



**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)*

**Ralatha Strike**

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

**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 / Holding the Line**

- Save at least four Clydesdales and the *Verdun* to get The Battle of Sirius: Clearing the Path
- Lose more than one Clydesdale or the *Verdun* to get *Destroyer Rescue*

**Destroyer Rescue**

- Save the *Sao Paulo* and the *Verdun* to get The Battle of Sirius: Clearing the Path
- Lose the *Sao Paulo* or the *Verdun* to get Backlash at Sirius: Supply Run

**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 The Battle of Sirius: Clearing the Path
- Fail to destroy the Ralatha to get *Charging to Sirius*

**Clearing the Path**

- Destroy enough escort capital ships to get *Torpedo Delivery*.
- Fail to destroy enough escort capital ships to get *Torpedo Deliveries*

**Looking for Leyte**

- Save the *Leyte Gulf* to get *Tactical Withdrawal*
- Lose the *Leyte Gulf* to get *Out the Backdoor*

**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 Earth Orbit: Rearguard Duties

**Backlash (version 2)**

- Destroy the Fralthra to get *Leaving Sirius*
- Fail to destroy the Fralthra to get Earth Orbit: Rearguard Duties

**Big Damn Ending**

- Cause enough damage to the Kilrathi and save enough of the Terran fleet 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.

**Rearguard Duties**

- Ship selection depends on how many Rapiers have been lost
- 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*

**Armageddon**

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