

"WING COMMANDER IV"

"THE PRICE OF FREEDOM"

Treatment and Treatment Notes

by

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SECOND DRAFT

WING COMMANDER IV

TREATMENT

TABLE OF CONTENTS

>>> Treatment Notes

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>>> Locations and Main Character Sketches

---

>>> Gameflow Diagram

---

>>> Treatment

---

## WING COMMANDER IV TREATMENT NOTES

### READ THIS FIRST

#### MISSIONS

Our barebone mission descriptions are primarily intended to move along the storyline; we have great faith that Origin's mission designers will contribute their creativity towards turning these mission frameworks into exciting and challenging gaming turns.

#### REQUIRED/OPTIONAL/SLIDING SCENES

Like *Wing III*, *Wing IV*'s conversations will fit into three categories:

REQUIRED dialogue scenes are conversations the player must have. He will not be able to progress in the game before clicking on a character and having a conversation with that person. If he tries to bypass that character, he will find doors closed and/or rooms empty. He will not be able to have a briefing until he has the conversation. If a conversation is not labeled as OPTIONAL or SLIDING, it is REQUIRED.

OPTIONAL scenes are where the player has the choice of clicking or not clicking on a potential conversation. These scenes are available to the player only during the pre-mission sequence they appear in. Once the player undertakes the mission that follows them, he will not be presented with these potential conversations again.

SLIDING scenes are optional conversations that will be available anytime during the entire SERIES after their initial appearance in that series. For example, a character can be standing on the Top Deck with his "gump" hot, waiting to talk to the player. If the player doesn't talk to her and instead goes to fly a mission, she'll still be there waiting to talk to the player when the player returns. Thus, the potential conversation "slides" with the player. Once the player does have the conversation, that character and conversation won't be available the next time the player enters the room.

In the treatment, we have presented the conversations in a geographical order, assuming that the player would choose to have them as he moves through a venue. But, aside from REQUIRED scenes which must be played when they are presented, we have, as a rule, conceived the OPTIONAL scenes so that they will make sense dramatically regardless of the order they are played in within their pre-mission sequences.

The same goes for the SLIDING scenes which can be played anywhere in a series and in any order. (On rare occasions, we do specify that one scene is available only after another plays.)

Once the player has a conversation of any type, however, it will no longer be available to the player and the character will not be in the room the next time the player moves into it.

Partially because we have reduced the quantity of characters that Blair can interact with at any one time, a greater number of scenes are now flagged as REQUIRED. However, the player will still have the option of ignoring some scenes, but only to his peril: Some very specific missions, and mission options, will be available only IF the scenes are played. We are striving, in *Wing IV*, to make player interactivity in the dialogue scenes count for even more: immediate rewards or penalties for decisions made, and a greater degree of play and unpredictability throughout the game.

#### MORALE CONSEQUENCES

Scenes that affect character morale are marked with the phrase, "MORALE CONSEQUENCES."

For the purposes of the treatment, we have just labeled scenes with MORALE CONSEQUENCES, and generally not gone into what the specific choices the player will have or which choices raise morale and which lower morale. That will be done in the script pages.

However, the MORALE CONSEQUENCES in *Wing IV* will be more immediate than in *Wing III*, often triggering specific scenes, missions, and mission options. Ultimately, the MORALE CONSEQUENCES in *Wing IV* will carry far greater weight than they did in *Wing III*.

#### "BRANCHING" SCENES

As in *Wing III*, a number of conversations will have dialogue that "branches" in two different directions, allowing the player to make choices determining such things as mission selections and goals, loadouts, and character morale. Such choices will directly affect possible outcomes of the game. Scenes where there are MORALE CONSEQUENCES, or where Blair CHOOSES, will have to be filmed with two different endings.

Something new to *Wing IV* is Blair's captaincy, which will, at several times, require a "menu" of mission offerings.

A number of dialogue scenes will be arrived at from either different locations in the story, different storylines depending on player's actions, or different character morale counters. These will usually involve a "branch" at the beginning of the scene. In other words, there will be two different ways that the scene can begin.

There are some scenes that have "branches" at both the beginning and the end.

#### "SAME AS" SCENES

Some scenes are able to play at different points in the script, and their repeat occurrence is always identified as "Same as" and with the original scene number. In *Wing III*, we frequently had mission series exactly mirror each other on a Winning and Losing track. In *Wing IV*, we are moving away from strict winning/losing accounting, and have instituted "upper" and "lower" tracks (discussed below).

#### UPPER AND LOWER TRACKS

In *Wing III*, a player's movement through the gameflow was determined primarily by his gaming success. In *Wing IV*, a player's movement through the gameflow will be determined by more direct interactivity, better integrating the gaming and story elements. The "upper" and "lower" tracks do not designate game success, nor is one way the "right" way to do things and the other the "wrong" way to do things.

#### WINGMAN CHOICE

An entirely new interface for selecting wingmen will be generated for *Wing IV*. Wingman choices will include more than just the pilots Blair meets in dialogue scenes: a number of "redshirt" wingmen will be made available: while we may get to know them through inflight chatter, there will never be dialogue scenes with these "redshirts." Part of this interface will reflect a wingman's individual tactical strengths (i.e., dogfighting, turret-targeting, etc.) -- so that, in a sense, the player can choose to review the "stats" of the wingman on an "electronic baseball card."

## SCENE NUMBERING

With *Wing IV*, we are instituting a more standard, Hollywood-production method of numbering scenes. Tagged at the end of each scene number is a dash and the mission sequence the scene belongs to. (For example, "143-J1" would represent scene 143, in the pre-Mission J1 sequence.) This "mission tag" will undoubtedly be dropped for purposes of scene slating and post-production.

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WING COMMANDER IV: LOCATIONS AND CHARACTERS

LOCATIONS

As in our own post-Cold War world, the universe of *Wing Commander IV* is one of shifting alliances and power struggles. To reflect this, our storyline spans three main venues, or locations. They are:

NEPHELE SPACE BASE  
T.C.S. LEXINGTON  
B.W.S. INTREPID

Within each venue are a number of "room" locations. The two ships are, of course, multi-level in their layouts, as our diagrams suggest.

NEPHELE SPACE BASE (A GROUND-BASED INSTALLATION)

Base Commander's Office  
Flight Line  
Commons  
Cantina

T.C.S. LEXINGTON

Bridge (but NEVER accessed)		
Eisen's Qtrs --		Officers' Lounge
Briefing Rm --		Flight Cntrl -- Flt Deck

B.W.S. INTREPID

Bridge Wreckage		
Chart Room --		Control Bay -- Launch Dck
Storage Hold --		Galley C.I.C.

## LOCATION NOTES

## T.C.S. LEXINGTON

- 1) A "lift" connects vertical levels.
- 2) The Bridge is a "phantom" location: it's never seen by the player due to changes in Confed rules and security measures. Whenever the player enters the lift and chooses to go to the Bridge, he will be informed with a visual and/or audio cue that his "access is denied."

## B.W.S. INTREPID

- 1) The Intrepid is a heavily-damaged ship and its locations will reflect this.
- 2) The Top Deck sustained most of the damage: this is where the Bridge and Berths once were. This deck is now in ruins: a temporary, clear plastic shield (made of some futuristic material) now roofs it, so it maintains a breathable atmosphere. However, the interior is a shambles. Thus it is referred to in the Treatment as "Bridge Wreckage."
- 3) Because of this damage, other spaces aboard ship have been converted to new tasks: The Combat Information Center (C.I.C.) now serves as the bridge. The Storage Hold is in fact a cramped corridor which serves for berths, the pilots sleeping on bedrolls laid out on crates and across the floor. The only R&R area is the Galley. Stairs and ladders serve to connect the vertical levels, as the lift is also out of commission. Also note that the C.I.C. is only accessible from the Control Bay, even though it's on the same level as the Galley.

## MAIN CHARACTERS

Several characters are being brought back from *Wing Commander III*, providing a sense of continuity within the *Wing Commander* universe. However, a majority of the characters are new. Some will span several venues within the story. Others will be primarily, if not entirely, anchored to a single venue.

## RETURNING CHARACTERS

COLONEL CHRISTOPHER BLAIR  
 ADMIRAL GEOFFREY TOLWYN  
 CAPTAIN WILLIAM EISEN  
 MAJOR TODD MARSHALL (CALLSIGN: MANIAC)  
 1ST LIEUTENANT WINSTON CHANG (CALLSIGN: VAGABOND)  
 SENATOR JAMES TAGGART (CALLSIGN: PALADIN)  
 MELEK

## NEW CHARACTERS: NEPHELE SPACE BASE

2ND LIEUTENANT TROY CARTER (CALLSIGN: CATSCRATCH)

Wingman. Early 20s. The war with the Kilrathi ended before he graduated from the Space Academy. Thus he's full of fight, enthusiasm, and a deep desire to prove himself. He's eager to assign his loyalty to whoever will reward it -- and he stands in total awe of Colonel Blair, the Heart of the Tiger. For most of his life, Catscratch has wanted nothing more than to be a flying warrior. Now that he is, he's hoping to put his training to use and, maybe some day, achieve the greatness of Colonel Blair. He is a Border Worlds native, and like many such natives, might be referred to as an "H.A." That is, he has a subtle DNA Helix Anomaly because he is a descendant of generations of Terrans bred and raised in the non-Earthlike environments of the Border Worlds. Like all H.A.s, he looks like any other Terran. The "twist" in the DNA has no visible or behavioral characteristics. (Catscratch will span all venues.)

## SEETHER

Early 30s. A pilot so mysterious and brilliant he's known only by his callsign. Tolwyn's enforcer, and leader of the SRA's Black Lance. It will be revealed that he is the product of a highly secret genetic enhancement program begun by Tolwyn during the War with the Kilrathi. The objective of this experiment was to create the perfect, unbeatable warrior: a pilot of pure Terran blood devoid of any Terran "weaknesses," such as compassion, empathy, and emotion. A killing machine made of flesh and bone. Seether is the

shining success of this program and what Tolwyn sees as the future of mankind. He will emerge as the greatest challenge Blair has ever faced in combat. (Seether will span all venues.)

#### COMMANDER TYLA BRAVERMAN

Early 40s. African-American. Nephele Space Base commanding officer. She is somewhat reluctantly carrying on a family tradition of service to the Confederation. But just because her father was a base commander doesn't mean she's cut out for the job. She's a little uncomfortable with the responsibilities of leadership. She was happier years ago as an Ensign but her sharp mind and attention to detail made promotion up through the ranks inevitable -- and made her father proud. (Nephele missions only.)

#### CHIEF TECH "MUTT" MALONE

Mid 30s. Mechanic with a problem in the self-confidence department. He's always nervous and on edge like Barney Fife, constantly second-guessing his default loadouts. He gives a new, and slightly humorous meaning to the word, "worry." But the truth is, he knows what he's doing and if he ever tells a pilot not to worry, then it might be time to start. (Nephele missions only.)

#### NEW CHARACTERS: LEXINGTON

##### CAPTAIN HUGH PAULSEN

Late 30s-late 40s. New *Lexington* captain. A very serious man devoted to his work. Because of this, he can come off as cold and distant. Puts the military above all else and would be the first to admit that he's not going to win any popularity contests. He knows he wasn't assigned to the *Lexington* to make friends. Because of his devotion, he can tend to treat his crew like replaceable cogs in a machine. But they quickly learn to do what they're told or risk his wrath.

##### 2ND LIEUTENANT DREW NAISMITH

Late 20s-late 30s. Communications officer. Business-like, by the book. Has great admiration for the pilots but rarely passes out compliments (unless they accomplish something very difficult) simply because it's not proper protocol.

NEW CHARACTERS: INTREPID

## COLONEL TAMARA FARNSWORTH (CALLSIGN: PANTHER)

Wingman. Late 20s-mid 30s. A Kilrathi War veteran born in the Border Worlds. She's a hard-drinking raconteur who can hold her own with "the boys." But she's ruthlessly honest with rock-solid integrity and has a conscience. She thinks before she acts, weighing the consequences of all she says and does. Her mission in life is to strike out at injustice wherever she finds it. But she doesn't strike blindly and believes vengeance should never be a motivation.

## COLONEL JACOB MANLEY (CALLSIGN: HAWK)

Wingman. Mid 30s. Also a Kilrathi War veteran born in the Border Worlds. This guy's got brass balls and flies like nobody's business. What he does is win, and he doesn't care too much how he does it. To him, there's little point in fighting unless you're the last man in the air. He'd be the first to tell you that war ain't pretty and that's the way it is. Nothing can be settled by a bunch of old farts sitting around a table and talking. You've got to stand up and fight for what's yours.

## MAJOR NED DUFFY (CALLSIGN: HARLEY)

Wingman. Early-mid 30s. Big, burly, bearded and tattooed. He was booted out of the Space Academy because of his anti-social behavior. So he moved to the Medea System in the Border Worlds and became a self-taught flyer. Fought in the Kilrathi war, not as a Confed pilot, but as a privateer taking potshots at the Kilrathi when he could. He's big enough that he can fly a Kilrathi craft without it being retrofitted for human ergonomics. But despite his size and appearance, it will be revealed that he's got a heart of gold.

## LT. COLONEL "GASH" DEKKER

Commander of *Intrepid's* attachment of Marines who bridge the gap between air and ground. Early-mid 30s. He's not a muscle-bound ox and he's not a martial-arts trickster -- he just has a take-no-prisoners attitude that permeates every fiber of his being. Fought in the Kilrathi war, took some hits, took a lot more medals. One of the few POWs to ever successfully escape the Kilrathi. He's not necessarily grudging with his respect, but he doesn't go out of his way to show it either. He cares first and foremost about his troops. Nevertheless, he believes in action, not talk. He believes even the finest sword in the galaxy will go rusty if it's not used regularly -- and the better the sword, the

faster it rusts. If you're an enemy, watch out: he'll only show mercy after he's conquered you.

CHIEF TECH ROBERT "PLIERS" SYKES

Mechanic. Oldtimer, Kilrathi war vet. This leather-faced, tobacco-chewing grease monkey looks and talks like someone you might find in the pit at the Daytona 500. If his morale is high, he can turn shit into gold, Volkswagens into 'vettes. Nothing thrills him more than to tweak a ship beyond it's specifications. He figures most of those egghead engineers don't have a clue as to what the ships can really do.

1ST LIEUTENANT VELINA SOSA

Communications officer. Mid-late 20s. Poly-ethnic H.A., but she keeps the fact she's a native Border Worlder under wraps. She's an expert code-breaker and her keen mind is a big asset to the *Intrepid's* efforts.

VICE-ADMIRAL DANIEL WILFORD

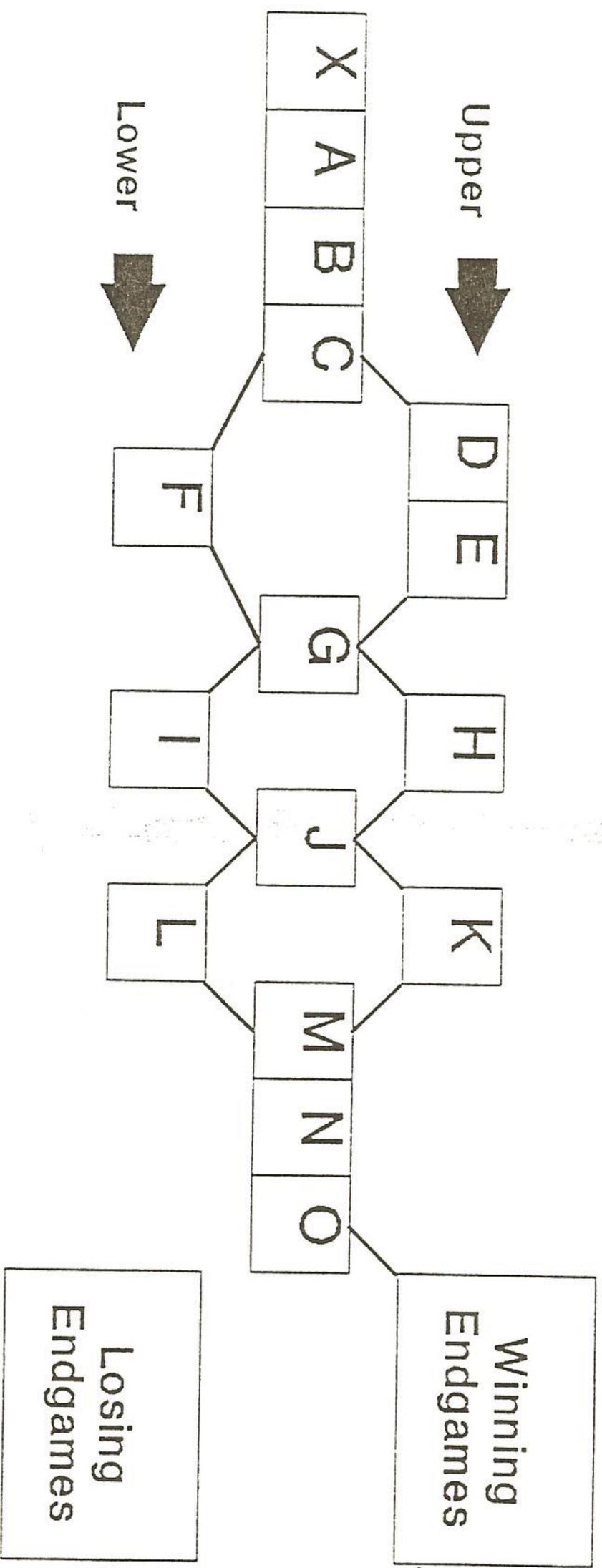
60s. Based on a distant Border World, he guides Union of Border Worlds military maneuvers. Once a high-ranking Confed officer, he retired to the Border Worlds. Recently, the governors of various Border Worlds convinced him to once again don the mantle of leadership. He's easy-going: having been around so long, there's little he hasn't seen.

