THE OFFICIAL CIC STRATEGY GUIDE

Designed by

Shades

For

www.WCNews.com

CIC'S OFFICIAL GUIDE TO

WING COMMANDER SECRET OPS

Designed By
Shades
For CIC

WING COMMANDER COMBAT INFORMATION CENTER

www.wcnews.com

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WING COMMANDER
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Tangy

History of Secret Ops

What is Secret Ops?

Wing Commander: Secret Ops is an unprecedented episodic game release available exclusively over the internet.

Secret Ops is a stand alone space combat action game with 56 new single player missions split into seven downloadable episodes. A new Secret Ops episode, consisting of 6-8 missions, will be posted on the Wing Commander Secret Ops web site each week beginning later this summer. On the days leading up to each episode, new fictional experiences will be posted from the Secret Ops story which sets the stage for the upcoming downloadable episode. Over a 7 week period, a new episode of missions will be available for download on each Thursday.

The actual game incorporates a new story, new weapons and more intense battle scenarios than ever before. The Secret Ops story is a continuation of Wing Commander: Prophecy, released late last year. It introduces the Cerberus, a quick-strike cruiser and many other surprises. Players will be propelled through the story via all new cinematic scenes rendered on-the-fly in full 3D, plus gripping new in-flight coms. Game play will include new, enhanced weapons and multi-stage capital ship strike missions. The game universe is packed with unique environments including dense asteroids fields, new Confed star bases and remote stations to explore. There are even cameos from past Wing Commander ships.

And by the way, you can experience this unprecedented gaming event for FREE*.

* (except for standard Internet connection charges).

STORY:

Wing Commander: Secret Ops is set in the aftermath of the alien war that took place in Wing Commander: Prophecy. The super-carrier Midway's very best pilots are assigned to escort the Confederation's first "quick strike" assault cruiser: Cerberus. The Terran Confederation Intelligence Service (TCIS) has slated Cerberus for 'deep cover' duty in foreign systems. Her specific capabilities remain TOP SECRET.

But, to the Ace pilots from Midway, it is no secret that unrest is brewing in Sol and Vega sectors, that Kilrathi space (now littered with Alien debris) is a hotbed of looting and that the real WAR has just begun.

Key Features

- 56 pulse-pounding single player missions, divided into seven downloadable episodes.
- Exciting new in-flight cockpit comms will keep the story alive as you fight through each mission.
- Annihilate the aliens with never-before-seen weapons, including the "dust cannon" and "Mosquito missiles".
- Fly into combat along-side powerful new Confed starships, including the heavy artillery cruiser, quick strike cruiser and civilian cruise-liners.
- Fight to the death in five sleek Confed starfighters and bombers, each with their own weapons and performance characteristics.
- Join the war efforts of other Confed wings, including cameo appearances of past Wing Commander ships like the Excalibur, Thunderbolt and Confed Carrier.
- Immerse yourself in this rich story of Confed's cover operations through amazingly-detailed cinematic sequences rendered on-the-fly in crisp 3D graphics.
- Witness dazzling special effects like shockwave explosions, colored ambient and dynamic lighting, massive starships with moving gun turrets and crisp Dolby Surround sound.
- Experience larger, more intensified battles than any other spacecombat game.
- Discover new mission environments like secret Confed Star Bases and Remote Stations.
- Feel the heat of battle in multi-stage capital ship strike Missions.

The BOOMER Report. (a.k.a. The FAQ)

Mike "BOOMER" McCoy was EA's Public Relations person for the Secret Ops Project. He was there through thick and thin to answer our questions and to keep us informed on changes and upcoming events.

8/10/1998

WCNews- Probably attempting to prove that he is indeed cooler than a moose, Origin's front guy Boomer has made up this Secret Operations miniFAQ...

Q) Will the missions be archived? (If we miss a Thursday are we S.O.L?)
A) Each of the 7 episodes will be presented as follows:

Monday - fiction elements 'A'
Tuesday - fiction elements 'B' (plus 'A')
Wednesday - fiction elements 'C' (plus 'A' and 'B')
Thursday - episode mission becomes available for download

So if you come in on (say) Thursday just to get the mission, you will have all the fiction available (just not delivered in any order). While there is no 'dependency' of one piece of fiction being important to read before another, for the 'purest' experience, I recommend reading the fiction as it's delivered (daily).

But to answer your question: When it starts, there will be 7 episode buttons. As each episode begins (on Monday) the appropriate button will be enabled. So (say) by week 3, episode buttons 1 thru 3 will be enabled (with 4 thru 7 still 'dark') and yes, you can go back and 'relive' earlier missions (remember, you already downloaded the mission so it's just the fiction you'll be needing). However, there is a cool 'twist' to this that I really don't want to disclose just yet (keeping it a surprise for now ;)

Q) And how big a download are we looking at? (Would it be a good time to upgrade to cable?)

A) The size isn't finalized yet so I'd rather not try to 'predict' what it will finally be. Suffice to say (as everyone expects) it's going to be rather big (after all, it is a whole game). But not really any bigger than some of the more popular demos out there. Still, we're working on ways to minimize the 'pain' of downloading. For example, current thinking (it could change) is to offer it as a 'base' file and an optional 'speech pack' (and a 'full download' that incorporates both). As noted, the optional speech pack isn't required to play Secret Ops.

8/10/1998

The game code 'behind' Wing Commander: Secret Ops is this >||< close to 'going gold' (it's in QA for final testing now). The supporting fiction is all but finalized. We're still working out the details on the script for the 2nd trailer but the basic website is all but complete (just making some last minute refinements).

It looks like the Secret Ops 'experience' will be gaining speed with next weeks launch of the core website. From then, we'll be periodically adding some 'lead-in' fiction (to introduce new players to the Wing Commander universe). All this is going to 'kick off" next week and will progress (e.g. new fiction added) throughout the month of August. We're still on track for the episodes to begin Aug 24 (and almost daily thereafter for 7 weeks).

8/10/1998

Starting early next week, between then and August 24 expect to see some serious increase in activity on the secretops.com website. That's when things should begin to accelerate... Beginning

with the web based episode 'interface', we'll be adding some 'lead-in' fiction to start setting the stage for the overall plot of Wing Commander: Secret Ops. The 1st installment of fiction is mainly designed to umm.. 'explain' the Wing Commander universe to those unfamiliar with the Wing Commander games (we're hoping to attract people to Wing Commander that has never played it before). That will lead in to fiction that is designed to set the stage & plot for Secret Ops (All you 'old hands' will probably have some good fodder to pick apart ;). By then it'll be time for the episodes to begin.

8/12/1998

WCNews- Dateline: alt.games.wing-commander. Asked if Secret Ops would be available as a CD purchasable directly from Origin, Boomer had this to say...

> No. Secret Ops will only be available via the Internet. Later (at the end of the episodes) Secret Ops will be included in the upcoming Wing Commander Gold.

8/13/1998

WCNews - ...And I'm Not Going To Take It!

Yes, what a day, Boomer responded to one of those silly 'SO will suck' people over at the SO Zone. It explains some neat stuff, check it out below...

> Allow me to restate some reasons why we're delivering Secret Ops via the Internet in the manner we are:
>
> #1 We're convinced there is a convergence of traditional broadcast media and the Internet. Granted, the Internet won't be a substitute for TV or movies anytime soon, but there will be a point in the future where people will look to the Internet for entertainment just as they do for TV/movies now. One compelling element the Internet can deliver (vs. TV/Movies) is the ability to deliver *interactive* entertainment.
>
> Now what is so compelling about dramas such as 'ER' or 'Hill Street Blues'? The fact there is a continuing story line, carried over week to week. People become involved with the plot & characters and thereby become 'involved' themselves. Another metaphor is the old time Saturday 'cliff hanger' serial. Before the matinee every Saturday, 'Rocket Man' or 'Lash Larrue' would save the day, only to end up in a situation where all was lost. You couldn't wait to come back next week to see how they got out of that jam. That's entertainment.
>
> #2 Anyway, OSI wanted to repay its fans for contributing to our success. But just giving something away (like on a magazine CD) doesn't make sense... by and large, there is no perceived 'value' in something you get for absolutely nothing. So how could we give something back, but make it worthwhile and *mean* something. Why not deliver it in episodes, like the weekly 'soaps' or old time serials? Allow people to enjoy the experience by delivering it in a manner to (if I may borrow an old entertainment adage) 'leave em wanting more'...
>
> We just feel by offering it in this unique manner it will be enjoyed much more than if you just got some free game on some shareware CD. The intention is to 'draw you in' to the story.. let you 'live vicariously' as Casey, reading his email, his newspapers, etc. on a day to day basis, just as if you really *were* him. You cannot deliver that experience on a CD (because you could read 9 days worth of fiction in an hour ;). This way, you *are* Casey... you just have to live your life, having NO idea what might be happening tomorrow. Will I get a letter from Mom? Or secret communications there are saboteurs onboard... Will my next mission be a 'milkrun'? Or am I going to have to fight for my very life.
>
> #3 One might say OSI is arguably THE industry leader in successful online gaming. But we aren't simply going to take a 'status quo' approach and view online interactive entertainment industry in purely 'conventional thinking' terms. We want to blaze a trail...

look for new ways to deliver interactive entertainment online. In short, think 'out of the box'. As I said earlier, right now the Internet isn't ready for 'real time full featured 35mm quality Interactive Entertainment'. One day it will be, but heck, let's be realistic... right now it's difficult to get a grainy lil video bigger than a matchbox delivered. So where do we start if we want to be the 'NBC' of online entertainment in the 21 century? What can we do NOW to get ready for the 'big time'?

