Unofficial Mission Tree And Branching Guide

Version 1.0

Compiled by Farbourne

Many thanks to Dundradal, Quarto, and the entire Standoff Team. Without their help, this guide would not have been possible. The original mission branching schematics for Episodes 1-4 upon which this guide was based were developed by Dundradal.

About this Guide

This is not a complete Standoff mission guide. It does not contain descriptions of missions, hints, or tactics. It only lists missions that determine the mission branching in the game, and what the criteria for reaching the different branches are. It may contain some spoilers, so playing through the game once without the mission guide is recommended.

There are many ways to get "Game Over" throughout the game, and this guide does not list all of them. In addition to dying, losing your home carrier, or being captured by the Kilrathi, if you lose too many ships to progress to the next mission or episode, you will be grounded and get a "Game Over".

Some actions in the game affect what mission or missions a player gets later, while others do not change the mission path but do change certain aspects of subsequent missions. For instance, destroying a capital ship in one mission may affect the ships one faces in a later mission, which may occur several episodes in the future. This guide lists some of the more notable of these instances, but probably does not list them all.

Most of these branching criteria have either been personally verified by Farbourne or stated by Dundradal or Quarto or other members of the Standoff Team in the Wing Commander CIC forums. If any errors in this guide are found, please post a message to the CIC forums and they may be corrected in future versions of this guide.
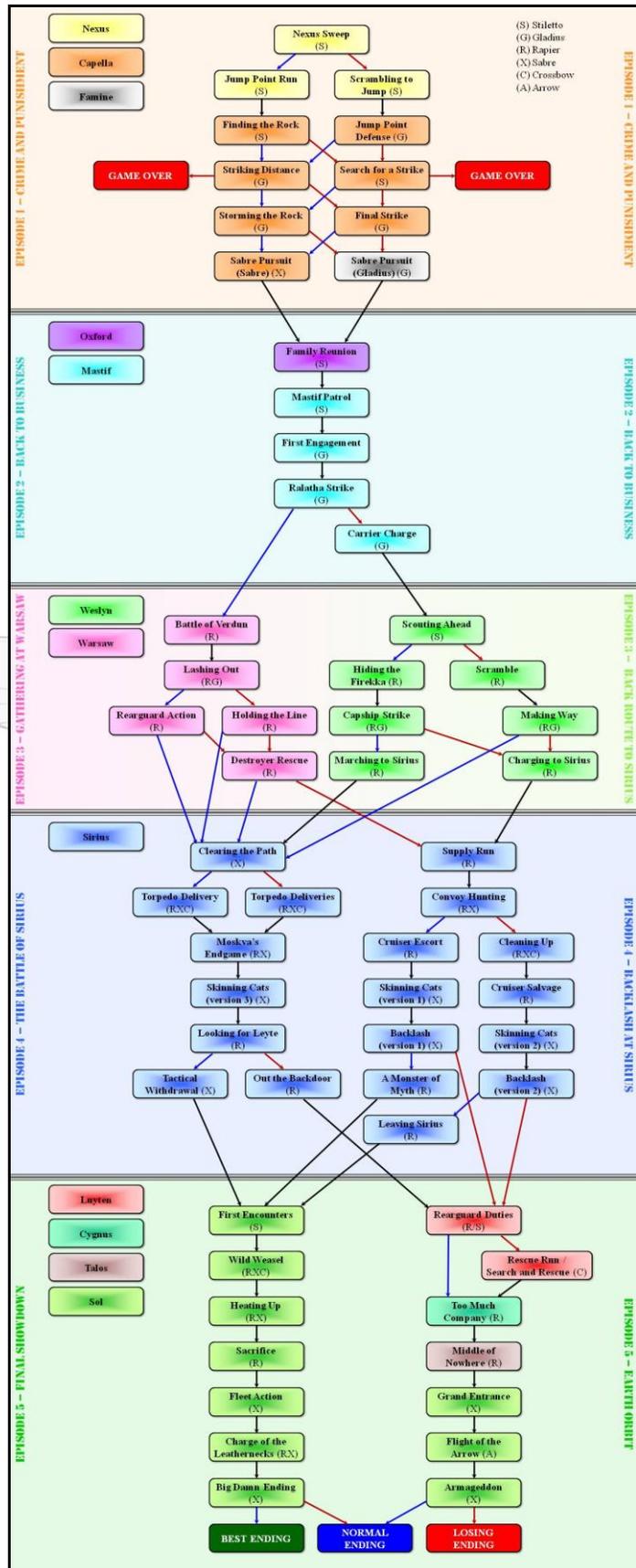
The mission tree gives the name of each mission and the ship(s) that the player may fly in that mission. Missions are color coded by the star system in which they take place. Black arrows indicate that the subsequent mission follows regardless of previous events, while red and blue arrows indicate a branching point. In general, blue corresponds to the more winning outcome.