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# Wing Commander IV

## Gameflow

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NOTE: Losing Endgames can be reached via several series

WING COMMANDER IV

TREATMENT

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SERIES X - CASCA SYSTEM & SOL SYSTEM & NEPHELE SYSTEM

Several years since the end of The War with the Kilrathi...

MIDGAME: DEEP SPACE (CASCA SYSTEM) 1-X1

The Casca System is a cold, lonely, half-forgotten Border Worlds system at the outer fringes of civilization. Nothing much happens here... Until now...

We see a small convoy of Confederation civilian transports ... being escorted by several lightweight fighters.

Not far away, a group of sleek fighters closes in on the convoy. These ships are like nothing we've ever seen before in the Wing Commander universe: ultra state-of-the-art, yet devoid of any insignia. We have no idea who or what they represent. We don't have a clue who they're fighting for or against.

We'll find out these ships are designated "Dragons" and are an outgrowth of the Excalibur program. Their design brings to mind only one word: Death. We will eventually learn that this group is a wing of an elite and extremely secret force called The Black Lance.

Inside one of these ships is a pilot we'll come to know as SEETHER. We can't see his face because of his helmet, but his eyes are cold as ice. He radios one of his wingmen: "The old man was right. There they are."

The Dragons suddenly swoop down on the convoy and OPEN FIRE. The Confed fighters are no match for these demons, who pick them off as if they were just swatting down gnats. The transports are next. The civilians inside them never have a chance as they disintegrate in huge EXPLOSIONS.

With one transport left, we hear Seether's command: "Light the 'Flash-Pak'." The remaining transport is struck by a strange ray emanating from one of the Dragons. The transport RUMBLES momentarily and a giant

flash explosion BLOWS OUT from the ship's interior -- leaving nothing but a charred, blackened husk floating in space.

Seether laughs coldly at the devastation. He performs an absolutely unique and death-defying maneuver (dropping a mine, hitting his afterburners, and being propelled by the resulting explosion?) and leads his squadron off. The Dragons are gone in an instant, as if they were just a hallucination...

MIDGAME: THE HALL OF THE GREAT ASSEMBLY - EARTH (SOL SYSTEM)

2-X1

We're assaulted by the clamor of eminent Senators in heated debate. Assembly Master JAMES TAGGART -- better known as Paladin -- calls for order. The subject at hand is unrest in the Border Worlds territories and they will now hear the next speaker: Admiral GEOFFREY TOLWYN steps up to the podium. Tolwyn's star may have taken a tumble in the last days of the War with the Kilrathi, but it's been on the rebound ever since. He's now Commander of the Strategic Readiness Agency (SRA). He speaks with deep concern about the random acts of violent terrorism plaguing the outer fringes of the galaxy. Acts that are causing tension between Confed and the Border Worlds. During the 40-year War with the Kilrathi, the Border Worlds were a strong ally. But social, political and biological changes within the Border Worlds also accelerated during those four decades. Whether or not this has anything to do with the turmoil has yet to be seen.

Nobody can argue that Confed has its hands full, and Paladin states that the matter will be studied and a course of action decided within a fortnight.

During the last part of this scene, we PULL BACK to reveal that it's playing on a NewsVid monitor in a modest farmhouse on --

MIDGAME: NEPHELE II - PLANET SURFACE (NEPHELE SYSTEM) 3-X1

A desert planet on the outer edge of Confed airspace.

Outside the farmhouse, CHRISTOPHER BLAIR (THE PLAYER) is busting his ass terraforming a piece of land. This is the kind of grunt work colonels get spared in a war. But it's honest labor ... maybe something you dream about when your life is constantly on the line, and you go years without hearing the crunch your feet make on real dirt...

## MIDGAME: BLAIR'S HOUSE

4-X1

Blair enters. It's Miller time... A pic-fone RINGS. Blair has to hunt around just to find it. That's how long it's been since he last had contact with anyone. When he does, he finds out it's a PAPER-PUSHING BUREAUCRAT on the other end, telling him he's been called up to active military duty. Blair figures it's some mistake -- he hasn't flown in a long while. Besides, it's peacetime... No mistake, you've been asked for specifically, the bureaucrat says, signing off with "the price of freedom is eternal vigilance" -- but this last just sounds like something he reads off a slip of paper: he's never figured what it means...

## MIDGAME: NEPHELE VI STAR PORT "COMMONS" (PLANET SURFACE)

5-X1

On foot, Blair approaches the base. It's a chaotic scene, in striking contrast to where Blair has just been: homeless people (some of them vets), card hustlers (some also vets), money changers, druggies, pimps and whores. Terrans, aliens, Border-Worlders, mixed races. The Confederation has been going through major upheavals since the end of the war: lots of people coming home, and no jobs for anyone now that the wartime economy is shifting gears... There are also peace protestors outside the Flight Line entrance: pushing for a complete shutdown of the military, who maintain a heavy-handed presence here: not unlike an occupying force... In the background, Blair sees Seether (not dressed as a pilot) rough somebody up. Blair doesn't know this guy, or the complete situation: it's just one of the ugly goings-on in this place... He pushes on to the gates of the base...

## CONVERSATION: SENTRY - FLIGHT LINE ENTRANCE

6-X1

When Blair tells the young SENTRY who he is, the man's jaw drops. Meeting heros like Blair is not an everyday occurrence on this two-bit base. He stutters instructions to Blair to report to the Base Commander's Office.

SERIES A - NEPHELE SYSTEM

Major plot point, this series: ruthless space pirates are menacing the trade routes in and out of the system.

CONVERSATION: BRAVERMAN - BASE COMMANDER ROOM

7-A1

Commander TYLA BRAVERMAN welcomes Blair. She's glad to have a pilot with such experience and reputation under her command: She admits to being new at her job and welcomes his expertise and advice. Her only regret is that his assignment here will be very temporary. She alludes to "higher-ups" having bigger plans for him. But for now, she's certain he'll be a big help in the "police actions" they're undertaking against the pirates who are disrupting commerce in the system.

CONVERSATION: MANIAC AND CATSCRATCH - FLIGHT LINE

8-A1

NOTE: When Blair enters the Flight Line, he will see an unidentified pilot whose back is turned towards us. We should not know who this pilot is until he is clicked on. (Although a hint might be that the pilot is scratching his ass...)

MANIAC turns around and flashes that trademark smug grin. Like a cold sore, you can never get rid of him. He's been in the service continually since the War -- what else is there? Just got assigned here this past week but he too has been told he'll be shipping out soon. He heard about Blair "going country." You're either an earthworm or an eagle, Maniac says with a laugh.

Another pilot joins them -- CATSCRATCH: young, excited about getting a chance to fly real missions at last (he was too young to get into it with the Kilrathi). He's completely awed at meeting Blair.

The adoration Catscratch displays for Blair rubs Maniac the wrong way so he throws down a challenge to Blair: we can finally see who's better in the cockpit. What, in the simulator? Blair asks. Maniac scoffs at the flightsim. He's got somethin' a helluva lot better. You can dogfight for real. If you're man enough... (The base's Mechanic has rigged some fighters with a sort of "laser-paintball" setup, allowing for non-lethal dogfights.)

Internally, Blair's feeling a bit rusty. Can he still do it? Catscratch and Maniac wait for his decision. BLAIR has a CHOICE whether to accept the "joyride mission" (Mission A1A) or not. MORALE CONSEQUENCES (for Catscratch).

IF Blair accepts: Go to next scene (9-A1).  
IF Blair declines: Go to Mission A1C.

LOADOUT: MUTT - FLIGHT LINE

9-A1

Conditional: REQUIRED IF Blair accepted  
Mission A1A.

Maniac's in good with the mechanic, "MUTT" MALONE. He can swing a couple of unauthorized flyaways. Mutt doesn't really consider Maniac a pal, but he reluctantly complies when Maniac bribes him.

Blair chooses a ship. He muses about the necessity for "live ammo," but Maniac's derisive: "What could happen? This system's deader than Thrakhath."

MISSION A1A - OPTIONAL

10-A1

Blair dogfights with Maniac in the Nephele Asteroid Belt.

NOTE: A score for this fake dogfight should be kept and visible on one of the cockpit's VDU screens OR as an audio tally reported to Blair by Mutt.

Success/failure: Go to Mission A1A.

IF initial objectives are achieved, Mutt breaks in on the comm channel and alerts Blair to a small squadron of incoming PIRATES.

MISSION A1B

11-A1

Blair's more or less caught with his pants down. He can "power up" his weapons, but only if he successfully docks with a power-shuttle or power-buoy. If he can power-up fast enough, he and Maniac can go head-on with the pirates -- otherwise they'll be sitting ducks. Blair must then destroy X% of pirates to break off their attack.

Success/failure: Go to A2.

MISSION A1C

12-A1

Moments after declining Mission A1A (and with Maniac still laughing at Blair) a SCRAMBLE ALERT is announced. The PA announces: all pilots up. Incoming bogeys.

Pirates have entered the system. He must destroy X% of pirates to break off their approach. Success/failure: Go to A2.

DEBRIEFING A1 - MUTT

13-A1 / 14-A1

Conditional opening:  
Mission A1A played.

Conditional opening: only  
Mission A1C played.

After explaining that he does double duty as the Comm Officer due to their being short-handed at the base, Mutt warns Blair: "If I were you, I'd avoid Braverman awhile."

Pleased to make your acquaintance, Colonel, Mutt says.

He then clears Blair for landing.

CONVERSATION: BRAVERMAN - FLIGHT LINE

15-A2

Conditional: REQUIRED IF Blair flew Mission A1A.

There's no avoiding her. She chews out Blair and Maniac for the irresponsibility they've displayed in stealing ships and joyriding through the asteroid belt. She's particularly hard on Blair: What are you, 5 years old? I thought a war hero would be smarter than that... She walks away.

CONVERSATION: MANIAC - FLIGHT LINE (OPTIONAL)

16-A2

Conditional: scene available only IF Blair flew Mission A1A.

When Braverman leaves, Maniac chuckles and whispers, "testosterone deficiency," to Blair. Maniac will never change.

CONVERSATION: CATSCRATCH - CANTINA

17-A2

Sitting down at a table with Catscratch, Blair will notice Seether giving the BARTENDER a hard time. Catscratch warns him not to get involved. When it comes to war stories, Catscratch is like a sponge, and he figures Blair's got a million of 'em. Blair, however, doesn't indulge in nostalgia. Too many good people died, and he'd rather move on in his life. Being the last person standing doesn't really mean you're a hero. MORALE CONSEQUENCES.

BRIEFING A2: BRAVERMAN - COMMAND ROOM

18-A2

NOTE: All Nephele Star Port briefings take place in the "Command Room."

A multi-part mission: First, Blair must escort a civilian transport to a jump point, ensuring its safe passage out of the Nephele system. He then must fly through two more nav points to where a large communications array is under construction (to relieve the patrols that are currently there.

## WINGMAN CHOICE

There is no wingman choice at the Nephele Star Port due to the base being under-manned. Blair will always fly with Maniac and Catscratch.

LOADOUT: MUTT - FLIGHT LINE

19-A2

Conditional opening: IF  
Mission A1A flown:

Conditional opening: IF  
Mission A1A declined:

Mutt also got his ass chewed out by Braverman, so he's still a little sore at Blair.

Blair meets Mutt in person for the first time.

Mutt offers the introductory spiel on craft and weapons selection. Mutt, we soon discover, is always quick to second-guess himself: he's tentative and unsure, a little like Barney Fife. Not something that instills confidence in a pilot.

MISSION A2

20-A2

Space pirates pounce on the transport Blair escorts. Blair must shoot down the pirates to deter their attack, while simultaneously protecting the transport's flanks.

At the 2nd nav point, Blair has a brief encounter with Seether: He comes upon a single pirate craft that has just demolished a pair of Confed fighters. The pilot (Seether) taunts Blair by name, then disappears with that "mine-drop/afterburner" maneuver. There's no way Blair can catch him and if he tries, Maniac (or Braverman?) will continually call him back until he returns.

They reach the 3rd nav point to find the comm array construction under pirate attack. Blair must defend the comm array. When only one enemy craft remains, Braverman comes in on the comm channel and instructs

Blair to perform recon and follow that pirate to get a lock on their "home" position.

If Blair tails the ship without firing on it, he will follow it to the pirates' frigate hidden in an asteroid belt. He will then be told by Braverman to return to base so they can regroup. If Blair fires upon the enemy, he will be destroyed by an onslaught of pirate fighters.

Success/failure: Go to A3.

DEBRIEFING A2: MUTT

21-A2 / 22-A2

Clearance to land.

CONVERSATION: CATSCRATCH - FLIGHT LINE

23-A3

Blair wonders how that pilot (Seether) knew who he was. Catscratch says, "Hey, everyone knows who you are." Catscratch is not impressed with the guy's flying skills -- but Blair is. He knows a pro when he sees one.

CONVERSATION: MANIAC AND MUTT - CANTINA (OPTIONAL)

24-A3

Maniac is certain that the pirates are really Border Worlds radicals. Mutt is originally from the Border Worlds, and offers a more sympathetic slant on where they fit in the political spectrum. They've always been Confed's stepchild (think Chechnya and Russia). He says if Border Worlds radicals are behind this activity, it's perhaps because they've grown that desperate.

BRIEFING A3: BRAVERMAN

25-A3

Conditional opening: IF Blair found pirates' base of operations in Mission A2:

Conditional opening: IF Blair did not find pirates' base of operations in Mission A2:

Braverman commends Blair on his recon work.

He will first have to fly through different waypoints to search for the pirates' home base.

Destroy the pirates' hideout.

MISSION A3

26-A3

IF pirates' home position is known, Blair will fly directly to the asteroid belt and engage the frigate

and her fighters. IF the home position is not known, Blair will encounter enemy craft as he flies through the various waypoints on his way to the home position where he will then engage the frigate and her fighters.  
Success/failure: Go to A4.

DEBRIEFING A3: MUTT

27-A3 / 28-A3

Clearance to land.

CONVERSATION: MUTT - FLIGHT LINE

29-A4

Blair watches as people board a transport. Mutt explains that they are MINERS and their families heading for Nephele XII. Suddenly, a little GIRL's dog gets away from her. Blair scoops up the puppy and returns it to the girl. She smiles at him sweetly.

CONVERSATION: MANIAC AND SEETHER - CANTINA

30-A4

As usual, Maniac is boasting about his exploits. Blair is almost relieved when a ruckus across the room interrupts Maniac's spiel: it's Seether (again, not dressed as a pilot) fighting with a MAN over a WOMAN (who he manhandles roughly). Blair's had it with this guy. Maniac eggs him on. Blair confronts Seether and is ready to take him on. But Seether pulls out a weapon and glares icily at Blair. It's a standoff until Seether throws the woman to the ground and exits.

BRIEFING A4: BRAVERMAN

31-A4

Braverman has received a Confed Intel report saying that a seemingly aggressive Border Worlds probe has invaded Nephele air space. Not long after this wing of fighters was detected, the base picked up an S.O.S. from the transport carrying the miners. Blair must check it out.

MISSION A4

32-A4

Ragtag pirate fighters offer some resistance to Blair on nav-point(s) he reaches on the way to the S.O.S. -- seeking vengeance because of the attack on their base. (They are not unlike the few ants you have left after wiping out an anthill.)

When Blair reaches his destination, he finds that the transport carrying the miners has been reduced to a charred husk. His transmissions to Maniac and Catscratch reveal that he's stricken to the core. This time it's personal. Other Confed ships are already

there, scanning the remains of the transport. Comm channel traffic reveals a new kind of weapon has been used here: it's as if something super-heated the artificial atmosphere in a fraction of a second, to the point where it flash-ignited, turning the interior into an instant inferno. (We've seen this before -- the "Flash-Pak" in 1-X1.)

Success/Failure: Go to B1.

DEBRIEFING A4: MUTT

33-A4 / 34-A4

Mutt tells Blair that "his orders have arrived" and that he's shipping out immediately.

SERIES B - SOL SYSTEM & TYR SYSTEM

Major plot point, this series: Admiral Tolwyn assigns Blair to the *TCS Lexington* -- where he is reunited with some old friends...

MIDGAME: APPROACHING CONFED HQ

35-B1

Two super-carriers are under construction: the *Vesuvius* and the *St. Helens*. If the war was over, you'd never know it.

MIDGAME: CONFED HQ - TOLWYN'S OFFICE

36-B1

Tolwyn pulls his gaze from the super-carriers outside his viewport and turns to face Blair. As you've seen, he tells Blair, law-and-order has just gone to hell in the Confederation lately. I'm sure you agree with me, we didn't fight the war for this. In these transitional times, many have forgotten what Confed has to offer. They've forgotten why Confed even exists. It's unfortunate, but predictable, he says. Evil always exists. "The price of freedom is eternal vigilance."

He doesn't know who's behind the wanton destruction Blair has recently witnessed, but he suspects it's guerilla activity on the part of the Border Worlds, who have pulled away from the Confederation in the years after the war for various imagined grievances. While you and I had our differences, he says, I know we were on the same side in the things that really mattered. And I know you flew to preserve the Confederation -- and your skills we once again require.