Episodes. With 'custom' fiction delivered daily, depending on the outcome of last weeks episode (remember the 'cliff hanger'? ;)

Does OSI benefit? sure.. we have the opportunity to experiment, gain knowledge in unknown territory. Do the players benefit? In spades. The more we work on this, the more things 'come together' the more excited & happier everyone involved gets because we just *know* players are gonna have a great.. make that awesome.. experience. Like nothing ever offered before ;)

Sorry if it seems I'm on a soapbox and gotten long winded here (hard to see just how much you've written in this tiny lil window). But the closer this gets, the more convinced I am this falls under the category of being 'visionary' and I'm damn proud to be a part of it!)

8/14/1998

ORIGIN is breaking all the rules with the unprecedented Internet episodic release of the next Wing Commander game. Wing Commander: Secret Ops will be available the week of August 24 and is being distributed free of charge, except for standard Internet service provider fees, via innovative weekly downloadable episodes. This is a one-of-a-kind event in the computer gaming industry. Players can download and tune into the Secret Ops experience just like they would tune in to their favorite weekly television program. With Secret Ops, players can count on a new episode to download and play each Thursday for seven straight weeks. On the days prior to each download, new interactive fiction will be posted on the Secret Ops web site (http://www.secretops.com), setting the stage for each playable episode.

The Wing Commander franchise is the longest running space-combat series in the history of computer gaming. Since its inception in 1990, the series has received numerous game of the year awards and is currently being developed into a feature film.

ORIGIN is making the first Secret Ops episode, including the Startup Kit, available on August 27 on the Secret Ops web site and on other commercial Internet sites. Stay tuned to the Secret Ops site for a list of other web sites where the Startup Kit will be available. Players will have a choice of initial downloads when the first episode becomes available on August 27:

Secret Ops Basic Startup Kit: The required startup kit consisting of the Secret Ops executable file, graphics, music and episode 1 (four missions). Approximate size: 63 MB
Secret Ops Speech Kit: An optional speech pack download (requires Basic Startup Kit) that includes in-flight comms and mission briefing audio. Approximate size: 51 MB
Secret Ops Full Startup Kit: The Basic Startup Kit and Speech Kit combined. Approximate size: 114 MB

Prior to playing the game, users will be required to fill out a short registration form. Once the registration form is filled out, the user will be given a key code onscreen and via email, which will unlock the game so it can be played. In addition, users who fill out a series of optional questions will be eligible for prizes.

Episodes 2 through 7 will be approximately 1 MB each and will be available only on the Secret Ops web site. The Internet episodic release of Secret Ops will be available for a limited time only. Secret Ops is a stand-alone game and does not require any previous Wing Commander game in order to play.

8/15/1998

WCNews - Boomer went on a posting spree over at agwc that can only be described as Reidesque. Check out some of the exciting Secret Ops stuff he posted about...

> You could wait till it's all over and download the whole thing at once, playing it like a normal game. But we're hoping people get into the 'spirit' and follow along each episode. Just note that if you wait till it's all over you can't be involved with all the debates/discussions about 'what happened', 'what does this/that mean' (which I would expect to be numerous ;)
>
> OK.. this password thing sounds like it's getting confusing to everyone (rest assured, it's simple and when you start playing it won't be as confusing as it seems now).
>
> > #1 when you register (before or after you download) you will receive a 'password' (based on your callsign and other things) that will 'unlock' the executable (e.g. when you 'fire up' the executable it'll ask for the password).
> >
> > #2 Then, after finishing the missions (per episode), depending on how well you fared you will get a 'code' at the end of the last mission. When you come back the following Monday for the fiction for that weeks upcoming episode you can enter this 'code' and get custom fiction based on how well you fared. Note this 'code' isn't necessary. If you don't enter anything it'll just give you the normal, default fiction. The custom fiction is just a lil something the designers thought up to provide a bit of a 'twist' to the experience.
>
> Secret Ops will remain on our website for a while (not sure how long, but it's not going to be removed just as soon as it's over if that's what you're thinking).
>
> Plus, if you want it on CD it will be available via Wing Commander Gold edition released soon after the SO episodes are completed.
>
> Wing Commander Gold is essentially Wing Commander: Prophecy with Secret Ops included.
>
> The Secret Ops *episodes* begin (Monday) Aug 24 with 'set-up' fiction for that particular (1st) episode. The actual download of the executable (and 1st missions) will occur on (Thursday) Aug 27.
>
> Then (thereafter) each Monday/Tuesday/Wednesday, new fiction will lead-in to (set-up) that week's episode mission (avail on Thursday). Thus you have the weekend to play the (preceding) weeks missions.
>
> The fiction being delivered now (preceding the episodes 'et al') is designed to give players some background to Wing Commander as well as introduce Secret Ops.
>
> (Your callsign) is not like the password (not code.. see above) is tied to the game direction. It's just required to 'unlock' " run the executable.

8/16/1998

WCNews - For the second day in a row Boomer covered alt.games.wing-commander and answered many questions posters had asked. Here's a summary of the most important info:

> Let me make this perfectly clear to everyone: Origin will not sell this info to anyone.
>
> True, we are asking for your email address during registration for 2 reasons:

1. to email the password required to unlock the executable back to the player (so players will have a 'written' record)

2. to offer Wing Commander newsletter type updates *IF DESIRED*. There is a box to check if players do NOT want such upcoming info/updates sent to them.

The (demographic) info collected during registration is simply for internal use only and designed to allow OSI to better understand the 'space combat game' market.

One more time: ORIGIN IS NOT GOING TO SELL THIS INFO.

The episodic missions will be ONLY be available from Origin (and we're including 'permission to distribute must be obtained' type of verbiage to ensure it). Simply because we've gone to a great deal of trouble to make this a unique experience and want people to experience the episodes as they evolve (and are intended to be enjoyed).

The executable however (what is needed to play the episodes) will be available from a number of sites.

Note the episodic fiction will be presented in HTML (not flash)

Will Secret Ops also available in the German language?
Yes

8/25/1998

WCNews - Incredibly exciting news from Boomer that will shock and amaze you... check it out.

Not unlike a motion picture studio releasing a summer blockbuster with a pre-release Premier showing, through an exclusive arrangement with C|Net, the files required to play Secret Ops (e.g. basefile, optional speech pack and the full executable) will be available from www.download.com on *Wednesday* Aug 26 at 8PM CST.

This exclusive 'engagement' is only available from C|Net at www.download.com. While you can go directly to download.com, we will also activate the link to download.com from the Secret Ops website as well (it will be the only download source that is 'live')

Of course Secret Ops will also be 'in general release' from Origin (and other sites around the country) on Thursday August 27 as previously announced.

8/25/1998

WCNews - Allowable Fiction

According to Boomer, Wing Commander: Prophecy Gold will contain a 'local' version of the Secret Ops web site, so as to allow us the ability to read the fiction updates.

8/27/1998

Official Statement About Virus

Boomer recently posted on the Secret Ops Chat Zone Origin's official statement about the virus, and the splash screen at the Secret Ops website also says the same thing...

ORIGIN understands that some of the files from the initial Secret Ops downloads were infected with the CIH virus. The infected files were present on the "East" Secret Ops FTP server between the hours of noon and 2:30 PM, CST Thursday, August 27. These infected files have been removed and replaced with clean, uninfected files that are now available for download. If anyone downloaded files during this time, please consult the McAfee web

site for information on how to scan your files for the CIH virus. The web site can be located at:

http://beta.mcafee.com/PUBLIC/Stand_Alone/SFSCAN.HTML

(note the site address is case dependant)

We regret that this virus was found in the Secret Ops files. Thanks for your patience and understanding.