The Structure of Standoff

Standoff is organized into five episodes. A given episode may contain as many as a dozen different missions and mission variants, but due to the branching structure of the game, the player will only play three to seven missions per episode.

Episodes Three, Four, and Five each have two different paths: so-called "winning" and "losing" paths. While each path may have its own branches, it is impossible to move from one path to another within an episode. It is possible in every case to go from the losing path in one episode to the winning path in the next, or vice versa.

Not counting "Game Over" events, the game has three different endings. The best ending can only be obtained from the Episode Five winning path (Final Showdown), and is obtained as a reward for good performance in Episodes Three, Four, and Five. The worst, or losing ending, can only be obtained by failing the final mission of the Episode Five losing path (Earth Orbit: *Armageddon*). The normal ending can be obtained from either of the Episode Five paths, and is consistent with the canonical outcome of the Battle of Earth as described in *Fleet Action* by William Forstchen.

Legend:
(S) Stiletto
(G) Gladius
(R) Rapier
(X) Sabre
(C) Crossbow
(A) Arrow

EPISODE 1 – CRIME AND PUNISHMENT

Systems: Nexus, Capella, Famine

- Nexus Sweep (S)
- Jump Point Run (S)
- Scrambling to Jump (S)
- Finding the Rock (S)
- Jump Point Defense (G)
- GAME OVER
- Striking Distance (G)
- Search for a Strike (S)
- GAME OVER
- Storming the Rock (G)
- Final Strike (G)
- Sabre Pursuit (Sabre) (X)
- Sabre Pursuit (Gladius) (G)

EPISODE 2 – BACK TO BUSINESS

Systems: Oxford, Mastif

- Family Reunion (S)
- Mastif Patrol (S)
- First Engagement (G)
- Ralatha Strike (G)
- Carrier Charge (G)

EPISODE 3 – GATHERING AT WARSAW / BACK ROUTE TO SIRIUS

Systems: Weslyn, Warsaw

- Battle of Verdun (R)
- Scouting Ahead (S)
- Lashing Out (RG)
- Hiding the Firekka (R)
- Scramble (R)
- Rearguard Action (R)
- Holding the Line (R)
- Capship Strike (RG)
- Making Way (RG)
- Destroyer Rescue (R)
- Marching to Sirius (R)
- Charging to Sirius (R)

EPISODE 4 – THE BATTLE OF SIRIUS / BACKLASH AT SIRIUS

Systems: Sirius

- Clearing the Path (X)
- Supply Run (R)
- Torpedo Delivery (RXC)
- Torpedo Deliveries (RXC)
- Convoy Hunting (RX)
- Moskva's Endgame (RX)
- Cruiser Escort (R)
- Cleaning Up (RXC)
- Skinning Cats (version 3) (X)
- Skinning Cats (version 1) (X)
- Cruiser Salvage (R)
- Looking for Leyte (R)
- Backlash (version 1) (X)
- Skinning Cats (version 2) (X)
- Tactical Withdrawal (X)
- Out the Backdoor (R)
- A Monster of Myth (R)
- Backlash (version 2) (X)
- Leaving Sirius (R)