Tolwyn reveals that he was personally responsible for Blair being called back to active duty. He is bringing some of the best pilots of the Kilrathi War together and he wants to position Blair, the war hero, in a

place where he is of great value, both politically and militarily. I'll reunite you with an old friend, Tolwyn says with a sly grin...

MIDGAME: THE LEXINGTON PULLS AWAY FROM CONFED HQ 37-B1

This is a Concordia-class carrier but it's still dwarfed by the super-carriers under construction.

MIDGAME: ON THE LEXINGTON FLIGHT DECK 38-B1

Blair gets a hero's welcome. He can't help but grin.

CONVERSATION: MANIAC - FLIGHT DECK 39-B1

As usual, he's pissed that Blair gets all the attention. He was assigned here too, but he didn't get the welcoming committee and he sure as hell didn't get a personal meeting with Tolwyn.

CONVERSATION: EISEN - FLIGHT CONTROL 40-B1

EISEN welcomes Blair to his ship. It's the warm reuniting of two old friends. But something about Eisen's a little different. Beneath his genuine happiness at seeing Blair again, he's sullen: something's up, but we don't know what yet.

CONVERSATION: VAGABOND - OFFICERS' LOUNGE 41-B1

VAGABOND is also glad to see his old friend. Like Blair, Vagabond was recently called up to active duty. He's sorry he ever stayed on "active reserve." He figured his flying days were over. He was doing just fine moving from system to system, making what he could at the gambling tables.

BRIEFING B1: EISEN - BRIEFING ROOM 42-B1

NOTE: All *Lexington* briefings take place in the "Briefing Room."

Eisen's being fed assignments from Confed Intel; he's sometimes skeptical about the accuracy of their info, and the piecemeal nature of the info he's fed is also frustrating. They are jumping to the Tyr System in the Border Worlds where Blair is to provide recon on Tyr VII (using a laser camera like a gun).

#### WINGMAN CHOICE

Aboard the *Lexington*, Blair will encounter a new system for picking his wingmen: Prior to performing "Loadout," the terminal screen will display the flight roster. This wingman selection list will include

statistics, kill scores, and "specialties" (particular talents) for each pilot. Blair will be able to scroll through the list and make his selection(s) based on what he's learned in the briefing. As pilots are killed, their names will remain on the list but they will be labeled "deceased." If a pilot has ejected on the previous mission, he might be labeled "confined to infirmary" and be unavailable for the current mission.

## MISSION B1 (TYR SYSTEM)

43-B1

Blair encounters air and ground-based defenses doing their best to stop his recon and finish him off. Success is X% of the planet photographed.

Success: Go to B2. Failure: IF more than 50% of previous missions lost, go to Losing Endgame 1, ELSE go to B2.

## DEBRIEFING B1: NAISMITH

44-B1 / 45-B1

NAISMITH, the Lexington's Comm Officer, introduces himself. If failure, someone else picked up the slack and got the necessary recon photos.

## CONVERSATION: MANIAC (OPTIONAL)

46-B2

He's happy to be doing "real" work again, as opposed to those "police actions" they were stuck with back on Nephele.

## CONVERSATION: EISEN AND CATSCRATCH - FLIGHT DECK

47-B2

NOTE: This REQUIRED scene is not available until Blair enters the Lift. When he enters the Lift, a PA announcement is triggered: "Colonel Blair. Report to the flight deck immediately."

A shuttle has arrived with an unauthorized stowaway: Catscratch. He stands between a pair of guards and faces a very angry Eisen. Eisen turns to Blair and demands to know who this man is and why he keeps insisting that Blair can vouch for him. Blair admits that he's flown with Catscratch but doesn't know why he's here. Catscratch explains that he became disgusted and demoralized flying "guard duty" in Nephele. He's ready for the real thing and he's come to hopefully fly with -- and learn from -- "the master." Blair okays Catscratch's presence and vouches for him with Eisen (who says he'll ram through the paperwork). How Blair responds to Catscratch's actions will have MORALE CONSEQUENCES.

CONVERSATION: VAGABOND - OFFICERS' LOUNGE (SLIDING) 48-B2

SPECIAL NOTE: This partial scene will play as a "front end" to any scene with Vagabond in the officers' lounge from now through Mission C3. It will play only once and only after Blair has attempted to go to the Bridge via the Lift.

In reference to bridge access being denied, Vagabond talks about some of the recent "changes" in Confed protocol.

CONVERSATION: VAGABOND - OFFICERS' LOUNGE (OPTIONAL) 49-B2

Blair quizzes Vagabond about the kinds of missions that the Lexington has been undertaking. Vagabond's opinion is that these missions aren't so much military as political. He's uncomfortable.

CONVERSATION: EISEN - EISEN'S QUARTERS 50-B2

Blair finds Eisen downloading data from a terminal. The Captain is rather secretive about what he's doing.

BRIEFING B2: EISEN 51-B2

Blair's assignment is to clear the way for the extraction of a biochemist from Tyr VII, who's being held by Border Worlds militia. A shuttle to pick up the biochemist will be X minutes behind Blair's wing. He will then have to protect the shuttle as it returns with its payload.

Conditional: IF Mission B1 success:

Thanks to Blair's recon, they know there's a large hangar full of enemy fighters near the complex they must attack. Taking the hangar out first will be a good strategic move.

Conditional: IF Mission B1 failure:

The presence of the hangar is unknown and it is not discussed.

MISSION B2 52-B2

B2A: (IF B1 SUCCESS)

Blair will have the coordinates of the hangar and attempt to destroy it first in order to limit the number of enemy craft that will defend the complex and pursue the shuttle carrying the biochemist away.

## B2B: (IF B1 FAILURE)

Since the presence of the hangar is unknown, numerous enemy fighters pour out of it to defend the complex and pursue the shuttle trying to escape with the biochemist.

Success: Go to C1. Failure: Go to Losing Endgame 1.

## DEBRIEFING B2: NAISMITH (SUCCESS ONLY)

53-B2

Clearance to land.

SERIES C - TYR SYSTEM & MASA SYSTEM

Major plot point, this series: Captain Eisen is relieved of command, and soon Blair must make the biggest decision of his life, weighing the bonds of personal loyalty against his sworn duty to the Confederation.

## MIDGAME: A SHUTTLE ARRIVES AT THE LEXINGTON

54-C1

As the shuttle lands, Blair joins Eisen on the flight deck. "What's up?" Blair asks. Eisen doesn't know. CAPTAIN HUGH PAULSEN steps out of the shuttle. He tells Eisen that he carries new orders from Confed -- the *Lexington* will be moving to the Masa system. I have other orders to discuss with you in private, he tells Eisen.

## CONVERSATION: MANIAC - LIFT (OPTIONAL)

55-C1

Maniac informs Blair that the biochemist they've rescued is in fact a very attractive woman. With a leer, he talks about his plans to bone up on the periodic chart of elements.

## CONVERSATION: VAGABOND AND CATSCRATCH - OFFICERS' LOUNGE (OPTIONAL)

56-C1

Catscratch throws down his cards as Vagabond scoops up his winnings. Catscratch wonders what Paulsen's arrival means. Vagabond's sure it's trouble. Blair either agrees with Vagabond or says it's not our business to ask questions. MORALE CONSEQUENCES for Catscratch.

## BRIEFING C1: PAULSEN (MASA SYSTEM)

57-C1

To his great surprise, Blair learns Eisen's been relieved. The mission involves a military spacelab that's been hijacked by Border Worlds militia. We're

going to get it back, Paulsen says. Blair will fly support for a shuttle carrying marines who will dock with the lab and take it over by force.

#### WINGMAN CHOICE

When Blair moves to the terminal screen to check out the flight roster, he will now find that X% of his usual wingmen will be unavailable: These pilots will be labeled as "transferred," "grounded," "confined to brig," etc.

#### MISSION C1

58-C1

Blair flies support in operation to regain control of spacelab. Instead of enemy fighters, he will encounter mines and space buoys armed with automated laser turrets. He will know if mission objectives have been reached from radio chatter from the marines.

Success: Go to C2. Failure: Go to Losing Endgame 1.

#### DEBRIEFING C1: NAISMITH (SUCCESS ONLY)

59-C1

Clearance to land.

#### MIDGAME: NEWSBRIEF - OFFICERS' LOUNGE

60-C2

At the bar, Maniac is seen making a move on the FEMALE BIOCHEMIST. She abruptly slaps his face and walks out. Maniac looks around and is relieved to see that no one noticed -- since Blair and the others are riveted to a monitor, watching a newsbrief about how the Border Worlds have declared themselves "The Union of Border Worlds." In response, the Confederation Assembly has decreed that Border Worlds ships can no longer ply Confed "waters" unless they're under escort. The newsbrief includes an INTERVIEW WITH TOLWYN. We see how concerned he is about the increasing incidents involving Border Worlds harassment of legitimate Confed operations. Maniac joins Blair and Vagabond at their table...

#### CONVERSATION: VAGABOND AND MANIAC - OFFICERS' LOUNGE

61-C2

They argue about the current political situation, Maniac saying the Confederation has to do whatever it takes to maintain order, Vagabond siding with the Border Worlds. Blair gets into it and CHOOSES whether to side with Vagabond or Maniac.

CONVERSATION: EISEN - EISEN'S QUARTERS (OPTIONAL) 62-C2

Blair again finds Eisen downloading data from a terminal. Eisen seems surprisingly upbeat. He says he hasn't enjoyed the job of captain lately anyway. It's been different since the war ended. "Maybe it is time to retire."

BRIEFING C2: PAULSEN 63-C2

A military convoy of Border Worlds ships has invaded Confed territory, without an escort. It's said they've shot at Confed ships, and ignored orders to place themselves under escort. Blair must interdict them.

WINGMAN CHOICE

Blair finds that the flight roster has been thinned out even more. X+Y% of his usual wingmen are unavailable due to "transfers" and disciplinary actions.

MISSION C2 64-C2

Blair interdicts the convoy. Via the comm channel, he tries to turn them back. The response is a reference to the space lab that the *Lexington* has "stolen" and they OPEN FIRE. Blair attacks the convoy.

Success/failure: Go to C3.

DEBRIEFING C2: NAISMITH 65-C2 / 66-C2

Clearance to land.

CONVERSATION: CATSCRATCH - OFFICERS' LOUNGE 67-C3

Catscratch isn't so sure about the course they're taking. Something about these missions doesn't feel right. He reveals that he was born in the Border Worlds and that he has the DNA helix anomaly (known as "H/A") that is a result of generations of living and breeding in the Border Worlds. Blair can choose to say that he's going to talk to Eisen about the missions. MORALE CONSEQUENCES.

CONVERSATION: EISEN - EISEN'S QUARTERS (OPTIONAL) 68-C3

NOTE: scene available only IF Blair decided to talk to Eisen per Scene 67-C3.

Blair discusses the situation with Eisen, who offers strong arguments for why the Confederation must stay united. It's part of the readiness they must always maintain, to avoid another war like the one with the

Kilrathi. (The subtext here -- which will be revealed later -- is that Eisen's struggling with a decision, trying to talk himself out of it.)

CONVERSATION: MANIAC - FLIGHT CONTROL

69-C3

NOTE: This REQUIRED scene not available until Scene 68-C3 has played.

Blair asks Maniac if he ever "got anywhere" with the female biochemist. Maniac is saved from embarrassment when they are interrupted by a PA announcement: "Clear flight deck immediately. Only those with Level 1 Security Clearance allowed." Blair and Maniac discuss what might be going on down on the flight deck. Maniac isn't curious enough to check it out. He'd rather go to the officers' lounge and have a drink. He invites Blair to join him. Blair must choose:

Conditional: Blair wants to sneak onto the flight deck and see what's going on:

Maniac says suit yourself and exits for the lift.

Go to Scene 70-C3. (No other options will be available.)

Conditional: Blair decides to have a drink with Maniac:

Maniac says he'll meet Blair in the officers' lounge. Maniac exits for the lift saying that he must report to Eisen first, because the captain has asked to see him.

Go to Scene 73-C3. (No other options will be available.)

INTERACTIVE: FLIGHT DECK

70-C3

NOTE: This scene REQUIRED if Blair chose to sneak onto flight deck in Scene 69-C3. Otherwise not available.

A shuttle has recently landed and people are scurrying about. Blair's view of the flight deck also includes two places to hide: one behind a stack of metal crates; the other behind a pallet of missiles. He must pick one.

Go to Scene 71-C3 OR scen-  
num:HideBehindMissiles-C3.

MIDGAME: BLAIR HIDES  
BEHIND CRATES 71-C3

Blair moves to the stack of crates and crouches down behind them. He watches the mysterious sight of Seether emerging from the shuttle and moving off.

MIDGAME: BLAIR HIDES  
BEHIND MISSILES 72-C3

Blair moves to the pallet of missiles and crouches down behind them. But just as the shuttle's door opens, Paulsen catches Blair and chews him out for being there (preventing Blair from seeing who was on the shuttle). Paulsen finishes his harangue and exits.

CONVERSATION: MANIAC - OFFICERS' LOUNGE 73-C3

NOTE: This scene REQUIRED IF Blair chose to have a drink with Maniac in Scene 69-C3. Otherwise not available.

Blair sits down with Maniac and tries to renew the conversation about the female biochemist, but Maniac is preoccupied and on edge.

BRIEFING C3: PAULSEN 74-C3

NOTE: This briefing will not be available until Blair hears the PA announcement, "Colonel Blair, report to Briefing Room immediately." IF Blair is coming from Scene 71-C3 OR 72-C3, the announcement will be triggered when Blair enters the officers' lounge. IF Blair is coming from Scene 73-C3, it will be triggered when Blair enters flight control.

Blair is stunned to learn that Eisen and Maniac have stolen a shuttle and fled the *Lexington*. Paulsen believes Eisen is a Border Worlds spy. He assigns Blair to go out and get the apparent traitors, with Vagabond, Catscratch, and "RED-SHIRT #1" as his wingmen. If Eisen doesn't come back willingly? Terminate with extreme prejudice.

MISSION C3 75-C3

When Blair gets within X kilometers of Eisen and Maniac's shuttle, Vagabond comes on the radio: "I'm not firing on the Captain. I'm going with him. Are you with me?" Blair must CHOOSE whether to defect and fly with Vagabond and Eisen -- or to fly against them and fire upon them. Blair must send an "affirmative" or "negative" radio response.

MISSION C3A: IF BLAIR  
DEFECTS 76-C3

Catscratch radios Blair:  
IF his morale is high, he  
goes with Blair; IF his  
morale is low, he pulls  
back from any dogfight with  
Blair and high-tails it  
back to the *Lexington*.

(NOTE: Catscratch is  
invulnerable regardless of  
morale.) Red-shirt #1,  
however, becomes the enemy  
and attacks Blair. At the  
next nav point, the  
*Lexington* will send out  
another wing of fighters to  
attack Blair, Vagabond, and  
Eisen. Success means  
killing X% of the enemy and  
getting away from them;  
failure is ejection or  
returning to the *Lexington*.

Success: Go to D1.  
Failure: Go to Losing  
Endgame 2, Parts B & D  
only.

DEBRIEFING C3A: EISEN  
(SUCCESS ONLY) 77-C3

Eisen comes on the radio  
and suggests Blair and  
Vagabond follow him.

In all cases, Eisen and Maniac get away  
(their shuttle cannot be shot down). It will  
reach safety aboard the *Intrepid*.

SERIES D (UPPER TRACK) - MASA SYSTEM

Major plot point, this series: Blair has defected from  
the Confederation. His decision continues to have  
unpredictable and momentous consequences.

MIDGAME: APPROACHING & LANDING ON THE INTREPID 80-D1

First Eisen's shuttle, then Blair's and Vagabond's  
fighters head into the Union of Border Worlds'

MISSION C3B: IF BLAIR  
STAYS WITH CONFED 78-C3

Vagabond becomes a very  
formidable enemy bogey.  
Blair will not be able to  
destroy Eisen's shuttle.  
It will reach safety aboard  
the *Intrepid*, which will  
send out an onslaught of  
Border Worlds fighters if  
Blair makes it that far.  
Success means killing  
Vagabond; failure is  
ejection or retreat to the  
*Lexington*.

Success: Go to F1.  
Failure: Go to Losing  
Endgame 1.

DEBRIEFING C3B: NAISMITH  
79-C3

Clearance to land on the  
*Lexington*.

destroyer-converted-to-carrier BWS *Intrepid* and land. (Catscratch's fighter is also present IF he defected as well.)

The *Intrepid* itself has just finished a bloody clash with Confederation fighters, and sustained a great deal of damage and casualties. The top level, containing the Bridge and Berths, has been all but totalled. Fires are still burning on parts of the ship and columns of black smoke taint the air.

MIDGAME: INTREPID LAUNCH DECK

81-D1

Eisen, Blair, Vagabond (and Catscratch if he defected) are greeted by PANTHER and HAWK, two Border Worlds pilots. (Blair is familiar with their names, since both fought in the Kilrathi war.) What's left of the *Intrepid* crew dashes around in the background, carrying bodies, fire extinguishers, etc.

Eisen asks for Captain Dominguez, who is expecting him. Panther and Hawk look grim. Captain Dominguez was on the Bridge and killed during the recent battle. Your deal was with him, Hawk says. He and Panther are not totally trusting of these recent defectors. Panther and Hawk are called away because of more pressing problems elsewhere on the ship and they exit.