8/28/1998

WCNews - Episode One Bonus Fiction!

Boomer reported on our very own Secret Ops Chat Zone that there is new Episode One fiction available at the Secret Ops website.

10/7/1998

WCNews - Reaping the Benefits

Boomer is back, at alt.games.wing-commander! He posted some very encouraging stuff about the new Maverick team executive producer Andy Hollis... it's in response to Derek Smart, whom we firmly believe should have been beaten by the Coke machine. Anyway, Boomer's comments seem to echo what we've been hearing everywhere -- a little Hollis is a very good thing.

Just because Andy is known for producing high fidelity flight sims for Janes doesn't mean that equates to WC suddenly turning into a high fidelity space sim.

This isn't to say future titles from the Maverick team won't have his 'mark' on them (superb quality, well designed, etc.). Just that WC will have certain (positive) attributes resulting from Andy's influence just as Janes does. Said another way, WC won't (necessarily) possess the same hallmarks of what makes a 'Janes flight simulation' what it is.

That said, given his track record & accomplishments wrt Janes, I'm 110% confident Andy's influence means only great things for the future of the WC universe ;)

10/11/1998

WCNews - It's a Hit!

Boomer posted some cool stuff about the success of Secret Ops over at alt.games.wing-commander. He also complimented the CIC, so being the vain fellow I am I had to put it all up... (grin).

Sorry I haven't been more... 'active'. I've been here (and on wcnews), just mostly lurking tho. Things just seemed to be going along fine without my meddling ;)

But thanks for the thanks. And thanks for allowing us some 'hiccups'. Being the 1st time anyone has done something like this I'm (personally) pretty pleased with the overall execution. And we learned a LOT about what "Internet distribution of episodic fiction/missions" means. The future bodes well ;)

And on the behalf of OSI and the Maverick/SO team I'd like to give Chris, Ben (and the rest of the CIC staff: Brandon, Barrie, Evan, Kevin, Edward... did I miss anyone?) a big round of applause for not only providing a super site dedicated to WC in general, but in 'keeping up with us' and providing timely news about Secret Ops as well. As anyone with their own website can tell you, it's a big (fulltime) job keeping info current. Well Done guys.. and again, Thanks!

11/12/1998

WCNews - Request From Origin

Boomer, who needs no introduction, sent the CIC this message:

Origin is looking for your feedback. We have created a short, 5 question survey to help us understand what you want in a great massively multiplayer online game. Please go to http://www.owo.com/wcsurvey.html and tell us what you think. Thanks!

Release Events

Jun 18th, 98

www.secretops.com is posted with the first shockwave trailer.

Jun 19th

The Lost Newsgroups Secret Ops Pre-fiction was mistakenly posted to alt.games.wing-commander by Boomer about two months before SO was released... and he asked everyone to disregard it, since it spoiled the game. Oddly, the topics brought up in the e-mail never really appeared in the game.

Interim Week 1

Aug 10th

SO website gets a full face lift in preparation for launch. Full game description and 11 new demo pictures are posted.

Aug 11th

ISDN #1 - Sol citizens celebrate victory...

Aug 12th

E-Mail #1 - SUBJECT: Hello! Congratulations!

Aug 13th

Prima plans to publish an Official Guide for Wing Commander Prophecy Gold! According to B&N 336 pages long and will retail for $19.99 (the original Prophecy guide was 249 pages). Scheduled for an October 1998 release, look for it under the ISBN # 0-7615-1772-3.

Aug 14th

SO Press Release [See p14]

Six new pictures are released to www.WCNews.com. 1

(These six pictures are included on pages 8, 9, 30, 31, 78, and 79.)

Eyes Only #1 - PERSONNEL REPORT

Interim Week 2

Aug 17th

ISDN #2 - Rebuilding Begins in War Torn Sectors

The Prophecy Gold Guide is cancelled. Prima was afraid that folks wouldn't be interested in it after SO had been up on the net for a month or more already.

Aug 19th

Eyes Only #2 - LECTURE TRANSCRIPT TSY

Aug 20th

E-Mail #2 - SUBJECT: RE: Hello! Congratulations!

Aug 21st

ISDN #3 - New Confed Ship Online

Episode I "Deep Black"

Aug 24th

Trailer#2 variant 1 is posted on SecretOps.com.

Registration button becomes active.

Eyes Only #1 - CONFED WEAPONS TEST FACILITY

ISDN #1 - Reception Revelry for Majestic Midway

E-Mail #1 - SUBJECT: CRAP!

Aug 25th

Eyes Only #3 - PILOT INFO ADDENDUM

ISDN #2 - Interest: The Twilight Purchase resumes service for...

E-Mail #2 - SUBJECT: Enoch Murkins?

Aug 26th

ISDN #3 - Reports of Confed Researchers, Faulty Tests, and...
Pre-release of SO through www.downloads.com only.
C|Net releases a brand new SO trailer that shows scenes from the first mission and also shows the new Dust Cannon in action. The file is a hefty 10 megs.

Aug 27th

Official release of Secret Ops. [English] [German]

Aug 28th

SO can now be downloaded in smaller 20mb chunks, Documentation is now available, and the German SO is now available at its website to download.
Additional SO documentation is released late.
Eyes Only #2 - Pilot Orientation Form 63/xl1 (This should have been released on the 24th.)
Eyes Only #4 - Captain Report (This should have been released on the 25th.)
Eyes Only #5 - Personal Log: Lt. Lance Casey (This should have been released on the 26th.)

Aug 29th

SO Easter Egg is found.

Episode 2 "Thickening"

Aug 31st

[W] [L] Eyes Only #1 - CONFED WEAPONS TEST FACILITY
[W] [L] ISDN #1 - Confed Confronts Rash of Rumors

Sept 1st

Trailer #2 variant 2 The second trailer at SecretOps.com has been changed -- it now reads 'Orsini System' rather than 'Orsini Sector'.
[W] [L] Eyes Only #2 - Captain Report
[W] [L] ISDN #2 - Black Market Open for Business
[W] [L] E-Mail #1 - SUBJECT: GUH?

Later in the day

[W] [L] Eyes Only #3 - ALIEN CAPITAL SHIP ATTACK TECHNIQUES
[W] [L] E-Mail #2 - SUBJECT: RE: GUH?
[W] [L] E-Mail #3 - SUBJECT: RE: GUH?
[W] [L] E-Mail #4 - SUBJECT: RE: GUH?
[W] [L] E-Mail #5 - SUBJECT: RE: GUH?
It is discovered that one of the Nephilim language taunts (when they die) is actually a curse in Croatian! The message, 'STOKO BANDITSKA', apparently means 'cattle of a bandit' in Croatian, which is some sort of curse (that just doesn't translate directly into English).

Sept 2nd

[W] [L] Eyes Only #4 - Personal Log: Lt. Lance Casey
[W] [L] ISDN #3 - Commodore Blair memorial announced

Sept 3rd

The episode 2 download is now available. [English] [German]

Episode 3 "Hide and Seek"

Sept 7th

First fan made SO CD fan cover, made by Vincent 'Lancer' Formosa, released. [Front] [Back]
[W] [L] ISDN #1 - Vearrier Quadrant Heats Up
[W] [L] ISDN #2 - Hearings On Aliens Begin On...
[W] [L] E-Mail #1 - SUBJECT: POSSIBLE SITUATION

Sept 8th

[W] [L] Eyes Only #1 - Captain Report

[W] [L] Eyes Only #2 - INFORMATIONAL SUPPLEMENT...
[W] [L] E-Mail #2 - SUBJECT:RE: POSSIBLE SITUATION
Kelvin Lim writes a Patch, SOPilots, to help those who have been trying to use multiple callsigns in Secret Ops.

Sept 9th
[W] [L] Eyes Only #3 - Personal Log: Lt. Lance Casey
[W] [L] Eyes Only #4 - CONFED WEAPONS TEST FACILITY
[W] [L] ISDN #3 - Commodore Blair Remembered...
[W] [L] E-Mail #3 - SUBJECT:RE: POSSIBLE SITUATION
[W] [L] E-Mail #4 - SUBJECT: RE: ENOCH MURKINS?
[W] [L] E-Mail #5 - SUBJECT: RE: ENOCH MURKINS?
[W] [L] E-Mail #6 - SUBJECT: RE: ENOCH MURKINS
Secret Ops site now appears to function fully with Netscape browsers.