EPISODE 5 – FINAL SHOWDOWN / EARTH ORBIT

Systems: Luyten, Cygnus, Talos, Sol

- First Encounters (S)
- Rearguard Duties (R/S)
- Wild Weasel (RXC)
- Rescue Run / Search and Rescue (C)
- Heating Up (RX)
- Too Much Company (R)
- Sacrifice (R)
- Middle of Nowhere (R)
- Fleet Action (X)
- Grand Entrance (X)
- Charge of the Leathernecks (RX)
- Flight of the Arrow (A)
- Big Damn Ending (X)
- Armageddon (X)
- BEST ENDING
- NORMAL ENDING
- LOSING ENDING

Episode 1 – Crime and Punishment

Nexus Sweep
- Visit all Nav points to get *Jump Point Run*
- Skip Nav 2 to get *Scrambling to Jump*

Finding the Rock
- Visit Nav 3 to get *Striking Distance*
- Fail to visit Nav 3 to get *Searching for a Strike*

Jump Point Defense
- Visit Nav 3 to get *Striking Distance*
- Fail to visit Nav 3 to get *Searching for a Strike*

Striking Distance
- Have enough ships left and do not join the pirates to get *Storming the Rock*
- Have too few ships left and do not join the pirates to get *Final Strike*
- Join the pirates to get *Game Over*

Search for a Strike
- Have enough ships left and do not join the pirates to get *Storming the Rock*
- Have too few ships left and do not join the pirates to get *Final Strike*
- Join the pirates to get *Game Over*

Storming the Rock
- Choose a Sabre to get *Sabre Pursuit (Sabre)*
- Choose a Gladius to get *Sabre Pursuit (Gladius)*

Final Strike
- Choose a Sabre to get *Sabre Pursuit (Sabre)*
- Choose a Gladius to get *Sabre Pursuit (Gladius)*

Sabre Pursuit (both versions)
- The decision made at the end of this mission has no effect on subsequent mission selection, but does affect the story, cutscenes, and in-flight comms throughout the game
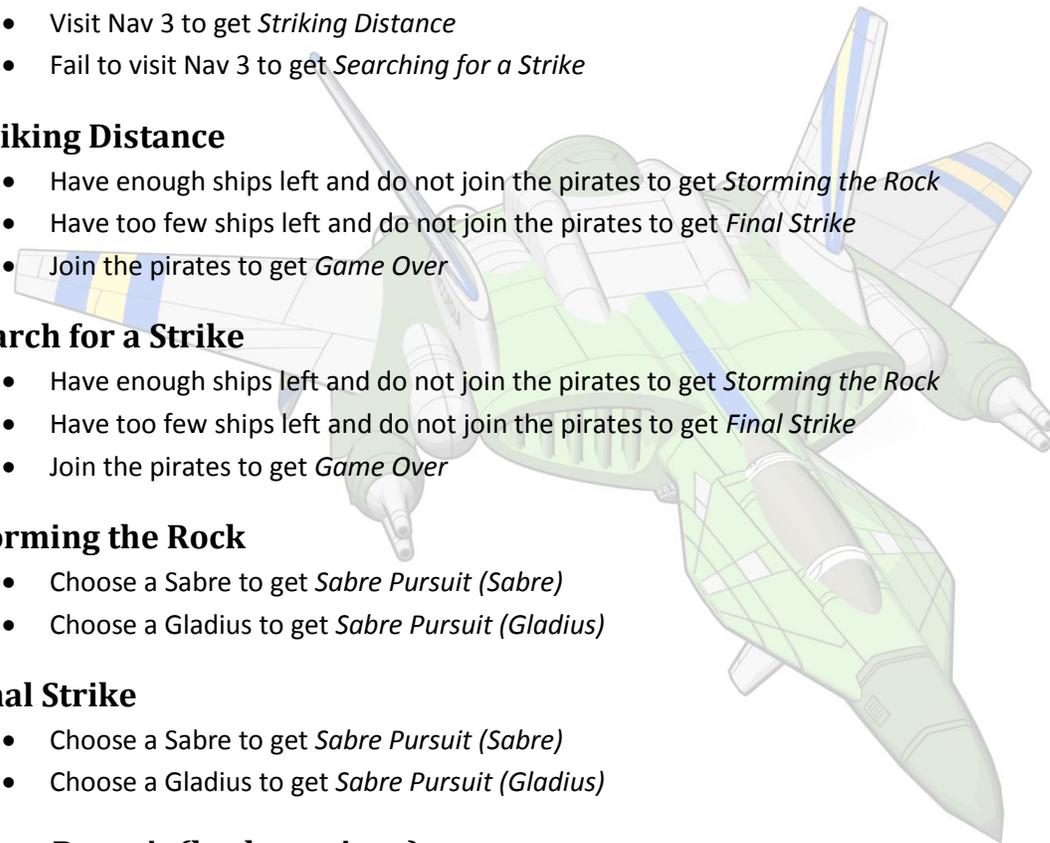
Episode 2 – Back to Business