CONVERSATION: EISEN - LAUNCH DECK

82-D1

Eisen explains his defection to Blair: Certain elements in Confed -- and he has no idea who -- have been working covertly to foment the incidents that have led to the Confederation/Border Worlds tensions. He has proof of this in certain operations the *Lexington* was recently involved in. He apologizes for not being more forthcoming earlier, but he thought his actions might be suicidal and he didn't want to endanger Blair. Blair's glad he made the choice to join Eisen. Blair moves to look around the ship and see if he can help the *Intrepid* crew with the clean up, but --

MISSION D1

83-D1

When Blair moves to the Control Bay, a SCRAMBLE ALERT is sounded -- All pilots up. The *Lexington* has sent a force of fighters to finish off the *Intrepid*.

*Lexington* fighters swarm over the *Intrepid*. Blair must stave them off. Success means Blair beats back the attack. Failure results in the *Intrepid*'s destruction.

Success: Go to D2. Failure: Go to Midgame D1 Failure (Scene 85-D1).

DEBRIEFING D1: SOSA (SUCCESS ONLY) 84-D1

VELINA SOSA introduces herself and provides clearance to land.

MIDGAME D1 FAILURE: INTREPID FINISHED 85-D1

The Confed fighters succeed in destroying the *Intrepid* and it BLOWS UP in an incredible ball of fire. Go to Losing Endgame 2, Parts B & D only.

CONVERSATION: PLIERS - LAUNCH DECK 86-D2

PLIERS, an old coot, introduces himself as the *Intrepid's* Chief Tech. He hints that he can sometimes perform miracles with nothing more than his socket-drives and a pile of junked Confed parts as he eyes the fighter Blair defected in. MORALE CONSEQUENCES.

CONVERSATION: PANTHER & HAWK - CONTROL BAY 87-D2

A further intro of Panther and Hawk, as they discuss why they fly under Border Worlds colors, and their experience of what Confed has been up to lately. Blair asks about what he saw in Series A/B/C -- where it seemed that Border Worlds military were running aggressive operations in Confed territory. Panther and Hawk say this was a put-up job -- they know the Border Worlds weren't involved in those shenanigans. This scene commences the "battle for Blair's soul." MORALE CONSEQUENCES.

NOTE: In joint scenes with Panther and Hawk, raising Panther's morale will lower Hawk's, and vice-versa.

CONVERSATION: MANIAC - BRIDGE WRECKAGE (SLIDING) 88-D2

Maniac's feeling a little fatalistic as he surveys the top deck damage. Great view of the stars, however, as there isn't much else left here. He wonders what they've gotten themselves into. Blair's answer is that Maniac will never get that Confed promotion now.

CONVERSATION: SOSA - GALLEY (SLIDING) 89-D2

She's frazzled because so much equipment is down; in addition, she can't do any of the normal decoding of Confed comm traffic. She hopes, however, to be able to help Eisen decrypt some of the info he brought with him.

CONVERSATION: HARLEY - GALLEY (SLIDING)

90-D2

Intro HARLEY. Hard-ass, anti-social sort. He's not so impressed with Blair's record (that's ancient history), or even that Blair just helped out in the scramble. He has total disdain for anything military.

CONVERSATION: EISEN, PANTHER &amp; HAWK - COMBAT INFORMATION CENTER (AKA C.I.C.)

91-D2

Panther and Hawk argue tactics. It's been like this since the captain died -- no consensus. Eisen can see they're both right -- and both wrong. He sort of takes the reins in this leaderless vacuum. Blair suggests Eisen assume the captaincy -- for now.

BRIEFING D2: EISEN - CHART ROOM

92-D2

NOTE: All briefings aboard the *Intrepid* take place in the Chart Room. (Though they serve the same essential purpose, the names of *Intrepid*'s rooms are different from *Lexington*'s simply to avoid confusion, as well as to emphasize to the player that he's now on a different ship.)

To avoid further harassment from Confed forces, the *Intrepid*'s going to try to get out of the system, through a nebula. Blair must scout ahead and sweep the nebula of hostiles.

## WINGMAN CHOICE

Like the *Lexington*, the *Intrepid*'s terminal screen will display the flight roster for wingman selection. (See Scene 42-B1.) In this series, Catscratch's presence on the flight roster is dependent on whether he defected with Blair or not.

## LOADOUT

Depending on Pliers' morale, Blair's ship will either have a little extra kick, or drive a little sluggish. If Pliers is standing and grinning, this will indicate his morale is up; if he's sitting and looking glum, morale is down. This "indicator" of Pliers' morale will continue throughout the game. Also, if he's looking for them, Blair will notice that the Confed fighters he and Vagabond (and possibly Catscratch) defected in are not on the list of ships.

MISSION D2

93-D2

Inside the nebula, Confed fighters from the *Lexington* are lying in wait. Electrical interference from the nebula should have an effect on fighter control. Radar

and comm channels might break up, forcing Blair to fly and fight mostly on visual contact alone.

Success/failure: Go to D3.

DEBRIEFING D2: SOSA 94-D2 / 95-D2

Sosa relays that the *Intrepid* is turning around -- it can't get out of the system this way.

CONVERSATION: PLIERS - LAUNCH DECK (OPTIONAL) 96-D3

Like the cat who ate the canary, Pliers smiles as he tells Blair that he used Blair's Confed fighter for parts. MORALE CONSEQUENCES.

CONVERSATION: VAGABOND - CONTROL BAY (OPTIONAL) 97-D3

Vagabond posits that he continues to live up to his name, given that he's on yet another new carrier. But he wonders if he and Blair did the right thing by defecting. You gotta go with what's in your heart, Blair says. And you stick with the guys you know you can trust.

CONVERSATION: CATSCRATCH - STORAGE HOLD (OPTIONAL) 98-D3

NOTE: scene available only IF Catscratch defected with Blair.

Catscratch is confused and scared. He doesn't know what the rules are anymore.

BRIEFING D3: EISEN 99-D3

They've found a "back door" jump point which should get the *Intrepid* out of this system. Blair will escort the ship to it.

MISSION D3 100-D3

Blair encounters the *Lexington* and her fighters blocking the jump point. Eisen comes on the radio: "Don't get sentimental. You know what you have to do." Success is destroying the *Lexington*, causing her to BLOW UP in a spectacular explosion. Failure is allowing the *Intrepid* to be destroyed.

Success: Go to E1. Failure: Go to Midgame D3 Failure (scene 102-D3).

DEBRIEFING D3: SOSA (SUCCESS ONLY) 101-D3

Sosa suggests Blair hurry back so they can get the hell out of this system.

MIDGAME D3 FAILURE: BLAIR FINISHED 102-D3

The *Intrepid* is destroyed in a horrifying explosion. Blair ejects. He's tractorboarded aboard the *Lexington*. Captain Paulsen and guards greet him, grim satisfaction on their faces. "You will find out what we do with defectors."

Go to Losing Endgame 2, Parts B & D only.

SERIES E (UPPER TRACK) - MASA SYSTEM & ORESTES SYSTEM

Major plot point, this series: Eisen's data could use a little fleshing out. Sosa figures out where they can get what they need.

MIDGAME: INTREPID SAVES A CONFED PILOT 103-E1

NOTE: This scene plays only IF Catscratch did not defect with Blair in Scene 76-C3.

The *Intrepid* sends out a tractor beam and pulls in an ejected *Lexington* pilot.

MIDGAME: INTREPID CELEBRATION 104-E1

A. On the launch deck, Blair lands and receives a huge welcome.

B. IF Scene 103-E1 has played, Blair is reunited with Catscratch, who expresses his sorrow for not joining Blair earlier.

MIDGAME: INTREPID JUMPS TO ORESTES SYSTEM 105-E1

-- Leaving the wreckage of the *Lexington* behind, the *Intrepid* goes through the jump point.

-- A few beats later, a much smaller ship appears: It's a Confed shuttle.

-- Inside the shuttle, Seether and Paulsen fume. Seether swears that he'll kill Blair for fouling up "his plans."

CONVERSATION: EISEN AND SOSA - C.I.C. 106-E1

They study the data Eisen took from the *Lexington*. There's a missing piece to this puzzle he brought aboard -- but Sosa knows where they can get this missing piece: Orestes XI.

CONV: HARLEY AND CATSCRATCH - GALLEY (SLIDING) 107-E1

Harley and Catscratch are watching a replay of the Lexington destruction on the terminal monitor. Harley's impressed that Blair whacked his own ship. You are a cold-blooded demon, he says admiringly. Catscratch isn't surprised at all.

BRIEFING E1: EISEN 108-E1

On the way to Orestes XI, the *Intrepid* has received a distress transmission from a pair of Border Worlds cap ships that are being attacked by pirates. The mission is to provide assistance.

MISSION E1 109-E1

Success means Blair stops the pirate bombers from destroying the cap ships. Failure means loss of the cap ships.

Success/failure: Go to E2.

DEBRIEFING E1: SOSA 110-E1 / 111-E1

Clearance to land.

CONVERSATION: PANTHER - BRIDGE WRECKAGE (OPTIONAL) 112-E2

We get some of Panther's backstory. Blair and she compare notes on the war. MORALE CONSEQUENCES.

CONVERSATION: MANIAC AND VAGABOND - GALLEY (OPTIONAL) 113-E2

Blair sees something he's never seen before: Vagabond is losing at cards. Maniac gloats as he scoops up his winnings.

CONVERSATION: HAWK - C.I.C. (OPTIONAL) 114-E2

We get some of Hawk's backstory. Blair and he compare notes on the war. MORALE CONSEQUENCES.

BRIEFING E2: EISEN 115-E2

Their target is a Confed comm station orbiting Orestes XI. It is surrounded by radar buoys which, if not destroyed quickly, will alert fighters from the base on Orestes XI. Blair will provide cover for Sosa's espionage mission which requires that she enter the station and download the data they need. Vagabond, because of his past espionage experience, will

accompany Sosa. Blair will then have to protect their shuttle as it retreats back to the Intrepid.

#### WINGMAN CHOICE

Vagabond will be labeled "unavailable" for this mission on the flight roster:

#### MISSION E2

116-E2

The amount of fighter defenses that Blair encounters will depend on how quickly he can destroy the radar buoys. He will be in radio contact with Sosa and Vagabond.

Success: Go to Midgame E2 Success. Failure:  
Go to Losing Endgame 2, Parts B & D only.

#### MIDGAME E2 SUCCESS PART 1: SOSA AND VAGABOND

117-E2

Vagabond lays down cover while Sosa jacks into a deck and downloads/decodes the classified data they need. She picks up her own 27th-century Uzi and together with Vagabond, they retreat. But Vagabond takes a bullet in order to protect Sosa and the data. He's not coming back...

#### MIDGAME E2 SUCCESS PART 2: VAGABOND'S FUNERAL

118-E2

Blair has the bitter chore of delivering a eulogy for someone who was not only a fellow pilot but a long-time friend.

Go to G1.

#### SERIES F (LOWER TRACK) - MASA SYSTEM

Major plot point, this series: Having declined Vagabond's invitation to defect, Blair returns to the Lexington and continues to fly for the Confederation.

#### MIDGAME: RETURN TO LEXINGTON

119-F1

Several Confed fighters return to the Lexington. Among them: Blair's and Catscratch's.

#### CONVERSATION: PAULSEN AND SEETHER - FLIGHT DECK

120-F1

Seether appears to be Paulsen's new right-hand-man as he stands quietly next to the captain -- who lauds his returning flyers. Paulsen specifically commends Blair -- who put aside personal loyalty for his duty to Confed.

CONV: CATSCRATCH - OFFICERS' LOUNGE (OPTIONAL) 121-F1

Eisen's actions have confused and scared him. Blair, however, is certain of his convictions for Confed: we gotta stick together or fall apart.

BRIEFING F1: PAULSEN AND SEETHER 122-F1

Again, Seether stands behind Paulsen, saying very little, but Blair gets the feeling that he's more than just a right-hand-man. Both Paulsen and Seether are very upset by Eisen's traitorous act. The mission is to attack the *Intrepid*.

#### WINGMAN CHOICE

Blair finds that X+Y+Z% of his usual wingmen are strangely unavailable due to "transfers" and disciplinary actions. But there are replacements: new pilots who have vague resemblances to Seether.

MISSION F1 123-F1

NOTE: This mission is essentially a mirror image of Mission D1, but with Blair fighting on the Confed side.

Attack fighters from the *Intrepid*. Success means destroying X% of the enemy fighters, at which point the *Intrepid* will escape from the sphere of action.  
Success/failure: Go to F2.

DEBRIEFING F1: NAISMITH 124-F1 / 125-F1

Clearance to land.

CONVERSATION: PAULSEN - OFFICERS' LOUNGE (SLIDING) 126-F2

Offhandedly, Paulsen refers to Border Worlds citizens with H/A as "subhumans." Blair's eyes go steely.

CONV: CATSCRATCH - OFFICERS' LOUNGE (OPTIONAL) 127-F2

Catscratch wonders if Blair's noticed all the new personnel on board. He also mentions that Seether has taken over Eisen's quarters. Blair EITHER says he's going to talk to Seether OR decides that it's not their business to question Confed decisions.

CONVERSATION: SEETHER - EISEN'S QUARTERS (OPTIONAL) 128-F2

NOTE: scene available only IF Blair said he was going to talk to Seether in Scene 127-F2.

Blair finds Seether scanning data files to see what Eisen got away with. The one thing Blair knows for sure: Seether is evil personified. He brings up the trouble Seether caused back in the Nephela cantina. Seether sneers. They're all riff-raff on that planet, Seether says. They scarcely deserve to live.

BRIEFING F2: PAULSEN AND SEETHER

129-F2

The *Intrepid* is trying to escape the system through a nebula. They will probably send fighters in first to clear a path. Blair's mission is to get there first and ambush those scouts. Seether mentions that he will be flying this time.

WINGMAN CHOICE

There are no more familiar faces on the flight roster. They are all Seether's men.

MISSION F2

130-F2

NOTE: This mission is essentially a mirror image of Mission D2, but with Blair fighting on the Confed side.

Ambush the *Intrepid* scouts. Electrical interference from the nebula should have an effect on fighter control. Radar and comm channels might break up, forcing Blair to fly and fight mostly on visual contact alone.

Success/failure: Go directly to next Midgame (Scene 131-F2).

MIDGAME: SEETHER'S VILLAINY

131-F2

-- During the battle, two of the *Intrepid* pilots have ejected. Seether now FIRES upon their pods and blows the defenseless flyers to smithereens.

-- Confed fighters, including Blair's, return to the Lexington.

Go to F3.

CONVERSATION: SEETHER - FLIGHT DECK

132-F3

Erupting with anger, Blair confronts Seether about killing the ejected pilots. Seether laughs cruelly. In case you haven't noticed, he says, we're fighting a war here.

CONV: CATSCRATCH - OFFICERS' LOUNGE (OPTIONAL) 133-F3

Catscratch is shocked by Seether's actions: Who does he think he is? God? Blair says that Seether appears to follow no rules whatsoever.

BRIEFING F3: PAULSEN AND SEETHER 134-F3

The *Intrepid* is heading for a "back door" jump point in another attempt to escape from the system. The *Lexington* is going to block access to the system's jump point.

WINGMAN CHOICE

There is no choice on this mission. Paulsen will assign wingmen to Blair in the briefing.

MISSION F3 135-F3

NOTE: This mission is essentially a mirror image of Mission D3, but with Blair fighting on the Confed side.

Blair is to defend the *Lexington* as the *Intrepid* and her fighters try to muscle their way past to reach the jump point.

But as soon as Blair fires his first shot -- Eisen will appear on his comm channel with an invitation for Blair to defect and join the Union of Border Worlds forces. Blair must send an "affirmative" or "negative" response. Go to Mission F3A OR Mission F3B.

MISSION F3A: IF BLAIR  
DEFECTS 136-F3

Catscratch comes up on the comm to say that he's joining Blair. The *Lexington* and all her fighters immediately become the enemy and Blair can open fire on them. Success is destroying the *Lexington*. Failure is allowing the *Intrepid* to be destroyed.

Success: Go to G1.  
Failure: Since the *Intrepid* has been destroyed, Blair has nowhere to land, thus he will float to a slow DEATH in space.

MISSION F3B: IF BLAIR  
STAYS WITH CONFED 138-F3

Despite all of Blair's efforts, the *Lexington* is destroyed very quickly.

SPECIAL NOTE TO ORIGIN:  
There are two alternatives here: 1) Blair can be killed in the backwash of the explosion. 2) Blair can face wave after wave of fighters from the *Intrepid* but since he has nowhere to land, he will eventually float to a slow DEATH in space. Please let us know which you prefer. Either way --

The result is DEATH.

DEBRIEFING F3A: EISEN  
(SUCCESS ONLY) 137-F3

Eisen happily welcomes Blair and gives him clearance to land.

SERIES G - ORESTES SYSTEM & PASQUAL SYSTEM

Major plot point, this series: An old enemy asks the *Intrepid* crew for protection. Blair, meanwhile, becomes the new captain, as Eisen leaves with his purloined data, hoping to head off war.

MIDGAME: INTREPID JUMPS TO ORESTES SYSTEM

Conditional: scene plays only IF Blair comes from Series F.

Same as Scene 105-E1.

MIDGAME: INTREPID CELEBRATION

Conditional: scene plays only IF Blair comes from Series F.

Same as Scene 104-E1 -- Part A only.

MIDGAME: CONFED HQ - TOLWYN'S OFFICE

139-G1

Tolwyn is visibly upset as he passes the bad news on to Paladin via remote comm screen: Our greatest flyer, Colonel Blair has betrayed the Confederation and defected to the Union of Border Worlds. Paladin demands answers but Tolwyn has few. He doesn't know why Blair has done this. He also has little information about the border skirmishes and who might be behind them. Paladin reminds him that the Great Assembly's impending vote on a Declaration of War with the Border Worlds is only seven days away.