Sept 10th
The episode 3 download is now available. [English] [German]

Sept 13th
Second fan made SO CD cover, made by Patrick Kilian, released. [Front] [Back]

Episode 4 "CYGNUS TRIANGLE"

Sept 14th
[W] [L] Eyes Only #1 - Captain Report
[W] [L] ISDN #1 - Unconfirmed contacts set settlers...

Sept 15th
[W] [L] ISDN #2 - Confed Retread
[W] [L] E-Mail #1 - SUBJECT: FW: RE: Request for any information…

Sept 16th
[W] [L] Eyes Only #2 - Personal Log: Lt. Lance Casey
[W] [L] Eyes Only #3 - INFORMATIONAL SUPPLEMENT...
[W] [L] ISDN #3 - Confed releases statement about Hot-Spots
[W] [L] E-Mail #2 - SUBJECT: FW: RE: Request for any information…
[W] [L] E-Mail #3 - SUBJECT: FW: RE: Request for any information…

Sept 17th
The episode 4 download is now available. [English] [German]

Sept 20th
Fan made icon for SO by Vesa Juusola
“Captain Johnny” sends WCNews an article on Secret Ops from an Austin newspaper with a picture of the Origin's Secret Ops team... (pg. 155)
CIC’s Secret Ops Web Guide released

Episode 5 "VIRAL LEGACY"

Sept 21st
No posts due to the fact that the webmaster was unexpectedly away.

Sept 22nd
These two should have posted on the 21st.
[W] [L] Eyes Only #1 - Captain Report
[W] [L] ISDN #1 - "The War Is Still With Us"

[W] [L] Eyes Only #2 - INFORMATIONAL SUPPLEMENT...
[W] [L] ISDN #2 - General Assembly Hearings Postponed following...
[W] [L] E-Mail #1 - SUBJECT: Information pt.2
[W] [L] E-Mail #2 - SUBJECT: RE: Information pt.2

Sept 23rd

[W] [L] Eyes Only #3 - Personal Log: Lt. Lance Casey
[W] [L] ISDN #3 - Letter responses
[W] [L] E-Mail #3 - SUBJECT: RE: RE: Enoch Murkins?
[W] [L] E-Mail #4 - SUBJECT: RE: RE: Enoch Murkins?
[W] [L] E-Mail #5 - SUBJECT: RE: RE: Enoch Murkins?

Sept 24th

The episode 5 download is now available. [English] [German]

Episode 6 "DUEL"

Sept 28th

[W] [L] Eyes Only #1 - LECTURE TRANSCRIPT TSY
[W] [L] ISDN #1 - Ana Marie Alberghetti Destroyed!
The Incident report on the Blue Horizon was supposed to be released on this day.
[W] [L] Email SUBJECT: Outta Luyten
[W] [L] SUBJECT: RE: Outta Luyten
[W] [L] SUBJECT: RE: Outta Luyten
[W] [L] SUBJECT: RE: Outta Luyten

Sept 29th

[W] [L] Eyes Only #2 - Captain Report

Sept 30th

[W] [L] Eyes Only #3 - Personal Log: Lt. Lance Casey
[W] [L] E-Mail #1 - SUBJECT: Invitation
[W] [L] E-Mail #2 - SUBJECT: RE: Invitation

Oct 1st

The episode 6 download is now available. [English] [German]

Episode 7 "FINISHING STROKE"

Oct 5th

[W] [L] Eyes Only #1 - Captain Report
[W] [L] ISDN #1 - PILOT NOTIFICATION
[W] [L] E-Mail #1 - SUBJECT: RE: RE: Enoch Murkins
[W] [L] E-Mail #2 - SUBJECT: RE: RE: Enoch Murkins
[W] [L] E-Mail #3 - SUBJECT: RE: RE: Enoch Murkins
[W] [L] E-Mail #4 - SUBJECT: RE: RE: Enoch Murkins
[W] [L] E-Mail #5 - SUBJECT: RE: RE: Enoch Murkins
[W] [L] E-Mail #6 - SUBJECT: RE: RE: Enoch Murkins
[W] [L] E-Mail #7 - SUBJECT: RE: RE: Enoch Murkins
[W] [L] E-Mail #8 - SUBJECT: RE: RE: Enoch Murkins

Oct 6th

[W] [L] Eyes Only #2 - INFORMATIONAL SUPPLEMENT...

Oct 7th

[W] [L] Eyes Only #3 - Personal Log: Lt. Lance Casey
The Lost SO Fiction "SS Blue Horizon" is released by creator Johnny "Captain Johnny" Guentzel. Somehow it wasn't posted on the SO web site so he released it to WCNews. It should have been supposed on Sep 28th.

Oct 8th

The episode 7 download is now available. [English] [German]

After the SO Event

Oct 10th

Secret Ops cheat 'shoehorn' is found.

Oct 12th
: There are three game endings to SO. The most common one occurs when you destroy the Command Ship, another happens when you destroy the Accretion Device and a third is available if you take too long to destroy the Command Ship (about eight minutes after your arrival at Nav 1). You'll be recalled to the Cerberus and view a third cutscene.

Oct 13th
: The Prophecy Gold button at the Secret Ops site has lit up and it leads straight to http://www.prophecygold.com!

Oct 15th
: The Secret Ops Site now reports that the Internet episodic release of Secret Ops will end on October 31st, 1998.

Oct 16th
: Prophecy Gold is released

Oct 17th
: Biggest disappointment: Prophecy Gold has no fiction on the SO CD.
SECRET OPS - OFFLINE FICTION 3.0 by Karl "CFF" Frank is released.

Oct 30th
: SO Guide 1.0 released the original MS Word format by Barrie "Cpl Hades" Almond.

Nov 1st
: While the SO site remains up the free downloads are no longer available.

Dec 10th
: SO Taunt released.

Dec 18th
: SO Guide 1.0 converted to PDF by Karl Frank
SO Guide 1.1 releases by Barrie "Cpl Hades" Almond.

Dec 19th
: SO Guide 1.1 is converted to PDF by Karl Frank.

Dec 24th
: Third fan made SO CD cover, made by Marcus Fong, released. [Front] [Back]

97-99/?/?
: WCSO Key Generator Created by HCI

01/Apr/?
: SO site is finally taken down.

04/Jul/14
: SO Guide 1.2 update by Shades.

05/Jan/31
: Despite the fact that the www.SecretOps.com site was taken down the registration section is still available. http://register.secretops.com/register.html

05/Aug/10
: SO Guide 2.0 is released with a full facelift, corrections, and new content.

?/?/?
: Secret Ops Registration site is taken down.

09/Aug/30
: Enhanced English Secret Ops Installer created by PopsiclePete

11/Jun/26
: Secret Ops WCPedia page is created.

11/Aug/11
: Updated Enhanced English Secret Ops Installer, WCP Demo, and OpenGL package for WCP/SO created by PopsiclePete

13/11/07
: GOG release Wing Commander Prophecy Gold

13/8/16
: SO Guide 3.0 is releases with cleaner images, new content, and corrections.

The Lost Newsgroups Secret Ops Pre-fiction

The Lost Newsgroups Secret Ops Pre-fiction was mistakenly posted to alt.games.wing-commander by Boomer about two months before SO was released... and he asked everyone to disregard it, since it spoiled the game. Oddly, the topics brought up in the e-mail never really appeared in the game.

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MEMO

From Confed Intel. *Security Channel Only*

(secure)

Channel open

All intelligence analysis lead us to believe the Aliens entered in our system to look for some specific object or technology. The military incursion was only a diversion. This is evidenced by the fact all after-action battle reports clearly indicate that loss of life or equipment (to include capital ships) meant nothing to the hive. Of greater importance to the Aliens was the mission to locate the object.

Further, post encounter analysis of their collective behavioral attributes indicate the location of the subject of their mission was indeed discovered.

It is therefore expected we may be witnessing the emergence of a secondary wormhole likely constructed during (or prior) to the recent encounter to ensure the delivery of the artifact.

Summary: The most alarming aspect of the post-encounter analysis is that even though in each case we won the battle it appears they did succeed in their ultimate goal.

It is then imperative we clearly understand all of our knowledge of the Bugs is thus far based on pure speculation. Their true motivations are not explained solely by their invasion.

Channel closed
(insecure)

SECRET TOP SECRET TOP SECRET TOP SECRET TOP SECRET TOP SECRET TOP SECRET TO

BIOGRAPHIES OF *CERBERUS* PILOTS

Pilot Stats

Pilots are rated in five categories – the most important are Flying and Gunnery levers. For each category, there is a rating between 1 (low) and 5 (high).

