of time the retreat back to earth will be called and the player will then have Y amount of time to get back to the Midway and land before he is left behind. Alpha wing, from the Diamondbacks squadron, will arrive at the NAV point first and take out the fighter cover surrounding the Alien fleet. After X amount of time they will comm the players team, Bravo, telling them it's safe to join them. Bravo team will then have X amount of time to destroy a certain percentage of the alien fleets anti-aircraft weaponry and comm Charlie team to inform them the coast is clear. Then devastators from the Wolf pack squadron arrive and proceed to destroy the cap-ships with torpedoes.

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.

Success / Failure notes

Success - If the player is successful - **Go to winning series path**(*wherever the player left off)*

Failure - If the player doesn't take out the anti-ship turrets on the cap-ships and the Midway calls the retreat - **Go to L3**. If the player ejects. **Go to Losing endgame**

Wingman / Ship Selection Notes

Alpha team

Squadron:	Diamondbacks
Ship:	Wasp
Wingmen:	Wingman X(known pilot from diamondbacks squadron), redshirt 1-3(DB)

Bravo team

Squadron:	Black Widows
Ship:	Shrike
Wingmen:	Player, Maestro, Stiletto, redshirt 1(BW)

Charlie team

Squadron:	Wolf pack
Ship:	Shrike
Wingmen:	Wingman Y(soon to be known pilot from Wolf pack squadron), redshirt 1-3(WP)

Mission Map

Charlie team

Bravo team   Alpha team

Defense fighters

Midway   Confed Starbase

Alien capship group
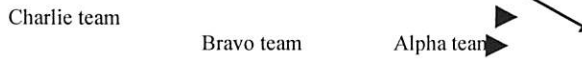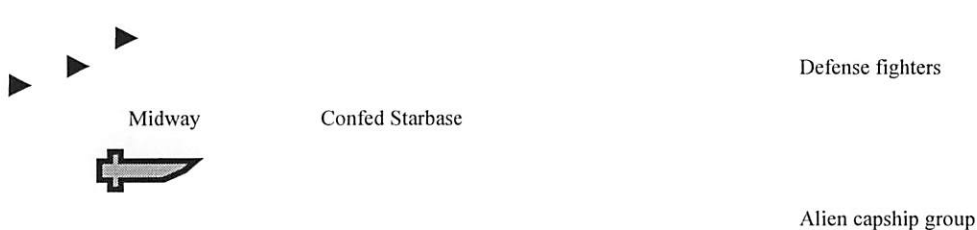
Mission Outline

1. The player launches from Midway and awaits all's clear signal from Alpha team
2. After arriving at Alien fleet NAV point the player will have to destroy **75%** of all of the anti-aircraft defenses in the area. **Primary mission.**
3. Upon completing there mission the players wing will then comm Charlie team and tell them the coast is clear
4. Devastators from the Wolf pack squadron will then show up and proceed to torpedo the alien cap-ship(s) *Note - The player can either hang around and help the Devastators out or head home.* **Secondary mission.**
5. Return to Midway and land
6. If player fails the Midway calls retreat and the mission is aborted
7. If the mission is aborted the player will have to land before it jumps out

Nav Points

LAUNCH - 4xWasp(Alpha team), 4xShrike(Bravo team) including the player, 4xDevastator(Charlie team), 4x Panther(CAP), Midway, Confed starbase
NAV 1 - Alien fleet 8-16 Alien medium fighters, Alien Cruiser(plus all cap-ships that were not destroyed in series C)
LANDING - Player and surviving members of his wing, 4x Panther(CAP), Midway, Confed starbase

Communication Events

LAUNCH - Normal Midway takeoff comms. Alpha team calling in Bravo team(the players team) once they have cleared out some of the fighters(about 60 seconds after the player launchs).
NAV 1 - The players team, Bravo, calling in Charlie team after they have cleared the anti-missile and ship defenses around the cap-ships. Midway calling retreat if mission is failure.
LANDING - Normal landing comms. Maybe reward the player if he stuck around and helped out the Shrikes after his primary mission is complete.

Additional Comments

| Description / Choreography |

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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.▓

Text from writers:

     (None as of yet)

Designer notes:

> After failing to protect the confed star-base in **L1**, or failing to defeat the alien fleet in **L2**, the
> Midway has retreated back to Sol (I heard some grumbling at the meeting when I mentioned this
> so maybe Proxima?[see WC universe map for details]). The player is sent to Intercept alien
> fighters and bombers jumping in from Alcor. After the first wave of Alien bombers is destroyed
> the Alien cap-ship fleet jumps into the system

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.

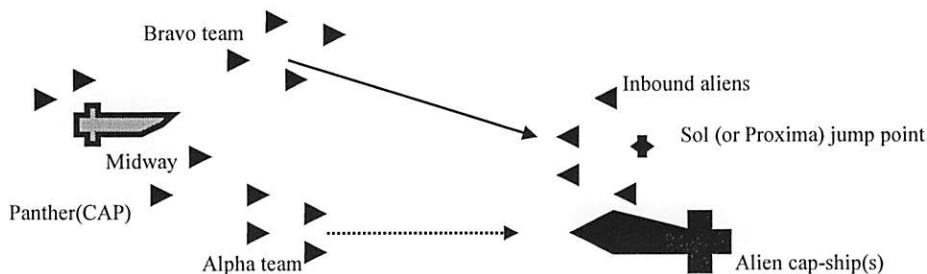
Success / Failure notes

Success - If the player and the Midway survive - Go to **Winning series path***(wherever the player left off the series path)*

Failure - If the Midway gets destroyed and/or the player ejects. Go to **Losing endgame #XX***(Earth gets trampled by the aliens endgame)*.

Wingman / Ship Selection Notes

Squadron: Black Widows
Ship: Tigershark
Wingmen: Maestro, Nemesis, and known wingman from BW's squadron

Mission Map

Bravo team

Inbound aliens

Midway

Sol (or Proxima) jump point

Panther(CAP)

Alpha team

Alien cap-ship(s)

Mission Outline

1. The player launches from Midway and afterburns to Sol(Proxima?) jump point
2. The player and wingmen must intercept the inbound aliens before they make it to the Midway. **Primary Mission.**
3. After the first wave of enemy bombers has been destroyed the Alien fleet will jump in and start to head for the Midway.
4. The Midway launches two Shrikes and instructs the players wing to protect them while they attempt to neutralize the cap-ship defenses. **Secondary Mission.**
5. After completing there mission the Shrikes return to the Midway area and land.
6. The Midway launches four Devastators and instructs the players wing to protect them while they try to destroy the Alien fleet. **Tertiary Mission.**

Nav Points

TAKEOFF - 4x Panther(includes player), 4x Panther(CAP), Midway

JUMP POINT - 8-16 Alien light fighters, 8-16 Alien medium fighters, 8-16 Alien bombers, leftover alien cap-ships from **L1 & L2**

LANDING - Player and the remainder of the flight group, 4x Panther(CAP), Midway

Special Art / Objects

Sol(Proxima?) specific background art.

Communication Events

Midway - Directing player to protect bombers after alien cap-ships jump in.

Landing debrief - Midway - After the last enemy is destroyed the Midway will send the 'all's clear' and tell the players wing to land.

Additional Comments

I'm leery of missions that can't be won(see R series in WC3) so I'd probably rather limit the aliens to a finite number, instead of the infinite number of aliens I had originally planned, and let the player go back to the winning series path if he and the Midway survives. Instead of making the mission impossible just make it very hard.