CONVERSATION: PLIERS - LAUNCH DECK (SLIDING G1/G2 ONLY)

Conditional: This REQUIRED scene available only if Blair comes from Series F.

Same as Scene 86-D2.

CONV: EISEN AND SOSA - CONTROL BAY (OPTIONAL)

140-G1

Conditional: scene available only if Blair comes from Series E.

Despite Sosa's espionage mission, they still don't have the big picture on what's been going on these past weeks along the border.

CONVERSATION: EISEN AND MANIAC - CONTROL BAY

141-G1

Conditional: This REQUIRED scene available only if Blair comes from Series F.

Blair approaches the two men with a certain amount of apprehension. There's a tense beat. Blair isn't sure what to say. He tried to shoot them down for defecting. But Eisen holds nothing against him: "You had no idea why I was running. We're just glad to have you with us now." Maniac shrugs, "I'll get over it... Maybe." Eisen goes on to explain why he defected.

CONVERSATION: MANIAC - GALLEY (SLIDING)

142-G1

Conditional: scene available only IF Blair comes from Series E.

Maniac feels terrible about winning all that money from Vagabond. He sees a connection between that and Vagabond's death. Blair calls him an idiot. "You think he lost his will to live because you beat him at cards?"

CONVERSATION: PANTHER & HAWK - BRIDGE WRECKAGE 143-G1

Conditional: This REQUIRED scene available only if Blair comes from Series F.

Intro Panther and Hawk and their standing conflicts. The "struggle for Blair's soul" begins. They also discuss the condition of the *Intrepid* and how it got that way. MORALE CONSEQUENCES.

NOTE: In joint scenes with Panther and Hawk, raising Panther's morale will lower Hawk's, and vice-versa.

CONVERSATION: SOSA - GALLEY (SLIDING G1/G2 ONLY)

Conditional: scene available only if Blair comes from Series F.

Same as Scene 89-D2.

CONVERSATION: HARLEY - GALLEY (SLIDING)

Conditional: scene available only if Blair comes from Series F.

Same as Scene 90-D2.

CONVERSATION: SOSA - C.I.C. 144-G1

Sosa looks up from her terminal: "We've got visitors." The monitors display a Kilrathi convoy approaching the *Intrepid*. The lead ship is given clearance and lands. Blair can't help but comment on what a strange sight that is. Over the PA we hear: "Colonel Blair, report to the Chart Room."

BRIEFING G1: EISEN & MELEK 145-G1

It's an even stranger sight, seeing Melek standing there next to Eisen in the Chart Room. Their old foe needs help in getting his ships back to the Pasqual system (the home system for what's left of the Kilrathi race). His convoy needs protection: they've been under attack by unknown parties. Their first step is to go through the jump point that will return them to Pasqual.

#### LOADOUT

See Mission D2 Loadout notes re Pliers, ship status, and equipment inventory.

## MISSION G1

146-G1

The Kilrathi convoy comes under attack by a squadron of amazing, unmarked fighters (the Black Lance Dragons). One of the Dragons (piloted by Seether) will hit the first ship in the convoy with a "Flash-Pak," destroying it instantly. Seether again makes that "mine-drop/afterburner" maneuver and disappears. Success means the convoy makes it through the jump point. Failure means the destruction of most of the convoy.  
 Success/failure: Go to G2.

## DEBRIEFING G1: SOSA

147-G1 / 148-G1

She tells Blair to hurry back since the *Intrepid* is about to go through the jump point in order to continue the Kilrathi escort.

## CONVERSATION: CATSCRATCH - LAUNCH DECK (OPTIONAL)

149-G1

Catscratch grew up dreaming of fighting against the Kilrathi. He admits that it sure feels weird helping them. Blair says that a good warrior only fights when provoked and helps those in need, regardless of who -- or what -- they are. He points out that there are some people who would consider Catscratch "different," or maybe even the enemy, simple because his DNA makeup is different from that of Terrans.

## CONVERSATION: PANTHER - CONTROL BAY (SLIDING)

150-G2

She feels good about helping the Kilrathi even though she fought against them in the war. MORALE CONSEQUENCES.

## CONVERSATION: MELEK - BRIDGE WRECKAGE (OPTIONAL)

151-G2

If Mission G1 success:

If Mission G1 failure:

Melek thanks Blair for getting the convoy through the jump point.

Melek thanks Blair for his efforts, even though part of the convoy was lost.

Melek's worried about the very demise of his race: the Kilrathi's war-like ways made them the scourge of the galaxy, but does it mean those that are left deserve genocide? Blair doesn't think so.

## CONVERSATION: HAWK - STORAGE HOLD (SLIDING)

152-G2

He's against this Kilrathi "foreign aid." He fought against these damned beasts in the war, and he doesn't

much care if their kind vanishes completely from the galaxy. MORALE CONSEQUENCES.

CONVERSATION: EISEN - C.I.C.

153-G2

Eisen has been studying radar replays of the last mission, and he's recognized Seether's unique flying pattern. Years ago, Seether flew under Eisen as a rookie pilot, then disappeared within the labyrinthine maze of Confed intelligence operations. Eisen never knew what happened to him. He heard rumors about a "G.E." program but never found out what it was. Blair is frustrated by the fact that Seether's villainy seems to be matched by his talents as a pilot. Eisen smiles, "I've never seen better. Not even you, Colonel." But Eisen has more immediate concerns. He believes the data he now has, when revealed and granted credence, will slow down or stop the seemingly inevitable war, which is now up for vote in the Great Assembly in less than a week. There are higher-ups in Confed (who remain uncompromised) that Eisen knows and will consult. He'll deliver the data personally. In the meantime, Blair will take over as captain. He then introduces Blair to VICE ADMIRAL WILFORD (via remote comm screen) who will consult with Blair on missions. Wilford says that he's sending a small contingent of marines to assist the *Intrepid* in her ventures.

MIDGAME: EISEN'S DEPARTURE

154-G2

-- On the launch deck, Melek, Blair and others wish Eisen good luck. He boards a small, jump-capable Kilrathi transport (flown by a Kilrathi pilot).  
 -- The *Intrepid* disgorges a Kilrathi fighter and Border Worlds fighter to accompany Eisen.

BRIEFING G2: BLAIR & MELEK

155-G2

NOTE: From this point on, Blair will conduct all the briefings. He will be on one side of the map table, facing the other primary pilots on the other side of the table.

Melek's sources report that Pasqual X is under attack by flyers sporting Border Worlds insignia. However, Blair says these are probably mercs and privateers doing dirty work for a renegade faction of Confed.

#### WINGMAN CHOICE

SPECIAL NOTE TO ORIGIN: This is the first of many missions where a player may be able to assign certain mission objectives to a wingman before getting into the cockpit. This would be done at the terminal when

scanning the flight roster. (We will frequently suggest this new element of interactivity for a mission, but will leave it up to the mission designers as to how often this additional selection is available, since it clearly complicates mission design.)

## MISSION G2

156-G2

Blair defends Pasqual X from air attack by fighters that look just like his own. Success means Blair deters the attack; failure means a very successful attack, and much of Pasqual X is ravaged.

Success/failure: Go to G3.

## DEBRIEFING G2: SOSA

157-G2 / 158-G2

Clearance to land.

## CONVERSATION: PLIERS - LAUNCH DECK (OPTIONAL)

159-G3

He grouches about needing equipment. Right now everything's being held together by spit and glue, and he can't manufacture spare parts from thin air. He also mentions that space on the ship is at a premium since the new "house guests" have arrived and set up camp in the bridge wreckage. MORALE CONSEQUENCES.

## CONVERSATION: DEKKER - BRIDGE WRECKAGE

160-G3

Blair finds a half-dozen sleeping MARINES. He wakes one of them: this is DEKKER -- Kilrathi War veteran, tough guy, probably eats rivets for breakfast. Someone you'd always want on your side and you'd never want as an enemy. Deep down, he respects warriors like Blair but he doesn't often show it. Hides his true feelings with: "You flyboys get all the press while we do all the dirty work." Blair says he'll have plenty of work for him real soon. Dekker and his men are ready.

## CONV: CATSCRATCH AND SOSA - GALLEY (OPTIONAL)

161-G3

Catscratch's spirits are up. He feels good about helping the Kilrathi. From the way they act, Blair can tell that something more than a friendship is developing between Catscratch and Sosa.

## BRIEFING G3: BLAIR &amp; MELEK

162-G3

NOTE: Dekker is present for all briefings from this point on.

They have reached the starbase that is Melek's home only to find that it's been taken over by pirates (no doubt under the employ of Seether and his people). In order to deliver Melek and his entourage, Blair and his wingmen must take out the air defenses so that Dekker and his men can enter the starbase and take control by force. Melek will then be delivered by a shuttle which will also require protection.

#### WINGMAN CHOICE

Blair could possibly divide mission objectives among different wingmen here.

#### MISSION G3

163-G3

The starbase is under siege. Blair must attack the defenses while simultaneously insuring that Dekker can get in and have enough time to gain control of the base. Blair will be in radio contact with Dekker. Melek shuttle also requires protection.

Success/failure: Go to Debriefing and THEN directly to next scene (164-G3).

#### DEBRIEFING G3: SOSA

164-G3 / 165-G3

She tells Blair to report to the Chart Room upon landing. Vice-Admiral Wilford is on a secured line.

#### CONVERSATION: WILFORD, PANTHER & HAWK - CHART ROOM 166-G3

NOTE: Wilford will often appear via remote as an image on the map table.

Trying to coordinate the Border Worlds' efforts, WILFORD has no shortage of fires to put out. We need you in both places at once, he says, but since that isn't possible, I'm leaving the choice in your capable hands. He explains that both choices mean that the *Intrepid* will join fleet actions but under very different circumstances:

Choice 1 (Series H) involves a covert civil war conducted by evil and ruthless "Contra"-types undermining a legitimate Border Worlds government in the Circe System. Civilians are being killed. It's believed elements within Confed are supplying the "Contras." Choice 2 (Series I) involves a Confed shipyard in Border Worlds territory that has geared up in anticipation of the war. Wilford thinks it's vulnerable, and the Border Worlds militia badly needs equipment.

Panther argues that the civil war should be interdicted. Innocent people are being wiped out.

Hawk argues that they need equipment. Blair CHOOSES after hearing the arguments.

Go to H1 OR I1.

SERIES H (UPPER TRACK) - CIRCE SYSTEM

Major plot point, this series: A brutal civil war is being waged, with Contra-type mercenary forces getting their support from powers outside the Border Worlds (i.e., the renegade Confed faction). Civilians are being maimed and killed indiscriminately. The *Intrepid* inveighs on the side of government forces, joining a Border Worlds fleet, and tries to shut down the Contras. Blair, meanwhile, continues to grapple with the challenges of commanding a capital ship.

MIDGAME: IN THE TRENCHES 167-H1

-- We watch a brutal ground war being waged. It's muddy, rainy, and every inch of ground is being contested.

-- In space, heavy fleet action takes place.

-- The *Intrepid* jumps into the system.

CONVERSATION: DEKKER - BRIDGE WRECKAGE (OPTIONAL) 168-H1

Scene opening dependent on the success or failure of Mission G3. Blair learns a little about Dekker's background, and for the first time, gets a real chance to size up the toughest grunt he's ever met.

CONVERSATION: HARLEY - GALLEY (SLIDING) 169-H1

Harley tried to rip this star system off in his old life as a privateer. The Circeans are good people, hard fighters.

CONVERSATION: HAWK - C.I.C. (SLIDING H1/L2 ONLY) 170-H1

Hawk expresses his displeasure at being in the Circe system. What the hell are they doing trying to bust up a civil war? The chances are slim that they'll make a difference here, and anyway, they're losing sight of the big picture. There's going to be a much bigger war any day now, and they should be preparing for it.  
MORALE CONSEQUENCES.

BRIEFING H1: WILFORD (VIA REMOTE) 171-H1

The Contras are waging a new ground offensive on Circe V and about to overrun an important government installation. Blair must try to shut the offensive down.

## WINGMAN CHOICE

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.

## MISSION H1

172-H1

Blair flies against the Contras, trying to stop the ground blitz on the government installation.

Success/failure: Go to H2.

## DEBRIEFING H1: SOSA

173-H1 / 174-H1

Clearance to land.

## CONVERSATION: CATSCRATCH &amp; MANIAC - GALLEY (OPTIONAL) 175-H2

Maniac has a new protege: Catscratch. Catscratch has "fallen under Maniac's spell," in a sense, because Maniac pushes the envelope. Blair suggests that Maniac primarily pushes the envelope of common sense, and warns Catscratch that relying on luck, the way Maniac does, is a poor way to reach old age.

## CONVERSATION: PANTHER - STORAGE HOLD (OPTIONAL)

176-H2

She's got a problem: Maniac's constantly hitting on her. "He's your friend," she says to Blair. Blair must decide if he'll wade into this quagmire. MORALE CONSEQUENCES.

## BRIEFING H2: WILFORD (VIA REMOTE)

177-H2

The path for the Contra weapons supply lines has been discovered. A convoy is entering it now and Wilford would like to put them out of business.

## WINGMAN CHOICE

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.

## MISSION H2

178-H2

Blair and wingmen attack the convoy and its escorts.

But after X% of enemy destroyed:

INFLIGHT TRANSMISSION: SOSA

179-H2

Sosa breaks into Blair's comm channel and tells him that Catscratch has gotten himself into big trouble: a cloaked minefield. Catscratch's situation is desperate; he's finished unless Blair helps. But if Blair does this, the mission is scrubbed. Blair must CHOOSE.

Go to H2A or H2B.

MISSION H2A

180-H2

MISSION H2B

183-H2

Conditional: IF Blair chooses to scrub mission:

Blair heads out to pry Catscratch from the cloaked minefield. He must first take out enemy fighters surrounding the field, then destroy the mines when they appear, clearing a path for Catscratch's safe exit. Success means saving Catscratch, failure is losing Catscratch.

Success/failure: Go to H3.

DEBRIEFING H2A: SOSA  
181-H2 / 182-H2

Sosa will be extremely happy if Blair has succeeded; very downcast if he failed.

Conditional: IF Blair chooses to pursue mission:

Blair continues to attack the convoy carrying weapons that will kill thousands. But Catscratch will die.

Success/failure: Go to H3.

DEBRIEFING H2B: SOSA  
184-H2 / 185-H2

Sosa will be very angry, regardless of success or failure.

CONVERSATION: MANIAC AND CATSCRATCH - LAUNCH DECK 186-H3

Conditional: This REQUIRED scene available only IF Blair flew Mission H2A AND succeeded.

Blair first dresses down Maniac, both for being a bad influence, and for his harassment of Panther (or Hawk in Series I). Then he turns his attention to Catscratch, giving him a good piece of his mind. Blair CHOOSES whether or not to ground Catscratch.

## MIDGAME: CATSCRATCH'S FUNERAL

187-H3

Conditional: This REQUIRED scene plays only IF Blair flew Mission H2A AND failed OR IF Blair flew Mission H2B. This scene also triggered later if Catscratch dies as wingman.

Catscratch gets his eulogy from Blair who says it's especially tragic when men die this young. Sosa is broken hearted.

## CONVERSATION: PLIERS - GALLEY (OPTIONAL)

188-H3

Conditional: scene available only IF Catscratch died (Mission H2A failure or Mission H2B flown).

The loss of Catscratch's fighter is another huge hit. Pliers points out that pretty soon they're only going to have paper airplanes to fly. MORALE CONSEQUENCES.

## CONVERSATION: SOSA - BRIDGE WRECKAGE (OPTIONAL)

189-H3

Conditional: scene available only IF Catscratch died (Mission H2A failure or flown Mission H2B).

Conditional: Mission H2A failure:

While she knows Blair tried, Sosa's still bitter: she thinks he could have done more. Catscratch didn't deserve to die.

Conditional: Flown Mission H2B:

Sosa blasts Blair for the choice he made. He should have gone after Catscratch. The mission could have been scrubbed.

Sosa's heart is broken. Blair tries to console her. He's been through this many times before ... but it doesn't get any easier.

## CONVERSATION: PANTHER &amp; HAWK - C.I.C.

190-H3

This is a "recap" scene. We're reminded of the upcoming Great Assembly vote, Blair's tangos with Seether and the squadron of elite fighters, the mystery that lingers over who in Confed is responsible for these aggressive acts that have been egging on the war. Blair doesn't think what Eisen has is enough to prevent a Declaration of War. The people back home, including the members of the Assembly, don't know what's really going on out here. He figures they should prepare for the worst. MORALE CONSEQUENCES.

NOTE: One of the two following briefings will play:

BRIEFING H3: WILFORD (VIA REMOTE) 191-H3

Conditional: IF Blair flew Mission H2A:

Wilford presents two different options for Blair: One (Mission H3A) is to resume Mission H2 and cut off the supply lines (there is now a different convoy out there). The other (Mission H3B) is to assist in a new government ground offensive against the Contras. Dekker will lead a parachute drop, to establish a "beachhead" for other drop ships coming from the rest of the fleet. Blair CHOOSES.

BRIEFING H3: WILFORD (VIA REMOTE) 192-H3

Conditional: IF Blair flew Mission H2B:

The government is launching a ground offensive against the Contras; *Intrepid* fighters will escort a parachute drop, led by Dekker who will establish a "beachhead" for other drop ships coming from the rest of the fleet (Mission H3B).