Loyalty. A pilot with Loyalty 1 will often disregard or deliberately disobey an order, especially if he or she has a better play. A pilot with Loyalty 5 will never disobey, even (for example) to avoid a head-on collision.

Gunnery. A pilot with Gunnery 1 is about 80% as effective as a pilot with Gunnery 5. (All shots are affected by the target's distance, speed, maneuverability and size, however.)

Flying is a measure of how well the pilot can maneuver. A pilot with Flying 5 can take his or her ship to its limits; a pilot with Flying 1 takes almost twice as ling to turn and roll.

Ejection. A pilot with Ejection 1 is likely to eject as soon as his or her craft takes significant damage. A Pilot with Ejection 5 will never eject.

Verbosity is simply a measure of how communicative a pilot is during flight.

Former Squadron. This is the squadron in which the pilot last flew in on the Midway before being transferred.

Ist Lt Lance Casey (YOU)

Any discussion of Lance Casey's life (at least at this early point in his career) must begin with his father. Major Michael Casey began his career when he was assigned to the TCS Tiger's Claw after it lost more than half its fighters in the legendary battle ironically subbed Custer's Carnival. An ROTC-trained pilot, Mike Casey served adequately but with little inspiration for two years. He would probably have been rotated out to shore duty, except that in late 2647 he received news that his wife and 15-month-old daughter had been killed in a Kilrathi terror raid in their undefended home Planet. After the funeral, Casey's kill ratio showed an almost immediate jump to about twice its former levels, and from there it kept climbing. Casey never disobeyed orders or took overly suicidal chances, he just became extremely good at killing cats. Both in and out of battle, he cultivated a dispassionate, emotionless demeanor that soon earned him a new callsign – "Iceman." By the time the Iceman's next scheduled rotation came around, nobody on board the *Tiger's Claw* was inclined to argue when he requested to remain at his current assignment, and there he stayed for seven years, becoming one of the top aces on the *Tiger's Claw's* already legendary flight roster.

In 2655, shortly after the Firekka engagement, Casey took some long-delayed shore leave. While on vacation, he met Kylie Richards, a waitress. A few months later, Casey hastily arranged a one-week emergency leave during which the two were married. Six weeks later, Michael Casey was captured and killed by the Kilrathi. Six months after his parents' marriage, Lance Casey was born.

Lance Casey's academic career was undistinguished. His main extracurricular activities were sports, earning team honors on several different squads. In general, however, he did little to distinguish himself either positively or negatively. After high school he took a couple years off, living at home and assisting his mother with the spaceport diner she had recently purchased. During his final year of eligibility, he applied to the Space Force Academy and was accepted, in due to special favors granted to the orphan children of aces.

During his Academy years, Casey found himself. He proved to be a natural pilot and this new calling gave him the motivation to firm up his grades. He did not, however, become a model officer cadet. Along with his new confidence and motivation came a new brashness and he accumulated a truly exceptional collection of demerits.

Upon graduation, in a misjudgment on a scale only a military bureaucracy is capable of, Casey was assigned to a milk run – Shuttling ambassadors and other high=powered diplomats around the Confed in

ultra-fast, luxurious transports. His performance in the cockpit was exemplary, but the assignment left him entirely too much leisure for mischief between missions. He narrowly avoided career-ending charges several times.

Unbeknownst to Casey, however, his career was being quietly monitored by his father's former commander and best friend, Senator James Taggart, a man with almost godlike influence in the Space Force. It was due to Taggart that Casey was rotated off diplomatic duty and onto the new megacarrier TCS *Midway*. Taggart hopes that in the discipline of active duty and (in due time) elite fighter squadron, Casey would find the last key piece to the ongoing puzzle of his purpose in life.

Major Karl "Spyder" Bowen

Spyder is the senior member of the *Cerberus's* flight roster, he is the original badass military killer.

Spyder was born on a remote Border World, and his background and history are a mystery to everyone. Quiet, taciturn, and cold, Spyder gives new meaning to the term "loner." This guy definitely does not fly by the seat of his pants: he's a professional down to the bone marrow. He's quick to point out that this is why he's still alive, while so many of his contemporaries are not.

He enlisted a s Marine about four years before the end of the war, but ended up in Space Force OCS (not an unusual career path – the Marines shift recruits with the correct potential to the Space Force, while SF pilots recruits who are better leaders then pilots to the Marines).

After is commission, Spyder's record gets hazy, Rumor has it he was in a "black ops" unit, undertaking messy, discreet assignments on both sides of the front. (It's even whispered that Spyder's unit was slated to deliver the Temblor bomb on Kilrah, but fell victim to a Kilrathi ambush a few days before the mission and lost most of the ships and pilots.) Certainly Spyder is one of the few men who can call Senator Taggart "Paladin" to his face.

A superb pilot, Spyder knows how to fly any ship in the Confed fleet; up to and including Victory Class. A master of air strategy and battle tactics, he can get a squadron in and out of even the worst firefight in one piece. To quote Kipling, this man never loses his head, even while everyone around him is losing theirs. Spyder is strictly business, on and off the flight line, and no fun. If you approach him in the Wardroom, or anywhere else for that matter, you'd better have a strong, mission-related reason. Otherwise, he'll bite your head off.

Loyalty	4	Ejection	0
Gunnery	5	Verbosity	4
Flying	5	Former Squadron	<<CLASSIFIED>>

Captain Amber "Amazon" Elbereth

Don't make jokes about warrior women. Amazon earned her name by hiking the great river from Fonte Boa to Santarem, one of the last true wildernesses on Earth. With no companions of provision, and only tribal lore to teach her, she gained a true understanding of what it means to be human by living without civilization. "Humans are killers," she says. "It's survival, it doesn't have to be personal."

Amazon is a very tall, attractive veteran pilot who is constantly having to prove her abilities to the other pilots to keep them from thinking she's been given breaks during her career with Confed. She despises Maniac, and has let him know about it during many of his advances. (She even smacked him once or twice back when she was serving as a deck officer on the Victory) Captain Elbereth is as graceful in a fighter as she is in person, but with a bit of a temper. Because of her history, Amazon tends to be tough on her wingmen.

Loyalty	4	Ejection	0
Gunnery	4	Verbosity	4
Flying	5	Former Squadron	<<CLASSIFIED>>

2nd Lt Max "Maestro" Garret

Max Garret is the original golden boy. Son of the attorney general of Delta Sector, he was the BMOC and star athlete of his exclusive prep school, but was stung in his senior year, when his father revealed that he didn't feel Max had the discipline t make l in politics of business. To prove his father wrong, Garrett applied and was accepted to the Academy. He not only survived his military education, but did so with the same feckless confidence with which he'd coasted through prep school. He racked up an all-time record number of disciplinary demerits, but managed to graduate on the strength of equally impressive flight scores. His father's influence had much less to do with Maestro's eventual graduation than most of his classmates believe (in fact, at least some demerits can be attributed to the senior Garrett's spreading the word that the Academy should take no guff from young Max). In his freshman year, an influential friend of Maestro's father, Senator Taggart, suggested Max look up a fellow plebe named Casey and keep an eye on him (a suggestion he has had, on occasion, come to regret).

For his first assignment, Maestro pulled strings his father didn't know he could reach to land a soft assignment for both Casey and himself ferrying diplomats around Confed space. It did not take the two long to shake down their tour of duty for everything it was worth. When he was prematurely rotated to a new assignment on board the *Midway*, Maestro was resigned to his fate, and secretly a bit eager. At least he and Casey were sticking together.

In his early twenties, Maestro has been Casey's closest friend since the academy. He is a precise and calculating pilot, but with a bright, winning attitude and a quick smile. In essence, he is a younger, more likable version of Maniac.

Although close friends, Casey and Maestro are very competitive and are quick to check each others' status on the kill-board. Like Maniac, Maestro is a womanizer, but he is charming enough to actually succeed where Maniac fails. His call sign derives from his masterful orchestration of his over-full social calendar. Unfortunately, Maestro has also developed a tendency to brag about his abilities, and he is quick to flash holos of his many ex-girlfriends.

Loyalty	4	Ejection	0
Gunnery	5	Verbosity	4
Flying	4	Former Squadron	<<CLASSIFIED>>

1st Lt. Terrence "Zero" O'Hearn

A young man who hails from one of Earth's most decayed industrial cities, Zero is a tough piece of work. A bundle of dynamite with a short fuse, this kid grew up hard, and lives his life the same way.