Ralatha Strike

- Destroy the Ralatha to get <u>Gathering at Warsaw:</u> *Battle of Verdun*
- Fail to destroy the Ralatha to get *Carrier Charge*

Episode 3 – Gathering at Warsaw

Battle of Verdun

- *Lashing Out* follows regardless of mission outcome, but saving or losing the *Verdun* affects later mission selection

Lashing Out

- Destroy the Ralatha and Snakeir to get *Rearguard Action*
- Fail to destroy both the Ralatha and the Snakeir to get *Holding the Line*

Rearguard Action

- Save at least four Clydesdales in this mission and save the *Verdun* in *Battle of Verdun* to get <u>The Battle of Sirius:</u> *Clearing the Path*
- Lose more than one Clydesdale in this mission or lose the *Verdun* in *Battle of Verdun* to get *Destroyer Rescue*

Holding the Line

- Save at least four Clydesdales in this mission and save the *Verdun* in *Battle of Verdun* to get <u>The Battle of Sirius:</u> *Clearing the Path*
- Lose more than one Clydesdale in this mission or lose the *Verdun* in *Battle of Verdun* to get *Destroyer Rescue*

Destroyer Rescue

- Save the *Sao Paulo* in this mission and save the *Verdun* in *Battle of Verdun* to get <u>The Battle of Sirius:</u> *Clearing the Path*