#### WINGMAN CHOICE

Catscratch, if alive, is now flagged "at risk" and is vulnerable in all subsequent missions. He may not be available here due to being grounded and should be labeled as such on the flight roster.

NOTE: Again, it might be possible for Blair to divide mission objectives among different wingmen on either of these missions.

MISSION H3A 193-H3 MISSION H3B 194-H3

Once again, Blair goes after the supply lines.

Blair escorts the Dekker-led parachute drop, going up against enemy fighters as well as ground-based anti-aircraft weapons. He must also protect the other drop ships coming from the rest of the fleet.

Success/failure: Go to J1.

DEBRIEFING H3: SOSA 195-H3 / 196-H3

Clearance to land.

SERIES I (LOWER TRACK) - SPERADON SYSTEM

Major plot point, this series: The *Intrepid* joins a small Border Worlds fleet trying to grab some booty, right under the noses of the Confederation war machine. Blair, meanwhile, continues to grapple with the challenges of commanding a capital ship.

MIDGAME: COVERT CONFED SHIPYARD 197-II

At the edge of Border Worlds territory, Confed has constructed a covert space-shipyard, tucked into the folds of a nebula. Here, there are ships and fighters aplenty. Pliers would be salivatin' if he saw this.

CONVERSATION: DEKKER - BRIDGE WRECKAGE (OPTIONAL)

Same as Scene 168-H1.

CONVERSATION: HARLEY - GALLEY (SLIDING) 198-II

Harley used to hijack parts in this system, back in his old life as a privateer. He found it ultimately to be a waste of energy. "It's tough trying to surprise them in their own backyard."

CONVERSATION: PANTHER - C.I.C. (SLIDING I1/I2 ONLY) 199-II

Panther expresses her displeasure at being in the Speradon system. Innocent people are dying in the Circe system, but instead, they're playing a longshot here, trying to grab some equipment -- an objective they probably won't be able to pull off. MORALE CONSEQUENCES.

BRIEFING I1: WILFORD (VIA REMOTE) 200-II

A "testing ground" for newly completed Confed fighters has been discovered in a nearby asteroid belt. Blair and his pilots are to go there and try to "confiscate" as many of these fighters as they can. Shuttles from the fleet will bring in pilots to take them away.

## WINGMAN CHOICE

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.

MISSION I1 201-II

Blair goes after the new fighters in the asteroid belt. There will be radar defenses to knock out (otherwise more fighters will come in from the shipyard); defensive patrols; and then the new fighters themselves

where leech missiles will come in handy to disable the ships rather than destroy them.

Success/failure: Go to I2.

DEBRIEFING I1: SOSA

202-I1 / 203-I1

Clearance to land.

CONVERSATION: CATSCRATCH & MANIAC - GALLEY (OPTIONAL)

Same as Scene 175-H2.

CONVERSATION: HAWK - STORAGE HOLD (OPTIONAL)

204-I2

He's got a million gripes about Maniac. "He's your friend," Hawk points out. Blair weighs Hawk's beef.

MORALE CONSEQUENCES.

BRIEFING I2: WILFORD (VIA REMOTE)

205-I2

A Confed weapons depot, or "floating armory," has been discovered in the system. Blair, with Dekker's assistance, will try to load up on guns and ammo.

#### WINGMAN CHOICE

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.

MISSION I2

206-I2

Blair goes after the armory. The objective is to take out the fighter defenses and keep them at bay long enough for Dekker to dock with the armory and take control of it. Dekker will keep Blair apprised of his progress via the comm channel.

But after X% of enemy destroyed:

INFLIGHT TRANSMISSION: SOSA

Same as Scene 179-H2.

Go to I2A or I2B.

## MISSION I2A

Conditional: IF Blair chooses to scrub mission:

Same as Mission H2A.

Success/failure: Go to I3.

DEBRIEFING I2A: SOSA

Same as Scene 181-H2 OR Scene 182-H2.

## MISSION I2B

207-I2

Conditional: IF Blair chooses to pursue mission:

Blair continues the attack on the armory. But Catscratch will die. Success means Dekker successfully got into the armory. Failure means Dekker didn't get into the armory.

Success/failure: Go to I3.

DEBRIEFING I2B: SOSA

208-I2 / 209-I2

Sosa will be very angry, regardless of success or failure.

CONVERSATION: CATSCRATCH & MANIAC - LAUNCH DECK

Same as Scene 186-H3.

MIDGAME: CATSCRATCH'S FUNERAL

Same as Scene 187-H3.

CONVERSATION: PLIERS - GALLEY (OPTIONAL)

210-I3

Conditional: scene available only IF Mission I1 OR I2B won.

Pliers is like a kid in a candy store, now that they have new fighters and/or new weapons. MORALE CONSEQUENCES.

CONVERSATION: SOSA - BRIDGE WRECKAGE (OPTIONAL)

Same as Scene 189-H3.

CONVERSATION: PANTHER & HAWK - C.I.C.

Same as Scene 190-H3.

NOTE: One of the two following briefings will play:

BRIEFING I3: WILFORD (VIA REMOTE)

211-I3

Conditional: IF Blair flew Mission I2A:

Wilford presents two different options for Blair: One (Mission I3A) is to resume Mission I2 and target the armory. The other (Mission I3B) is to join the Border Worlds fleet and attack the shipyard head-on, bagging as many fighters as possible. (Dekker is involved in both missions.) Blair CHOOSES.

BRIEFING I3: WILFORD (VIA REMOTE)

212-I3

Conditional: IF Blair flew Mission I2B:

Join the Border Worlds fleet and attack the shipyard head-on to grab more fighters (Mission I3B).

## WINGMAN CHOICE

Catscratch, if alive, is now flagged "at risk" and is vulnerable in all subsequent missions. He may not be available here due to being grounded and should be labeled as such on the flight roster until further notice.

NOTE: Again, it might be possible for Blair to divide mission objectives among different wingmen on either of these missions.

## LOADOUT

Since weapons confiscation is possible in Mission I2, a new addition to the loadout screen appears here, labeled "Acquired Inventory" or "New Acquisitions." This weapons inventory counter will up the stakes on both the original confiscation as well as the subsequent employment of confiscated firepower. Items will disappear from the list as they are used up. Note that no new fighters should be available until Pliers asks Blair about using them in Scene 220-J1.

MISSION I3A

213-I3

MISSION I3B

214-I3

Again, Blair renews the attack on the armory. Dekker must get inside.

Blair attacks the shipyard, keeping the enemy at bay while Dekker enters a hangar and becomes a "collection agent."

Success/failure: Go to J1.

DEBRIEFING I3: SOSA

215-I3 / 216-I3

Clearance to land.

SERIES J - PELEUS SYSTEM

Major plot point, this series: Border Worlds fighters, transports and capital ships are going "blind" (the ships' command-and-control systems get zapped), turning them into sitting ducks. The *Intrepid* investigates.

## MIDGAME: PELEUS SYSTEM

217-J1

-- Inside a Border Worlds Militia cockpit: we watch as the "dashboard" suddenly goes completely dead. The pilot looks on, helpless. He's lost his comm channel and radar.

-- Other fighters are clearly having the same problem as they begin to lose control and crash into nearby asteroids, their carrier, and into each other, all EXPLODING on impact.

## CONVERSATION: SOSA - C.I.C.

218-J1

Sosa has an incoming transmission: Admiral Wilford appears on her monitor. He reports the strange things that are happening in the Peleus system, and he wants the *Intrepid* to investigate. Blair turns to a HELMSPERSON and says, You heard the man.

## CONVERSATION: PLIERS - CONTROL BAY (SLIDING J1/J2 ONLY)

219-J1

Conditional: scene available only IF Blair comes from Series H.

Pliers doesn't like their chances. He's taking ever greater chances himself, putting up warbirds he knows should be grounded and stripped for parts. MORALE CONSEQUENCES.

## CONVERSATION: PLIERS - CONTROL BAY (SLIDING J1/J2 ONLY)

220-J1

Conditional: scene available only IF Blair comes from Series I, AND mission I1 or I3B won.

Pliers wants to know if Blair is ready to take out one of the newly captured warbirds. They've got more power and maneuverability. 'course, Pliers says, I ain't actually had time to check 'em out, but... Blair might be generous and feel other pilots should get first crack at these fighters (Pliers might comment sarcastically about his nobility then), and he may also worry about their safety; or he might figure he deserves the very best and should use any edge he can get. Blair CHOOSES. MORALE CONSEQUENCES.

CONVERSATION: HARLEY - GALLEY (SLIDING J1/J2 ONLY) 221-J1

Harley surprises Blair by saying that he agrees with Panther's ideas about how to conduct oneself in war: ships won't win this war, people will.

CONVERSATION: DEKKER - BRIDGE WRECKAGE (SLIDING J1/J2 ONLY) 222-J1

Blair gets some of Dekker's fighting philosophy: "You gotta act, not react."

CONVERSATION: SOSA & MANIAC - C.I.C. 223-J1

NOTE: An announcement is triggered by player's "clicking" on the Chart Room/Conduct Briefing hot spot, requesting Blair's presence in the C.I.C., because *Intrepid* has just entered the Peleus System.

After Blair has a few words with Sosa, all communications and radar in the C.I.C. suddenly go dead. Maniac, in particular, ain't happy. "Now I gotta fly blind?" Blair instructs the helmsperson to back the *Intrepid* up to try to regain its systems.

BRIEFING J1: WILFORD (VIA REMOTE) 224-J1

The *Intrepid* has pulled back from the radius of the "jamming black hole," but is still only "partially sighted." The jamming seems to be coming from a series of satellites hidden by pulsing cloaking systems. Studies have shown that some of the satellites appear inert, suggesting that they may be booby-trapped decoys which, if fired upon, will probably destroy the flyer who did the firing in the resultant explosion. Thus a recon mission must be flown to get a "lock" on the positions of the "real" jammers when they "pulse open." This will be done with a laser camera (fired like a gun) that will load the coordinates into the fighter's onboard computer. Also, since the jammers are so effective at blinding, what might lie beyond them is unknown. Wilford presents two mission choices: Do recon on the array of satellites (Mission J1A), or fly air support while recon is done on the array (Mission J1B). Blair must CHOOSE between missions.

#### LOADOUT

IF Blair gave Pliers the green light in Scene 220-J1, new fighter(s) are available for the mission. However, in order for Blair's decision in Scene 220-J1 to carry "weight" (i.e., not be a complete no-brainer), Origin's mission designers might consider adding some glitch

that Blair discovers in the course of flying the new fighter.

## MISSION J1

225-J1

Regardless of which mission Blair chooses, the following happens first: When Blair and his fighters get X kilometers from the *Intrepid*, Sosa relays that they've crossed some sort of radar "trip wire" and to expect incoming enemy fighters -- although she has no idea where they might be coming from. This transmission ends abruptly when all radar and comm channels in the cockpit suddenly go dead, forcing Blair to fly on visual sighting alone.

Note that if Blair fires a gun or missile at a decoy satellite, he will DIE in the resultant explosion.

## MISSION J1A

226-J1

## MISSION J1B

227-J1

Blair reconns the array while contending with the incoming enemy fighters.

Blair provides air support for recon of the array, while contending with the incoming enemy fighters.

Success: Go to J2. Failure: Go to Losing Endgame 2, Parts B & D only.

## DEBRIEFING J1: SOSA

228-J1 / 229-J1

Since communications are restored as Blair moves away from the jamming array and closer to the *Intrepid*, Sosa is able to provide clearance to land.

## CONVERSATION: HAWK - CONTROL BAY (OPTIONAL)

230-J2

Conditional: IF Series H played.

Conditional: IF Series I played.

Hawk points out that the equipment situation grows increasingly dire.

Hawk likes the decisions Blair's been making.

Hawk continues to argue that during wartime, compassion will get you killed. You have to go for the jugular. And you need weapons and fighters for that. MORALE CONSEQUENCES.

CONVERSATION: PANTHER - C.I.C. (OPTIONAL) 231-J2

Conditional: IF Series H played.

Panther likes the decisions Blair's been making.

Conditional: IF Series I played.

Panther relays the bad news that the Contras have won the civil war in the Circe system. She believes the *Intrepid* could have made a real difference. Blair has blood on his hands.

Panther continues to argue that you must fight a war with hope and honor. You have to remember what you're fighting for -- people. Your cause must be righteous. Otherwise, you're no better than the enemy. MORALE CONSEQUENCES.

BRIEFING J2: WILFORD (VIA REMOTE) 232-J2

Conditional: IF Mission J1 success:

The recon separated the wheat from the chaff, i.e., possible decoys from the jammers (Mission J2A).

Conditional: IF Mission J1 failure:

There's no time to run another recon, so they must take their chances with the decoys (Mission J2B).

The task is to destroy the jamming array.

#### WINGMAN CHOICE

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.

MISSION J2 233-J2

Again, once Blair gets X kilometers from the *Intrepid*, his radar and comm channels go dead, forcing him to "fly blind" as he goes after the array of jamming satellites and contends with incoming enemy fighters.

MISSION J2A 234-J2

Conditional: IF Mission J1 success:

Blair's nav map displays the coordinates of the real jammers.

MISSION J2B 235-J2

Conditional: IF Mission J1 failure:

Blair must employ a hit-and-miss strategy and hope that he doesn't hit a decoy (which will result in DEATH).

Success: Go directly to next Midgame (Scene 236-J3 with no debriefing. Failure: Go to Losing Endgame 2, Parts B & D only.

MIDGAME J3: INTREPID C.I.C. - SOSA AND DEKKER 236-J3

Triggered by Mission J2 success.

-- Sosa and Dekker smile as complete command-and-control is restored. The monitors show that out in space, the destruction of the jamming devices has suddenly revealed a massive spacelab and other installations, previously hidden by the jamming array.  
-- Dekker moves into action. Time for me and my boys to go to work, he says as he quickly exits.

CONVERSATION: CATSCRATCH - STORAGE HOLD 237-J3

Catscratch congratulates Blair on his fine flying.

NOTE: If Catscratch is not grounded, scene ends. If Catscratch is grounded, scene continues:

Catscratch admits to realizing how foolish he was and Blair restores him to the flight roster.

CONVERSATION: MANIAC - GALLEY 238-J3

Conditional: This REQUIRED scene not available til Scene 237-J3 played.

Maniac's gleeful. You'll never believe who Dekker just hauled on board, he says.

CONVERSATION: TOLWYN - CHART ROOM 239-J3

Conditional: This REQUIRED scene not available til Scene 238-J3 played.

Tolwyn expresses his shock at Blair's defection. Blair was the symbol of all Confed stood for. Now he has dishonored that reputation. Blair defends his actions by pointing at all the trouble Confed forces seem to be stirring up.

Tolwyn admits that he's here in this system precisely because of that. He's investigating the possibility that a renegade faction of Confed seems to be sowing the seeds of discontent everywhere -- and, in fact, Tolwyn and Blair trade notes about Seether. Despite the tensions between Confed and the Border Worlds,

Tolwyn says he's trying to avoid full-blown war and he invites Blair back into the fold: you can undo the damage right now, Tolwyn says, if you free me and return with me. When all is said and done, we're on the same side.

I'm not sure we are any more, Blair says. He trusts the Border Worlds people more these days. Am I a prisoner of war then? Tolwyn asks.

There's a tense moment between the two men; there's so much history between them. Blair stares at the man who's been both an ally and an adversary. Finally, he shows that he's a man of honor: Since there is no formal declaration of war between the two sides, Tolwyn will be released.

MIDGAME: INTREPID LAUNCH DECK - TOLWYN'S EXIT 240-J3

A shuttle awaits Tolwyn. The Admiral climbs the steps to the ship but stops at the entrance. He looks back at Blair and they exchange a look. Blair's face reveals little. There's a flash of respect, and maybe even gratitude in Tolwyn's eyes. Then he leaves.

CONVERSATION: DEKKER - BRIDGE WRECKAGE 241-J3

Dekker can't believe Blair let Tolwyn go. Blair says he exercised his prerogative as captain. And Blair also chews out Dekker for going out on his own -- you go out on my orders only.

CONVERSATION: WILFORD (VIA REMOTE), PANTHER AND HAWK -  
CHART ROOM 242-J3

So much to do and so little time... Again, WILFORD offers Blair a choice of assignments:

Choice 1 (Series K) involves the evacuation of a populated Border Worlds planet before a comet crashes into it. The evacuation is desperate because unknown forces are attacking the transports of refugees. Choice 2 (Series L) is a laundry list of missions involving the possible acquisition of fighters and weapons, since full-blown war appears inevitable.

Panther argues that millions of lives are at stake in the comet-plagued system, and they have a moral obligation to assist the evacuation. Hawk argues that equipment is vital, and there's nothing more moral than being sure your side has all the guns and ammo it needs. Blair CHOOSES after hearing the arguments.

Go to K1 or L1.

SERIES K (UPPER TRACK) - MEDEA SYSTEM

Major plot point, this series: A Border Worlds planet has had a bulls-eye painted on it by an incoming comet. Unknown forces are taking potshots at the evacuating population. The *Intrepid* goes in to provide safe passage.

## MIDGAME: MEDEA SYSTEM

243-K1

- We see an enormous comet sweep into the system...
- People stream onto transports...
- Long convoys head out of the star system...

## CONVERSATION: HARLEY - BRIDGE WRECKAGE (SLIDING)

244-K1

We see the incoming comet in the distance. Harley reveals that he's called this system home the past few years. He's glad Blair made the decision to help here, but he wonders if he can face the task ahead, given his personal ties here. He's not sure if he's focused. Blair either bolsters Harley's confidence or shares his doubts about a pilot being able to keep his head clear when home and hearth are at stake. MORALE CONSEQUENCES.