The son of one of the foremost experts on Kilrathi anthropology, T. O'Hearn (he despise the name "Terrence" and won't answer to it), possible absorbed a bit too much dark and paranoid Kilrathi philosophy as a child, Perhaps that is the reason for his remarkable pessimism and paranoia. A font of wild conspiracy theories and a chronic questioner of institutional authority, Zero is always the person to go to if you're looking for a worst-case scenario. He got his callsign in the Academy, when an instructor noticed his constant doom-saying and remarked, "When they drop the Big One, you're going to be right at ground zero." The nick name stuck, and it says a lot about Zero that he embraces it.

Despite his radical opinions, Zero is generally an upbeat, engaging personality. While he firmly believes that "They" are Out To Get Him, He trusts and stands by his friends implicitly. Just don't get him started talking about politics, or history, or psychology, or religion, or military policy, evolution, or …

His quality as a pilot is shown by the fact that, despite his open contempt for almost every procedure in the Space Force book, he is still flying (he does not actually break the regs, he just makes no bones whatsoever about how stupid they are), and by his status as one of the most junior pilots to make it into the Black Widow squadron on the *Midway*. He carries a rare and ancient coin-like Kilrathi icon that he was given by his father, and considers it his good luck charm.

He takes so many risks and blunders into so many bad situations that he makes even Maniac nervous. Zero is fearless, aggressive, and dangerous – but sometimes just as dangerous to himself and his friends as he is to the enemy. Toughness and recklessness are Zero's key traits.

Loyalty	4	Ejection	0
Gunnery	4	Verbosity	5
Flying	5	Former Squadron	<<CLASSIFIED>>

1st Lt Jean "Stiletto" Talvert

Stiletto is the very model of the post-war professional officer. She's young, intelligent, career-focused and ambitious. She's also a hell of a pilot.

Stiletto's father is a professional deep-space racing pilot, her mother is a commercials shuttle pilot, and both are combat veterans of the Kilraghi war. They taught their daughter to fly atmospheric craft by the time she was 10, and space ships by 15.

A straight-A student, she was heavily recruited by numerous top colleges, but her goal was always firmly set on a Space Force Academy appointment. Upon her Academy graduation she auditioned and was accepted for a one-year tour with the Space Forces exhibition flight team, the Empyreon Zwphyrs, before transferring to the Midway for her first regular tour of duty.

In the engagement against the Demon's Eye pirates, Stiletto assigned to a flight of five Piranhas making a fly-by recon of the pirate base. On the way back to the *Midway*, they were ambushed by nine Dralthi. Although two ships (including the flight's wing commander's) were destroyed in the first seconds of the ambush, Stiletto managed to rally the other two survivors and fight through to the *Midway*. Six of the Dralthi were destroyed in the chase (three by Stiletto herself) even before relief arrived from the Midway and the remaining three pirates were dispatched.

As a result of this action, and her generally high evaluations and flight scores, Stiletto was given interim command of the Midway's junior Diamondback Squadron.

Stiletto is a cool, tough, handsome young woman in her early twenties. Although she's only a recent academy graduate, Stiletto has an excellent grasp of strategy and tactics and the piloting ability to back it up. 1st Lieutenant Talvert is a strict by-the-book pilot who won't stand insubordination, and whose superb flying skills more than make up for her lack of experience.

Stiletto's weaknesses are her competitive nature and her tendency to become defensive when something goes wrong.

Loyalty	5	Ejection	0
Gunnery	5	Verbosity	4
Flying	4	Former Squadron	<<CLASSIFIED>>

Cerberus Pilots

1st Lt. Jack "BoomBoom" Kabeli

There's not much that BoomBoom can't blow up. It's a long-standing hobby, in fact "Living in a place like Humpty Doo can get to you. Either you leave, you start dating the kind of person you mother worries about, or you go into the swamp and detonate things. Me, I did all three … not necessarily in that order." A career as a fighter pilot was the obvious choice, and torping an enemy carrier is BoomBoom's life goal.

BoomBoom is among the pilots transferred from the TCS Eisen to reinforce the Black Widows.

Loyalty	1	Ejection	4
Gunnery	3	Verbosity	4
Flying	4	Former Squadron	<<CLASSIFIED>>

2nd Lt. Renata "Comet" Drake

Comet is a serious pilot who escaped the slums of Naples by excelling academically. Her callsign originated with her Academy professors, who claimed that you could never answer all her question. … she would always be back "like a comet" with new ones. Her comrades found her to be a little standoffish at first, but that was more a result of her careful enunciation then a desire to be left alone.

Loyalty	4	Ejection	3
Gunnery	2	Verbosity	2
Flying	2	Former Squadron	<<CLASSIFIED>>

Lt. Col. Bradley "Drago" Patrick

Drago is an intense, driven pilot, who is competitive to a fault. Both in and out of the cockpit, Colonel Patrick's behavior is reckless to the point of being self-destructive – but he somehow survives. Drago's clean shaven head, perpetual scowl, and hard-core military attitude tends to intimidate younger pilots.

Drago is one of the few pilots considered to be even more dangerous in person the he is in the cockpit. A mercurial temper and a reputation to never pulling punches, he is largely left to his own devices by the other pilots. In flight, however, no one complains if they are assigned to his wing. He's a veteran Border Worlds pilot, and generally too busy concentrating on staying alive and taking out the enemy to have the time to take offense while in fight.

Loyalty	4	Ejection	3
Gunnery	4	Verbosity	3
Flying	5	Former Squadron	<<CLASSIFIED>>

1st Lt. George "Giant" Booker

Known for his trademark line "everyone stand back, I take large steps," it is a constant source of amazement to people that he can fit in the same size cockpit as the other pilots. "It keeps me from rattling around," he notes. Giant stands head and solders taller than everyone else, but is proportionally normal. His teammates joke that they never notice that he's unusually big – they just always think he's much closer than is actually is.

A hulking pilot who can barely fit into the cockpit of a fighter, Giant prefers the more spacious cockpit of the Wasp over the cramped space in a Tigershark or Piranha. Thus he is usually seen on bombing and strafing runs. Lieutenant Booker is a very competent and loyal wingman... ...when he's not in the mess hall. His self-esteem is a bit low, however, and he's not good at saying no.

Loyalty	4	Ejection	2
Gunnery	1	Verbosity	2
Flying	4	Former Squadron	<<CLASSIFIED>>

Major David "Pops" Williford

As his callsign suggests, Pops is a veteran pilot, maybe ever older than Blair. He can usually be found giving lectures to young cadets in the rec room – even though they don't often listen to him any more. Although he is a superb pilot, his skills have declined marginally, and he's become somewhat of a pessimist.

Loyalty	4	Ejection	2
Gunnery	4	Verbosity	1
Flying	5	Former Squadron	<<CLASSIFIED>>

1st Lt. Chris "Professor" Rankin

Cool and calculating, the professor spends most of his free time reviewing flight manuals and fun camera footage, which probably explains the thick lenses on his reading glasses. He can recount most major space battles as if he had actually been there, especially the ones involving Blair. Professor is a competent, careful pilot, bet he still lacks the experience to know when to take the best shot and confidence to make quick decisions.

Loyalty	3	Ejection	3
Gunnery	2	Verbosity	2
Flying	3	Former Squadron	<<CLASSIFIED>>

1st Lt. Wendy "Redline" Akers

An intense redhead in her late twenties, Redline also got her nickname from her high-speed, to-the-death-fighting style, and the fact that her friends think she is one step away from burnout. Redline must respect a leader's skill before she'll commit to her wing commander 100%, but she is a excellent, almost too aggressive, pilot

Loyalty	4	Ejection	4
Gunnery	5	Verbosity	2
Flying	3	Former Squadron	<<CLASSIFIED>>

Cpt. Danielle "Sprite" McCumber

A small wisp of a woman who is constantly having to doge larger pilots as she makes her way down the flight deck, Danielle is a no-nonsense pilot when she's in the cockpit. Although they needle her about her size when they're back shipboard, other pilots respect Sprite, as she is a pilot of the highest caliber.

Loyalty	4	Ejection	3
Gunnery	3	Verbosity	1
Flying	4	Former Squadron	<<CLASSIFIED>>

1st Lt. Alton "Steel" Listich

Steel's hardened exterior belies the fact that he is somewhat inexperienced. Steel doesn't trust the Kilrathi. He will always advocate killing the cats if giving a choice. Steel is almost unshakable in the cockpit and his nerves of steel earned him his nickname. Hls intensity sometimes leads him to ignore orders.