- Lose the *Sao Paulo* in this mission or lose the *Verdun* in *Battle of Verdun* to get <u>Backlash at Sirius:</u> *Supply Run*
- The *Sao Paulo,* if saved, may appear in certain future missions
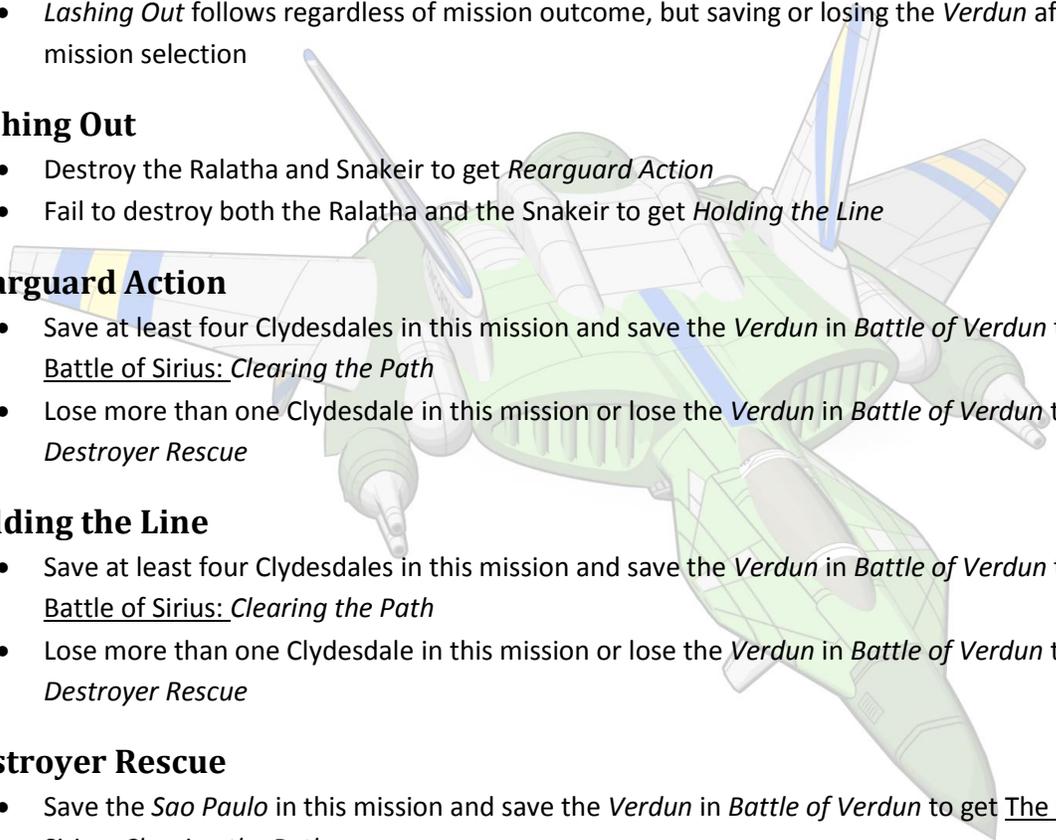
Episode 3 – Back Route to Sirius

Scouting Ahead

- Destroy every Kilrathi fighter to get *Hiding the Firekka*
- Let at least one Kilrathi fighter escape to get *Scramble*

Capship Strike

- Destroy the Fralthi to get *Marching to Sirius*
- Fail to destroy the Fralthi to get *Charging to Sirius*

Making Way

- Destroy the Ralatha to get <u>The Battle of Sirius:</u> *Clearing the Path*
- Fail to destroy the Ralatha to get *Charging to Sirius*

Episode 4 – The Battle of Sirius

Clearing the Path

- Destroy enough escort capital ships to get *Torpedo Delivery*. Surviving escorts will appear in the next mission
- Fail to destroy enough escort capital ships to get *Torpedo Deliveries*

Torpedo Delivery

- Destruction of the *Hakaga*-class carrier will cause an extra Snakeir to appear in <u>Final Showdown:</u> *Wild Weasel*

Torpedo Deliveries

- Destruction of the *Hakaga*-class carrier will cause an extra Snakeir to appear in <u>Final Showdown:</u> *Wild Weasel*