## CONVERSATION: PANTHER &amp; HAWK - C.I.C. (SLIDING)

245-K1

Panther takes satisfaction from Blair's decision-making; Hawk wonders what this has to do with the impending war. MORALE CONSEQUENCES.

## BRIEFING K1: WILFORD (VIA REMOTE)

246-K1

The tasks here are numerous, and there won't be time to accomplish them all before comet hits the planet. All of the missions will be discussed. Then it's up to Blair to sort through the "menu" and CHOOSE A MISSION.

- A) Protect a fueling depot;
- B) Escort a convoy to a jump point;
- C) Provide air support for transport boarding;
- D) Take out an enemy starbase near a jump point.

## WINGMAN CHOICE

If previously grounded, Catscratch is now back on the flight roster, but he is also "at risk." Harley is "at risk" IF his morale is low.

## MISSION K1

Blair will now fly one of the following  
4 missions:

MISSION KA 247-  
K1

Blair finds the fueling depot (and the transports there) under attack when he arrives.

MISSION KB 248-  
K1

The convoy of transports that Blair escorts comes under attack.

MISSION KC 249-  
K1

Blair fends off attackers to protect civilians who are being shuttled from the ground to transports.

MISSION KD 250-  
K1

Blair goes after an enemy starbase stationed near a jump point.

Success/failure: Go to K2.

DEBRIEFING K1: SOSA 251-K1 / 252-K1

Clearance to land.

CONVERSATION: DEKKER & MANIAC - GALLEY (OPTIONAL) 253-K2

These two are like oil and water, and they get into a brawl over a typical bar room argument: Space Force vs. Marines. Blair CHOOSES whether or not to break up the fight. If Blair doesn't step in, Maniac gets his ass kicked. If Blair does step in, Dekker's really going to hold it against him. MORALE CONSEQUENCES.

BRIEFING K2: BLAIR 254-K2

Blair CHOOSES from the 3 remaining missions on the menu.

## WINGMAN CHOICE

Harley is "at risk" IF his morale is low.

CONVERSATION: MANIAC - CONTROL BAY (OPTIONAL) 255-K3

Conditional: IF Blair did not break up Maniac's fight with Dekker in Scene 253-K2.

Maniac bitches about you not acting like a captain. He warns that Blair can forget about his going the extra

mile during a mission. He's going to play it "by the book" -- just like Blair always wanted -- and the usual Maniac gusto just won't be there.

NOTE: Maniac will fly extremely poorly next time he's selected as wingman. This condition will remain throughout the game until he is selected. After that, his flying skills will return to normal.

CONVERSATION: DEKKER - CONTROL BAY (OPTIONAL) 256-K3

Conditional: IF Blair broke up Dekker's fight with Maniac in Scene 253-K2.

Dekker bitches about you acting like a stuffed shirt. Men have to blow off a little steam from time to time, he argues. You keep everything bottled up, you explode. In any event, he warns that Blair shouldn't expect him to go the extra mile next time out. If Blair wants him to play it solely "by the book," he will. "The book," however, takes a long time to read...

NOTE: Dekker will perform very poorly next time out (for example, where Dekker might normally need 1 minute of cover, now he will need 3). This condition will remain throughout the game until he works in a mission. After that, his talents will return to normal.

MISSION K2

Success/failure: Go to K3.

DEBRIEFING K2: SOSA 257-K2 / 258-K2

Clearance to land.

CONVERSATION: SOSA - C.I.C. 259-K3

Sosa is receiving a transmission from a Medea system communications specialist. The specialist says they don't have much to give Blair, but to show their gratitude, he's downloading codes collected from their 'net of eavesdropping devices. "We haven't been able to crack them, but maybe you'll have better luck and they will prove useful." It doesn't take Sosa long to realize they've stumbled into a goldmine: Confed IFF codes. Blair tells her to download them to all the warbirds: these things might come in very handy.

## BRIEFING K3: BLAIR

260-K3

Blair CHOOSES from the 2 remaining missions on the menu.

## WINGMAN CHOICE

Harley is "at risk" IF his morale is low.

## MISSION K3

261-K3

Notes re Mission K3: Again, Blair will fly his mission of choice, but the following events will happen regardless of which mission he is flying:

-- If he hasn't already, Harley will die IF his morale low.

-- When mission objectives are either met or abandoned, Sosa BREAKS IN on Blair's comm channel with the news of a nearby enemy transport. This thing is very different: sleek, massive, unmarked. She suggests Blair might try those IFF codes they've cracked.

-- The IFF codes get Blair very near the transport. Blair's surprise attack makes capturing the transport (by taking out its engines) relatively easy. Dekker is involved here.

Success: Go to M1. Failure: Go to Losing Endgame 2, Parts B & D only.

## DEBRIEFING K3: SOSA (SUCCESS ONLY)

262-K3

Congratulations on capturing the transport.

NOTE: IF Harley is still alive, debriefing ends. IF Harley has died, debriefing continues with:

News of Harley's death.

## MIDGAME: HARLEY FUNERAL

263-K3

Conditional: scene plays IF AND WHEN Harley dies.

Harley gets his eulogy.

## MIDGAME: DESTRUCTION OF MEDEA SYSTEM

264-K3

Just as the *Intrepid* hits the jump point out of the system -- the comet strikes the evacuated planet and both are destroyed in a MASSIVE BLAST...

SERIES L (LOWER TRACK) - VARIOUS SYSTEMS

Major plot point, this series: The *Intrepid* goes on a hunt for fighters, guns and ammo.

MIDGAME: NEWSBRIEF

265-L1

We get a report that Confed has ramped up military production in anticipation of the Great Assembly's Declaration of War vote. (This is accompanied with appropriate visuals.)

CONVERSATION: HARLEY - BRIDGE WRECKAGE (SLIDING)

266-L1

Harley's fed up. He's not into the lust for hardware that Blair apparently has. He reveals that the planet threatened by the comet had become his adopted home world in recent years, and he thinks Blair should have gone to their aid. He has half a mind to refuse to fly. Blair may state that he understands Harley's take but after all, they have a war to fight OR his take may be: "I'm making the decisions. You'll fly when and where I tell you." MORALE CONSEQUENCES.

CONVERSATION: PANTHER & HAWK - C.I.C. (SLIDING)

267-L1

Hawk takes satisfaction from Blair's decision-making; Panther wonders if they've gained the world only to lose their soul. MORALE CONSEQUENCES.

BRIEFING L1: WILFORD (VIA REMOTE)

268-L1

The *Intrepid*'s overall assignment is to "liberate" supplies and equipment from Confed. There won't be time for all the missions because of the upcoming vote in the Great Assembly. All of the missions will be discussed. Then it's up to Blair to sort through the "menu" and CHOOSE A MISSION.

- A) Attack a swiftly moving convoy of supply ships;
- B) Attack a weapons-manufacturing plant;
- C) Attack a carrier;
- D) Attack a refueling weapons-delivery convoy.

WINGMAN CHOICE

If previously grounded, Catscratch is now back on the flight roster, but he is also "at risk." Harley is "at risk" IF his morale is low.

## MISSION L1

Blair will now fly one of the following  
4 missions:

- MISSION LA 269-L1  
Blair attacks a convoy of Confed equipment transports.  
He tries to capture the ships which are full of weapons  
and parts. (Dekker is involved.)
- MISSION LB 270-L1  
Blair flies air support for an attack on an orbital  
weapons-manufacturing plant. (Dekker is involved.)
- MISSION LC 271-L1  
Blair goes head-to-head with a carrier, trying to  
capture its fleet of fighters.
- MISSION LD 272-L1  
Inside an asteroid belt, Blair attacks a depot where a  
convoy refuels. The convoy is made up of transports  
carrying guns and missiles. (Dekker is involved.)

Success/failure: Go to L2.

DEBRIEFING L1: SOSA 273-L1 / 274-L1

Clearance to land.

CONVERSATION: DEKKER & MANIAC - GALLEY (OPTIONAL)

Same as Scene 253-K2.

BRIEFING L2: BLAIR 275-L2

Blair CHOOSES from the 3 remaining missions on the  
menu.

## WINGMAN CHOICE

Harley is "at risk" IF his morale is low.

CONVERSATION: MANIAC - CONTROL BAY (OPTIONAL)

Conditional: IF Blair did not break up  
Maniac's fight with Dekker in Scene 253-K2.

Same as Scene 255-K3.

CONVERSATION: DEKKER - CONTROL BAY (OPTIONAL)

Conditional: IF Blair broke up Dekker's  
fight with Maniac in Scene 253-K2.

Same as Scene 256-K3.

## MISSION L2

Success/failure: Go to L3.

DEBRIEFING L2: SOSA

276-L2 / 277-L2

Clearance to land.

CONVERSATION: PLIERS - GALLEY (OPTIONAL)

278-L3

Conditional: scene available only IF Mission L1 and/or L2 success.

He can rig more weapons for Blair -- they've got some to spare now, and he can push the warbird to hold a little more in its belly. The trade-off is that more weapons will slow the ship down. Blair will have to weigh his options. MORALE CONSEQUENCES.

BRIEFING L3: BLAIR

279-L3

Blair CHOOSES from the 2 remaining missions on the menu.

## WINGMAN CHOICE

Harley is "at risk" IF his morale is low.

## LOADOUT

Blair's fighter will be rigged with weapons based on his choice made in Scene 278-L3 with Pliers.

## MISSION L3

280-L3

Notes re Mission K3: Again, Blair will fly his mission of choice, but the following events will happen regardless of which mission he is flying:

-- If he hasn't already, Harley will die IF his morale low.

-- When mission objectives are either met or abandoned, Sosa BREAKS IN on Blair's comm channel with the news of a nearby enemy transport. This thing is very different: sleek, massive, unmarked.

-- Blair takes on the transport head-on. This is an enormously difficult mission, as Blair is unable to sneak up on the transport, and its defensive capabilities are swift and brutal, making it very difficult to aim precisely for its engines.

Success: Go to M1. Failure: Go to Losing Endgame 2, Parts B & D only.

DEBRIEFING L3: SOSA (SUCCESS ONLY)

Same as Scene 262-K3.

MIDGAME: HARLEY'S FUNERAL

Conditional: scene plays IF AND WHEN Harley dies.

Same as Scene 263-K3.

SERIES M (TELAMON & AXIUS SYSTEMS)

Major plot point, this series: A horrific weapon is unleashed. Blair puts together the last missing pieces of the Black Lance puzzle.

MIDGAME: INTREPID LAUNCH DECK 281-M1

The captured Black Lance fighters are "unpacked." These sleek and otherworldly ships are beyond anything seen before. Pliers is in heaven. Some unknown weapons are also discovered: these are the "Flash-Paks" we've seen used before.

CONVERSATION: PLIERS - CONTROL BAY (OPTIONAL) 282-M1

Pliers offers to prep a Black Lance fighter and give Blair the first crack at flying one. Blair is worried that the wrong side might try shooting him down. That's a small price to pay for speed and power, Pliers points out. Blair must weigh the pros and cons and either decline or accept the offer. MORALE CONSEQUENCES.

CONVERSATION: HARLEY - GALLEY (SLIDING M1/M2 ONLY) 283-M1

Harley's ready to kick Confed's ass from top to bottom if need be. They're going to regret they ever started anything, he says.

CONV: CATSCRATCH - STORAGE HOLD (SLIDING M1/M2 ONLY) 284-M1

Catscratch is convinced war is imminent, and that they're probably all doomed because the odds of beating Confed are all but hopeless. It's a sign of inexperience, and Blair's glad to straighten him out.

CONV: PANTHER AND HAWK - C.I.C. (SLIDING M1/M2 ONLY) 285-M1

Conditional: IF Series K played.

Conditional: IF Series L played.

Panther likes Blair's play-calling; Hawk doesn't.

Hawk likes Blair's play-calling; Panther doesn't.

The battle for Blair's soul continues. With the clock ticking -- not much more than a day or two before the Great Assembly Vote -- there are questions about how best to position the *Intrepid* in preparation for full-fledged battle. MORALE CONSEQUENCES.

CONVERSATION: SOSA - C.I.C. 286-M1

An S.O.S. has been received from an obscure planet, FT957, at the far reaches of the Telamon system. There is, apparently, very desperate trouble -- but the situation remains uncertain.

BRIEFING M1: BLAIR 287-M1

The task for *Intrepid's* pilots is to suss out the situation on and around planet FT957, sweeping the area of hostiles and protecting their own flanks, while Blair and Dekker (and his men) land on the planet's surface.

#### LOADOUT

Per Scene 282-M1 with Pliers, Blair flies Black Lance fighter only IF he gave Pliers the green light.

MISSION M1 288-M1

Blair will encounter three layers of resistance:  
 1) Mines set by the Black Lance.  
 2) Black Lance fighters who are still in the area.  
 3) Automated ground-based defense systems on FT957.

MISSION M1A: 289-M1

MISSION M1B: 290-M1

Conditional: IF Blair flying Black Lance fighter:

Conditional: IF Blair flying Border Worlds fighter:

Blair will be able to simply cruise through 1 and 2 (unless he opens fire), but 3 will be very difficult.

Blair will encounter heavy resistance in 1 and 2, but 3 will be moot (unless he arbitrarily opens fire on the ground).

Success: Go to directly to next Midgame (Scene 291-M2). Failure: Go to Losing Endgame 2, Parts B & D only.

MIDGAME: PLANET FT957

291-M2

Conditional: IF Blair flying Black Lance fighter:

Blair climbs out of the Black Lance fighter as Dekker and his men emerge from their shuttle. They are greeted by angry Telamon CITIZENS with guns. Tensions ease when Blair convinces them that they're all on the same side.

Conditional: IF Blair flying Border Worlds fighter:

Blair climbs out of the Border Worlds fighter as Dekker and his men emerge from their shuttle. They are greeted by Telamon CITIZENS.

Blair and Dekker walk the planet's surface. What they see is neutron bomb-like: there are no bomb craters, destroyed buildings, and so on. Only a killing field: bodies ravaged by a strange disease. Blair talks to a few remaining citizens -- one looking perfectly healthy, the other with scabs forming on his skin. The weapon employed here appears to kill only native Border Worlders, who carry the DNA helix mutations. They tell Blair it was a genocidal scythe, wielded by fierce-looking fighters (which, if Blair flew a Black Lance fighter, explains the heavy resistance he met from the ground systems).

CONVERSATION: SOSA - BRIDGE WRECKAGE (OPTIONAL)

292-M2

Sosa admits that she's an "H/A" She carries the helix anomaly that this weapon seems to target. Thus, she takes this very personally. This is far more horrific than anything the Kilrathi ever unleashed across the galaxy.

CONV: MANIAC (AND WILFORD VIA REMOTE) - C.I.C.

293-M2

Maniac waves Blair over to the comm monitor where Admiral Wilford appears via remote. Blair passes on news of the Black Lance and their horrific bioweapon to Wilford, who says a few other sightings of the Black Lance has had Border Worlds Intel working overtime. Triangulating all the unexplained incidents happening the past weeks, Wilford suggests that the Black Lance may be operating out of the nearby Axius system. Blair says he's going to investigate.

CONVERSATION: PLIERS - CONTROL BAY (OPTIONAL)

294-M2

NOTE: Scene not available until Scene 293-M2 plays.

Conditional: IF Blair flew Black Lance in Mission M1.

Pliers wants to know if Blair wants the Black Lance again.

Conditional: IF Blair did NOT fly Black Lance in Mission M1.

Pliers wants to know if he should prep a Black Lance fighter for Blair.

The pros and cons are discussed. Blair can either accept or decline offer. MORALE CONSEQUENCES.

BRIEFING M2: BLAIR

295-M2

The *Intrepid* heads for the Axius system. Their mission: to locate the Black Lance starbase. Given what they've seen of the Black Lance squadrons, putting the starbase out of commission, is most likely impossible. Blair wants to get close, maybe inside, to see what he can learn about their operations. Then they'll be able to formulate a plan of action.

WINGMAN CHOICE

Solo mission?

LOADOUT

Per earlier Scene 294 with Pliers, Blair may fly Black Lance fighter.

MISSION M2

296-M2

Blair heads for the starbase. It's like flying into the lion's den:

## MISSION M2A

297-M2

Conditional: IF Blair  
flying Black Lance fighter:

Blair easily slips into the starbase's airspace without incident (unless he opens fire). But after getting past the initial sentry patrols, the base's flight control will ask him to identify himself. Since he can't do this, a Black Lance fighter (and some automated defenses) will attack. If Blair can dispatch the fighter with one-shot, he'll be able to land without being noticed. If not, the fighter will be able to send off a signal, and waves of fighters will come in, dooming Blair.

Success: Go directly to next Midgame (Scene 299-M3). Failure: Go to Losing Endgame 2, Parts B & D only.

## MISSION M2B

298-M2

Conditional: IF Blair  
flying Border Worlds  
fighter:

IF Blair is flying a Border Worlds fighter, he will encounter immediate and relentless resistance. This approach is basically SUICIDAL.

## MIDGAME: BLACK LANCE FLIGHT LINE

299-M3

Upon landing, Blair leaves his fighter and walks across the deck. Outside, at the end of the runway, he can see the awesome TCS Vesuvius docking with the starbase. Blair moves to the flight line terminal.

## INTERACTIVE: FLIGHT LINE TERMINAL MAP

300-M3

The flight line terminal displays a map of the starbase revealing the following locations:

- 1) Security Bay
- 2) Briefing Hall
- 3) Armory
- 4) Research Lab

NOTE: Clicking on a location takes Blair to it. He will be able to go to the locations in any order (provided he has the correct access key) and he will be able to return to them as often as he needs before leaving the starbase. The exception to this is the Briefing Hall, which he is REQUIRED to go to

before he can leave. But once he goes there, it will not be available again.