Loyalty	3	Ejection	4
Gunnery	1	Verbosity	1
Flying	4	Former Squadron	<<CLASSIFIED>>

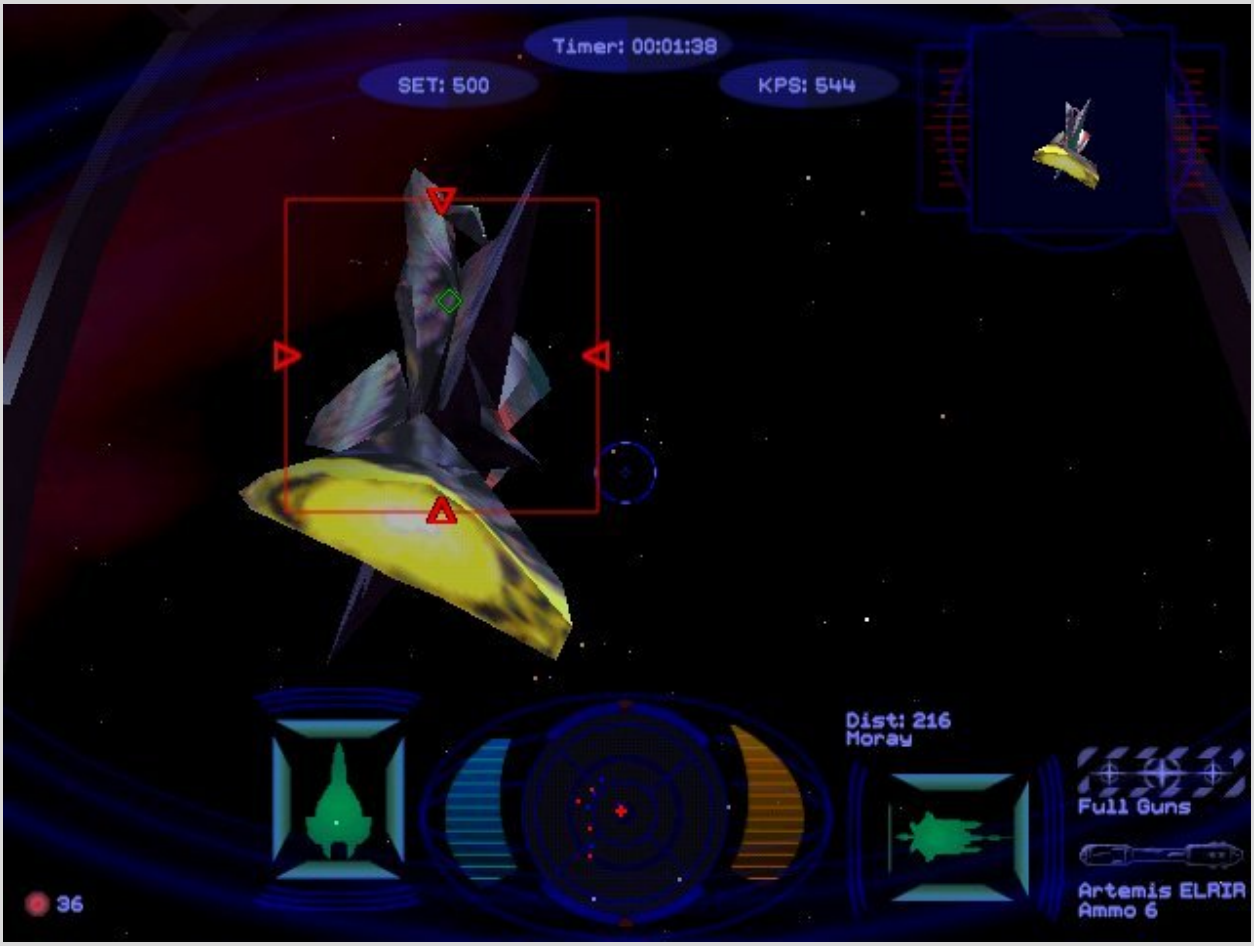
Cpt. Angela "Veil" Hendrick

Although most people don't take her seriously because of her cheerful personality, Veil has silenced many critics (as well as enemy pilots) in her quest to be the best. A knowledgeable student of space warfare, Veil has risen quickly through the ranks due to her unrelenting dogfighting skill. Some people find her humor in the midst of a battle strange. Her callsign was a joke on her: when asked about men, she claimed that she'd "wear a wedding veil about the time hell freezes over." And the name stuck.

Loyalty	4	Ejection	3
Gunnery	4	Verbosity	4
Flying	4	Former Squadron	<<CLASSIFIED>>

Timer: 00:09:02
SET: 130
KPS: 130
[Skate]
[Skate] <unable to translate>
Dist: 5602
Skate
Cloudburst
Artemis ELAIA
Ammo 6
36

Game Mechanics



On board the *Cerberus*

In Wing Commander: Secret Ops you are Lt. Lance Casey, fighter pilot for the Terran Confederation Space Force assigned to escort duty for the newly commissioned CIS ship *Cerberus*. Almost all of the interactive action of the game takes place on board the *Cerberus*, your home base, or in the cockpit of your fighter craft.

All of your actions on board the *Cerberus* are accomplished by clicking on "hot spots" in the Operations Room. When you pass your cursor over a "hot spot" a message describing the spot's function appears. You can cycle through all of a room's "hot spots" with **TAB**, a right-click, or joystick button #2.

Operations Room

Those portions of a pilot's working hours that are not spent in the cockpit are spent in the Operations Room.

Saving, Loading and Exiting

You can save your game at any time while on board the Cerberus by clicking on the Save Terminal in the Operations Room. You can load a game by clicking on the Load Terminal. Each time you complete a mission, your game is saved in the Flight History Terminal.

Save Station

Saving allows you to create or overwrite a named save game. To save your current game, click the "Click HERE for new save" box in the lower left corner. Give your saved game a short name and press **ENTER**. To write over a previous save, click on any slot and click save. This will overwrite the game after confirmation.

Load Station

Loading allows you to load a named saved game. You may delete games only from the Load menu. Click on an occupied game slot, then click load. To delete a game, click on the game's slot, then click delete. This will remove the game after confirmation.

History Station

The History Terminal in the Operations Room allows you to load previous automatic saves. The History Terminal contains the automatic saves for each mission you have completed during the current game (if you have flown certain missions more than once, only the highest score will be saved). To load a game from the History menu, click on the mission you want to start with, then click load.
One of the most useful options on *Cerberus*, this allows you to instantly load a previous mission from a list, and also shows your percentage rating for a mission, and whether you won or lost that mission (the text will be colored green or red respectively).

Fly Mission

This starts the briefing for the next mission, or throws you straight in to spaceflight if the mission is a scramble.

Killboard

This shows the current kills for each pilot on board the Cerberus. Only kills made since assignment to the *Cerberus* are counted. Use the **EXIT** button to return to the game.

Exit Game

I vow to shoot down anyone in combat who asks what this option does. You can also exit the game at any time by pressing the **ESC** key and selecting QUIT TO WINDOWS button, or by pressing **ALT + X**.

The Hidden Option

See that spinning Cerberus in the middle of the screen? See the little spinning sphere just above it? Click the sphere and listen to da widdle buggy wuggy.

Briefing Room

Integrated Combat Information System (ICIS)
Your mission briefings come from the *Cerberus*' ICIS computer. At any time during the briefing, you can click **REPLAY** to review the briefing, or click **FLY** to enter spaceflight.