Looking for Leyte

- Save the *Leyte Gulf* to get *Tactical Withdrawal*
- Lose the *Leyte Gulf* to get *Out the Backdoor*
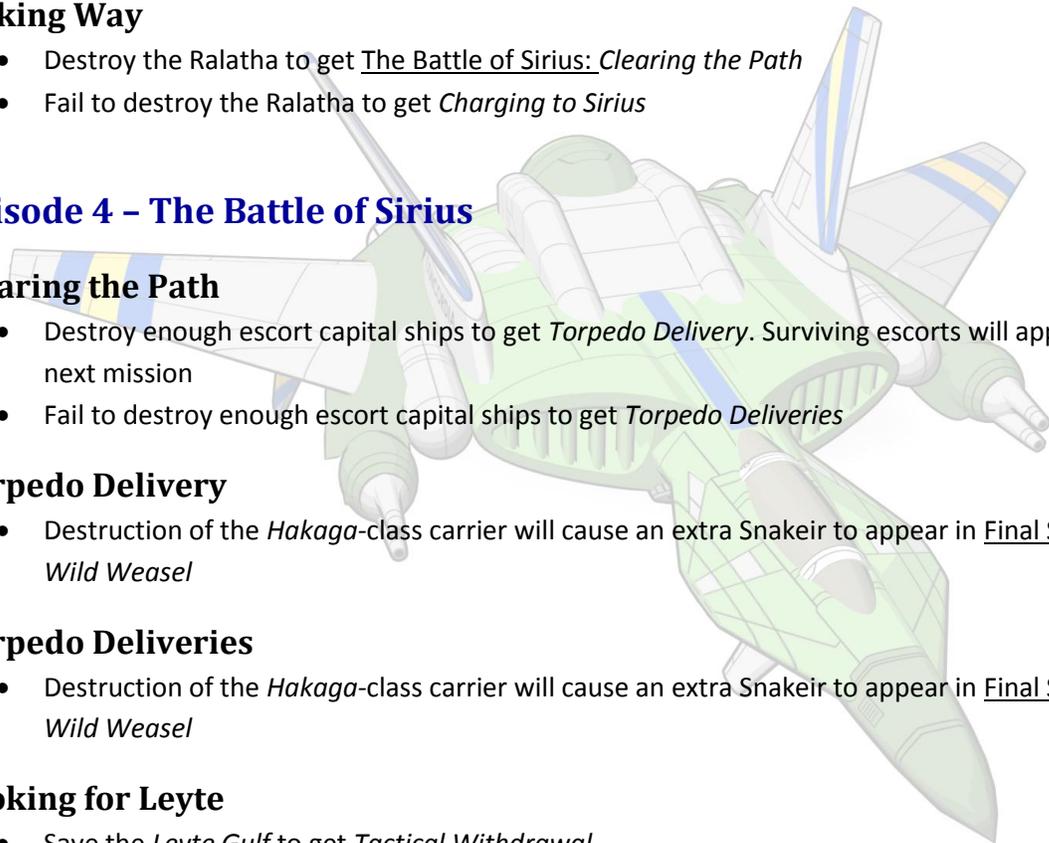
Episode 4 – Backlash at Sirius

Convoy Hunting
- Destroy the Ralatha to get *Cruiser Escort*
- Fail to destroy the Ralatha to get *Cleaning Up*

Backlash (version 1)
- Destroy the Fralthra to get *A Monster of Myth*
- Fail to destroy the Fralthra to get <u>Earth Orbit:</u> *Rearguard Duties*

Backlash (version 2)
- Destroy the Fralthra to get *Leaving Sirius*
- Fail to destroy the Fralthra to get <u>Earth Orbit:</u> *Rearguard Duties*

Episode 5 – Final Showdown

Big Damn Ending
- Cause enough damage to the Kilrathi (by destroying certain capital ships) and save enough of the Terran fleet (by saving certain capital ships) in Episodes 3, 4, and 5 to get the best ending.
- Fail to inflict enough damage to the Kilrathi or lose too much of the Terran fleet in Episodes 3, 4, and 5 to get the normal ending.

Episode 5 – Earth Orbit

Rearguard Duties
- Ship selection (Rapier or Stiletto) depends on how many Rapiers were lost in Episode 4. If too few Rapiers remain, the mission will be flown in a Stiletto.
- If no friendly pilot ejects, get *Too Much Company*
- If at least one friendly pilot ejects, but all ejections take place at the jump point, get *Rescue Run*
- If at least one friendly pilot ejects while on patrol prior to the battle at the jump point, get *Search and Rescue*

Rescue Run / Search and Rescue
- Failure to destroy the Targu II will cause it to appear in *Too Much Company*.

Armageddon
- Fail to destroy the Strontium-90 missiles or lose the *Firekka* to get the losing ending
- Destroy the Strontinum-90 missiles and save the *Firekka* to get the normal ending