Once he leaves the terminal and enters another location, access to all locations including the flight line (where he will encounter resistance -- see below) will be available in each location via the usual "hot spot doors." (Additionally, it might be nice to have short Midgames showing Blair moving -- both walking and running -- from one location to the other if possible.)

INTERACTIVE: SECURITY BAY 301-M3

Here, Blair will be able to CHOOSE one of several color-coded access keys that will allow him to enter all the other locations. (The doors to the other locations will be locked until he has the correct key.) The low-level key will provide access only to the Briefing Hall. The mid-level key opens the Briefing Hall and the Armory. The high-level key allows access to all locations. (Thus Blair may want to return here later to pick a higher level key.)

INTERACTIVE: ARMORY 302-M3

Blair can CHOOSE to arm himself with a hand weapon.

INTERACTIVE: RESEARCH LAB 303-M3

Blair sees racks of the DNA bioweapons canisters. It's a chilling sight. Millions of Border Worlders will die if this is unleashed.

INTERACTIVE: BLACK LANCE BRIEFING HALL 304-M3

The hall is packed with Black Lance pilots. Entering it will trigger the following Midgame:

MIDGAME: BLACK LANCE BRIEFING HALL 305-M3

Tolwyn's villainy is at last revealed. Blair stays undetected as he watches Tolwyn address the Black Lancers, commending them on their work, commending Seether specifically because he's such a fine example of what the Genetic Enhancement Program is all about.

It's clear that Tolwyn is calling all the shots. We learn what he really thinks, as he goes on about how war accelerates progress, and separates the wheat from the chaff. The strong survive, and Mankind benefits. The Border Worlds are a small price to pay. And, in fact (according to Tolwyn), Terrans there are becoming

genetic freaks anyway -- as their DNA helix structure is already changing. They are an enemy birthing in our midst -- and they must be aborted, now, while there's still time. Tolwyn says he's only hastening the inevitable. We learn that Tolwyn looks forward to further employment of the bioweapon, after its recent devastating test. This will happen very soon, since he is now leaving for Earth to convince the Great Assembly to vote for a full-blown Declaration of War. He leaves as his men cheer.

Seether, who has been up on the podium next to Tolwyn, suddenly spots Blair. He signals to several GUARDS and we move into --

INTERACTIVE: BRIEFING HALL

306-M3

Blair can CHOOSE to MAKE A QUICK EXIT to any of the other locations (where he can get higher security, arm himself, etc.) -- OR -- he can CHOOSE to FIGHT which leads to one of the two following Midgames:

MIDGAME: BLAIR HAS GUN  
307-M3

MIDGAME: BLAIR HAS NO GUN  
308-M3

Conditional: IF Blair has armed himself:

Conditional: IF Blair has not armed himself:

Blair shoots it out with the guards and kills them all.

After putting up a struggle, Blair is captured by the guards.

This puts Blair back into "interactive mode" so he can exit Briefing Hall to any available location.

Go to Complete Losing Endgame 2.

NOTE: Blair can now move to any location he wants to, but eventually he will go to --

INTERACTIVE: FLIGHT LINE

309-M3

Blair spots more guards. He can CHOOSE to BLAST them IF he is armed --  
Which leads to Mission M3.

OR -- he can CHOOSE to HIDE AND WAIT which leads to one of the two following Midgames:

MIDGAME: BLAIR HAS NO GUN  
310-M3

Conditional: IF Blair has  
not armed himself:

Blair hides behind some  
equipment. After a moment,  
the guards move off,  
leaving Blair a clear path  
to a fighter. He makes a  
break for it.

Which leads to Mission M3.

MIDGAME: BLAIR HAS GUN  
311-M3

Conditional: IF Blair has  
armed himself:

Blair hides behind some  
equipment. After a moment,  
Seether appears behind  
Blair and points a gun at  
our hero's head. Blair  
gulps as Seether smiles  
with evil satisfaction.

Go to Losing Endgame 2.

MISSION M3

312-M3

Blair blasts out of the starbase and tries to stay one  
step ahead of the pursuing Black Lance fighters. In  
the background of this chase, we might see the TCS  
*Vesuvius* take off.

Success: Go to N1. Failure: Go to Losing  
Endgame 2.

DEBRIEFING M3: SOSA (SUCCESS ONLY)

313-M3

Clearance to land.

SERIES N - VARIOUS SYSTEMS

Major plot point, this series: The *Intrepid* pursues  
the super-carrier *Vesuvius* as it heads for Earth, even  
though it is hopelessly outgunned.

MIDGAME: ABOARD THE VESUVIUS

314-N1

En route to the Sol System, Tolwyn is alerted to the  
penetration of the Black Lance starbase. He knows in  
his gut it's Blair who's behind this. But he figures  
it's too late for Blair to make any real difference to  
his plans now. The Assembly awaits Tolwyn's arrival:  
honoring his promotion to Space Marshal and awaiting  
his golden words that will send them all off to war, as  
if he were Henry the Fifth addressing the troops ("Once  
more unto the breach...").

CONVERSATION: DEKKER - CONTROL BAY (OPTIONAL)

315-N1

You had him in your hands, Dekker tells Blair. You  
could have put a bullet in Tolwyn's head.

CONVERSATION: PANTHER &amp; HAWK - C.I.C.

316-N1

There's only one way *Intrepid* might catch up with *Vesuvius*: a "shortcut" jump point through the densely populated Ella star system deep in the heart of Confed, only one "jump" away from Earth. Tolwyn will never expect them to try this, because an immense Confed military base guards the Ella system, and will certainly hurl everything it's got at *Intrepid*.

*Intrepid* can launch a preemptive strike, using the "Flash-Paks," but only at the price of heavy "collateral damage" -- i.e., thousands of civilian casualties. If they simply let Confed come after them, however, they face very long odds.

Panther says it's morally wrong for *Intrepid* to deliberately cause massive civilian casualties; Hawk says it's a small price to pay for stopping a war where millions may die.

Blair must CHOOSE between the "right thing" and the "expedient thing." MORALE CONSEQUENCES.

BRIEFING N1A: BLAIR  
317-N1

BRIEFING N1B: BLAIR  
318-N1

Conditional: The "right thing" selected:

Blair isn't risking civilian casualties in taking the shortcut. He'll try to slip past the base, and let them come after *Intrepid*. They'll defend themselves as best they can.

Conditional: The "expedient thing" selected:

Lives will be lost no matter what, so Blair plays the numbers game. He'll launch a preemptive strike against the base using the "Flash-Paks," for an easy run to the next jump point.

#### WINGMAN CHOICE

All wingmen are now "at risk."

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.



CONVERSATION: HAWK - STORAGE HOLD (SLIDING)

324-N2

Conditional: IF Mission  
N1A flown.

Conditional: IF Mission  
N1B flown.

Hawk thinks Blair is yellow  
and got his rep from  
playing the right politics.

Hawk thinks Blair knows how  
to wield power effectively  
and make the tough calls.

They may not have always agreed on tactics, but Blair's  
glad he defected and had a chance to fly with Hawk.

BRIEFING N2: BLAIR

325-N2

The *Intrepid* has caught up with Tolwyn just before the  
jump to Sol, only to find that Tolwyn has turned the  
*Vesuvius* around to face them head on.

## WINGMAN CHOICE

NOTE: This is another mission where Blair  
could possibly divide mission objectives  
among different wingmen.

MISSION N2

326-N2

Face-off with *Vesuvius*. The *Intrepid* is hopelessly  
outgunned and outmanned. Things look desperate.  
Mission success (defined as destroying X% of enemy  
fighters) will trigger an immediate inflight  
transmission/debriefing.

Success: Go to N3. Failure: Go to Losing  
Endgame 2.

DEBRIEFING N2: SOSA (SUCCESS ONLY)

327-N2

Blair has to land now, to refuel and rearm. It's their  
only hope -- the *Intrepid* is being overwhelmed...  
There's another Confed ship coming through the jump  
point...

MIDGAME: SPACE

328-N3

The jump point disgorges a second super-carrier, the  
*St. Helens*! It's not completely built but it has guns  
and fighters and it begins unleashing them on the  
*Vesuvius*!

BRIEFING N3: EISEN (VIA REMOTE)

329-N3

Eisen, who everyone thought was lost or dead, has  
turned into the cavalry. His contacts at Confed HQ  
helped him commandeer the *St. Helens* and he's glad to

make this a more even fight. He reveals some of the *Vesuvius's* soft spots and IFF codes.

#### WINGMAN CHOICE

Scramble. All pilots up.

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.

#### MISSION N3

330-N3

The battle with *Vesuvius* continues. The *St. Helens*, which had still been under construction, doesn't have all the maneuverability the *Vesuvius* does -- nor can it take as many direct hits. So the *Intrepid*, and Blair, must still give it everything they've got. Nevertheless, these two capital ships seem to be dueling to the death -- until the *Vesuvius* unexpectedly alters direction and makes the jump!

Success/failure: Go to N4.

#### DEBRIEFING N3: SOSA

331-N3 / 332-N3

The *St. Helens* and the *Intrepid* are also going through the jump point. Blair must land now, or get left behind.

#### MIDGAME: SOL JUMP POINT

333-N4

The ships emerge from jump-space in rapid succession, *Vesuvius* and *St. Helens* FIRING on each other as they come through the gap. The *Intrepid* follows.

#### CONVERSATION: PLIERS - LAUNCH DECK (OPTIONAL)

334-N4

Pliers has one last idea for souping up Blair's fighter. Blair CHOOSES whether or not to accept.

#### CONVERSATION: MANIAC - CONTROL BAY (OPTIONAL)

335-N4

Think of Slim Pickens ridin' the bomb down in *Dr. Strangelove*. Yeee-hawww! is more or less Maniac's attitude. Great balls o'fire -- this beats anything we ever did against the Kilrathi. In other words, Maniac's pumped.

#### CONVERSATION: SOSA - C.I.C.

336-N4

"I've got a message for you," she says to Blair. She switches on a monitor which leads to the following Midgame:

MIDGAME: TOLWYN (VIA REMOTE)

337-N4

Tolwyn gloats. The *St. Helens* has taken too many hits and is all but doomed. I'm invincible, Tolwyn says. You should know that by now. And once I address the Great Assembly, it'll all be over. The transmission ends.

MIDGAME: VESUVIUS BRIDGE

338-N4

Tolwyn tells Seether to take care of Blair. He'd love to stick around to see Seether finish off the traitor, but duty calls.

MIDGAME: OUTSIDE THE VESUVIUS

339-N4

We see a drop ship leave the super-carrier for Earth, presumably with Tolwyn inside...

BRIEFING N4: BLAIR AND EISEN (VIA REMOTE)

340-N4

A "conference call" briefing for all pilots aboard both the *Intrepid* and the *St. Helens*. Eisen confirms Tolwyn's report on the *St. Helens*' status: there isn't much mileage left in this beast. It's up to Blair to stop *Vesuvius*.

NOTE: IF Mission N1B flown, briefing ends here. IF Mission N1A flown, briefing continues with:

Blair knows that they still have the "Flash-Paks" and plans to use it against the *Vesuvius*.

## WINGMAN CHOICE

Scramble. All pilots up.

NOTE: This is another mission where Blair could possibly divide mission objectives among different wingmen.

## LOADOUT

"Pliers' last tweak" is available if Blair gave it thumbs-up in Scene 334 with Pliers.

MISSION N4

341-N4

This is the final showdown Blair has with the *Vesuvius* and its fighters. IF he has the "Flash-Paks," Blair has a reasonable shot at destroying the *Vesuvius* -- which can only be done by flying into the carrier blowing it up from the inside. Without the "Flash-Paks", the task will be all but impossible. (There might also be the possibility of the *Intrepid* and the

St. Helens getting whacked.) Mission success is defined as destroying Vesuvius.

Success: Go to O1. Failure: Go to Losing Endgame 2.

DEBRIEFING N4: SOSA (SUCCESS ONLY)

342-N4

Sosa reports that a high-speed drop ship got away, undoubtedly carrying Tolwyn.

SERIES O - SOL SYSTEM

Major plot point, this series: The Assembly votes on the Declaration of War. The outcome remains precariously in doubt.

BRIEFING O1: EISEN (VIA REMOTE)

343-O1

If there's any hope of stopping the war declaration, Blair's going to have to head to the Assembly itself and tell them what he knows. The only problem is that he's now known as an enemy to Confed and he'll have to race the clock and fly through lunar and terran-based automated defense systems.

MISSION O1

344-O1

Blair runs the gauntlet of lunar and terran-based automated defenses in order to get to Earth. What he doesn't know, however, is that Seether still waits for him. The two duel to the death above the Earth.

Success: Go to O2. Failure: Go to Losing Endgame 2.

MIDGAME: ASSEMBLY FLOOR

345-O2

-- Tolwyn is officially made Space Marshal in front of all the high mucky-mucks, and he begins his speech, urging the Declaration of War, arguing the necessity to make a "preemptive strike" against the Border Worlds, which are quickly becoming "non-Terran" because of physical mutations. How long before they decide to challenge the "true Terrans" for supremacy in the galaxy?

-- Blair, meanwhile, buzzes Big Ben (or some other identifiable Earth monument we think might still be around in the 27th century) in his fighter.

## SPECIAL MISSION 02: ASSEMBLY SHOWDOWN

346-02

Blair bursts into the Assembly as Tolwyn is about to finish his speech and ask for the Declaration of War. There are gasps from the Assembly, as everyone knows who Blair is -- and even more gasps when Tolwyn reveals his turncoat status: a defector to the Border Worlds.

Blair is about to be taken away, but Senator James Taggart -- Paladin -- speaks up and suggests that Blair be allowed to make his case. He is, after all, the man who hung the foreclosure sign on the Kilrathi.

Blair makes his stand.

The remainder of this scene will be an "interlocking" dialogue scene, a dramatic verbal showdown between Tolwyn and Blair in the tradition of *A Few Good Men* and *Mutiny on the Bounty*.

Player will steer the dialogue at several critical moments. Some of the turns will be dependent on which "track" player took to reach this mission.

The goal, of course, is to reveal all of Tolwyn's dastardly deeds -- particularly the bioweapon, the covert operations throwing undeserved blame on the Border Worlds, the employment of mercenary pirates and terrorists, and the Genetic Enhancement Program he has nursed along.

Mission concludes with the Assembly taking their vote. Its outcome will depend on how well Blair has orchestrated this showdown -- has his denunciation been persuasive enough?

Success: Go to Winning Endgame. Failure:  
Go to Losing Endgame 2.

WINNING ENDGAME

347-WIN

A. Tolwyn hangs his head in shame. The Assembly votes against war. Cheers.

B. We see a montage suggesting Tolwyn has been tried for Nuremberg-type high crimes. Next we see him alone in a prison cell. A newsbrief VOICE OVER tells us Tolwyn is slated for execution. But we see a silhouette of a man hanging from the rafters... Tolwyn's beat 'em to the punch...

Conditional: Blair sided with Panther more than Hawk (IF Panther's morale ends up higher than Hawk's).

C. We see Blair as a concerned, compassionate Senator in the Assembly -- side-by-side with Paladin.

Conditional: Blair sided with Hawk more than Panther (IF Hawk's morale ends up higher than Panther's).

D. We see that Blair has assumed Tolwyn's position and office at Confed HQ, heading the SRA. Hawk is his second. At the end of the day, however, we might see Blair staring out the grand windows, out into the loneliness of space... Haunted by a lot of ghosts...

LOSING ENDGAME 1

348-LOS1

-- TOLWYN'S OFFICE. Tolwyn decides Blair is all washed up as a fighter jock. He hates it when he sees a man lose all his potency. Disappointed, he strips Blair of his commission.

-- Blair is back on the farm. His pigs look at him, ashamed at this ignominious closure to his career.

LOSING ENDGAME 2

349-LOS1

A. Blair is in his ejection pod. He's tractored aboard a ship.

B. Blair is thrown into a cell.

C. Tolwyn addresses the Great Assembly. They overwhelmingly approve the Declaration of War.

D. Blair is lead down a corridor by guards. A door opens at the end, sun streaming in. Out in a courtyard, Blair is shot by a firing squad.

E. Tolwyn, on the bridge of a super-carrier, launches a full-scale attack on the Border Worlds.

#

# WING COMMANDER IV

## Movie File Naming Conventions

The script will be broken up into 3 major sections.

Main Story

Inflight and ancillary ( including voice overs, thought bubbles, newsbriefs ect.)

Postage Stamps and clean plates.

The production scene number will correspond directly to each file name.

Each section will be identified by a leading number:

Main Story - numbers 0 - 1999

Inflight - numbers 2000 - 2999

Postage Stamps - numbers 3000 - 3999

for example:

Main Story - production scene number 126 will be identified as 0126.mve in it's final form

Inflight - production scene number 2005 will be identified as 2005.mve.

Postage Stamps - scene numbers will be identified as 3025.mve.

Before a movie is compiled it is broken into several segments. Each segment will be identified in two ways. The first is the moral path that the segment belongs to and the second is a unique segment identifier.

To identify the high and low moral paths a scene can take a letter will be added to the file name to identify which side of the script a take will be from. The letters will be L for left side of script, M for middle of the script (both paths) and R for right hand side of the script. This will remove the decision of which side is high or low moral.

extension separated by an underscore ( \_ ) underscore