New Confederation Fighters

F-108-S "Black" Panther

TCIS Modified "Black" Panther

Type: Space Superiority Fighter
(Class B – replaces F-108B on Cerberus)
/ Light Torpedo Bomber

Mission/Role: BARCAP, TARCAP,
offensive counter-air, escort,
some FORCAP, recon, strike

Statistics

Mass	16,000	*Gun Power*	500
Length	15.33m	*Max Recharge*	100
Core Damage Points	200	*Default Recharge*	75
Velocity		*Min Recharge*	10
Max	600 kps	*Shield Power*	480 cm equiv.
Default	500 kps	*Max Recharge*	39
Min	180 kps	*Default Recharge*	26
Acceleration	530 kps^2	*Min Recharge*	2.6
Afterburner		*Front (default)*	250
Velocity	1350 kps	*Rear (default)*	230
Acceleration	2200 kps^2	*Armor*	
Fuel	360	*Front*	280
Max Pitch	65	*Rear*	280
Max Yaw	115	*Left*	280
Max Roll	105	*Right*	280
Rotational Acc.	245	*Jump Capable*	Yes

Loadouts

Guns		Missiles (Normal Loadout)		Missiles (Strike Loadout)		Decoys
Cloudburst Cannon	x 2	Friend or Foe	x 6	ELRAR	x 4	36
Chain Ion Cannon	x 2	ELRIR	x 6	ELRIR	x 4	
				Mosquito	1x36	
				Lancer ELT	x 2	

F-109-S "Black" Vampire

TCIS Modified "Black" Vampire

Type: Space Superiority Fighter (Class A)

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, strike, some FORCAP, some recon

Statistics

Mass	17,000	*Gun Power*	500
Length	18.33m	*Max Recharge*	90
Core Damage Points	260	*Default Recharge*	60
Velocity		*Min Recharge*	9
Max	700 kps	*Shield Power*	600 cm equiv.
Default	600 kps	*Max Recharge*	60
Min	200 kps	*Default Recharge*	40
Acceleration	720 kps^2	*Min Recharge*	4
Afterburner		*Front (default)*	330
Velocity	1550 kps	*Rear (default)*	270
Acceleration	1800 kps^2	*Armor*	
Fuel	360	*Front*	350
Max Pitch	140	*Rear*	350
Max Yaw	75	*Left*	350
Max Roll	185	*Right*	350
Rotational Acc.	280	*Jump Capable*	Yes

Loadouts

Guns		Missiles (Normal Loadout)		Missiles (Strike Loadout)		Decoys
Tachyon Gun	x 4	ELRIR	x 8	ELRIR	x 6	48
Pulse Particle Cannon	x 2	Friend or Foe	x 8	Friend or Foe	x 4	
		Tracker MIRV	x 4	Mosquito	1x36	
				Lancer ELT	x 4	

F-110-S "Black" Wasp

TCIS Modified "Black" Wasp

Type: Interceptor/Anti-bomber

Mission/Role: FORCAP, sometimes BARCAP

Statistics

Mass	12,000	(18,000)	*Gun Power*	600
Length	11.7	(38.4m)	*Max Recharge*	90
Core Damage Points	200		*Default Recharge*	60
Velocity			*Min Recharge*	6
Max	700 kps		*Shield Power*	500 cm equiv.
Default	550 kps		*Max Recharge*	40
Min	200 kps		*Default Recharge*	30
Acceleration	590 kps^2	(350)	*Min Recharge*	6
Afterburner			*Front (default)*	280
Velocity	1450 kps		*Rear (default)*	220
Acceleration	1600 kps^2	(870)	*Armor*	
Fuel	360		*Front*	260
Max Pitch	80	(65)	*Rear*	260
Max Yaw	70	(55)	*Left*	260
Max Roll	120	(120)	*Right*	260
Rotational Acc.	190	(110)	*Jump Capable*	No

Numbers in parentheses indicate stats for ship with booster pod attached.

While boosting:

Velocity	3000 kps	*Max Pitch*	40
Acceleration	9000 kps^2	*Max Yaw*	30
Fuel	18	*Max Roll*	90
		Rotational Acc.	20

Loadouts

Guns		Missiles		Decoys
Cloudburst	x 2	Swarmer	x 8	36
Dust Cannon	x 2	ELRIR	x 6	

TB-81-S "Black" Shrike

TCIS Modified "Black" Shrike

Type: Medium Strike / Bomber

Mission/Role: Strike, anti-ship, anti-hangar, sometimes recon

Statistics

Mass	18,000	*Gun Power*	320
Length	28m	*Max Recharge*	65
Core Damage Points	250	*Default Recharge*	45
Velocity		*Min Recharge*	14
Max	500 kps	*Shield Power*	620 cm equiv.
Default	400 kps	*Max Recharge*	60
Min	150 kps	*Default Recharge*	40
Acceleration	600 kps^2	*Min Recharge*	8
Afterburner		*Front (default)*	320
Velocity	870 kps	*Rear (default)*	300
Acceleration	1800 kps^2	*Armor*	
Fuel	360	*Front*	360
Max Pitch	70	*Rear*	360
Max Yaw	60	*Left*	360
Max Roll	85	*Right*	360
Rotational Acc.	95	*Jump Capable*	Yes

Loadouts

Guns		Missiles		Decoys
Dust Cannon	x 2	Lancer ELT	x 6	36
Pulse Particle	x 3	Pike ET	x 2	
		Artemis ELRIR	x 4	
		Friend or Foe	x 4	
		Mosquito	1x36	
		Dragonfly	1x36	

TB-80-S "Black" Devastator

TCIS Modified "Black" Devastator

Type: Torpedo Bomber (Class A)

Mission/Role: Strike, anti-ship, anti-hangar, sometimes recon

Statistics

Mass	23,000	*Gun Power*	680
Length	36m	*Max Recharge*	87
Core Damage Points	300	*Default Recharge*	58
Velocity		*Min Recharge*	5.8
Max	460 kps	*Shield Power*	850 cm equiv.
Default	360 kps	*Max Recharge*	37.5
Min	110 kps	*Default Recharge*	25
Acceleration	280 kps^2	*Min Recharge*	2.5
Afterburner		*Front (default)*	450
Velocity	780 kps	*Rear (default)*	400
Acceleration	900 kps^2	*Armor*	
Fuel	360	*Front*	420
Max Pitch	55	*Rear*	420
Max Yaw	65	*Left*	420
Max Roll	90	*Right*	420
Rotational Acc.	65	*Jump Capable*	Yes

Loadouts

Guns		Missiles		Decoys
Heavy Plasma Cannon	x 1	Friend or Foe	x 6	48
Tachyon Cannon	x 1	Artemis ELRIR	x 6	
		Mosquito	2 x 36	
		Lancer ELT	x 8	
		Pike ET	x 4	

Additional Confederation Fighters

F-106C Piranha

Type: Light (Scout) Fighter

Mission/Role: FORCAP, escort, recon

Statistics

Mass	12,000	*Gun Power*	280
Length	12.5m	*Max Recharge*	45
Core Damage Points	160	*Default Recharge*	30
Velocity		*Min Recharge*	3
Max	650 kps	*Shield Power*	420 cm equiv.
Default	500 kps	*Max Recharge*	30
Min	150 kps	*Default Recharge*	20
Acceleration	650 kps^2	*Min Recharge*	2
Afterburner		*Front (default)*	210
Velocity	1400 kps	*Rear (default)*	210
Acceleration	1800 kps^2	*Armor*	
Fuel	360	*Front*	250
Max Pitch	90	*Rear*	200
Max Yaw	90	*Left*	220
Max Roll	135	*Right*	220
Rotational Acc.	220	*Jump Capable*	No

Loadouts

Guns		Missiles		Decoys
Ion Cannon	x 3	Image Recognition Heat Seeker	x 2 x 4	24

F/A-105B Tigershark

Type: Light (Multi-Role) Fighter

Mission/Role: TARCAP, FORCAP, BARCAP, escort, recon, light strike and light anti-ship

Statistics

Mass	14,000	*Gun Power*	275
Length	13.66	*Max Recharge*	52
Core Damage Points	180	*Default Recharge*	35
Velocity		*Min Recharge*	3.5
Max	552 kps	*Shield Power*	460 cm equiv.
Default	480 kps	*Max Recharge*	34.5
Min	144 kps	*Default Recharge*	23
Acceleration	560 kps^2	*Min Recharge*	2.3
Afterburner		*Front (default)*	230
Velocity	1200 kps	*Rear (default)*	230
Acceleration	1400 kps^2	*Armor*	
Fuel	360	*Front*	260
Max Pitch	75	*Rear*	220
Max Yaw	75	*Left*	230
Max Roll	120	*Right*	230
Rotational Acc.	195	*Jump Capable*	Yes

Loadouts

Guns		Missiles		Decoys
Ion Cannon	x 4	Dragonfly	x 36	24
		Heat Seeker	x 4	
		Friend or Foe	x 2	
		Image Recognition	x 2	

F-109-B Vampire

Type: Space Superiority Fighter (Class A)

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, some recon, wild weasel

Statistics

Mass	17,000	*Gun Power*	500
Length	18.33m	*Max Recharge*	90
Core Damage Points	260	*Default Recharge*	60
Velocity		*Min Recharge*	6
Max	610 kps	*Shield Power*	580 (680)
Default	530 kps	*Max Recharge*	42 (49.5)
Min	160 kps	*Default Recharge*	28 (33)
Acceleration	720 kps^2	*Min Recharge*	2.8 (3.3)
Afterburner		*Front (default)*	320 (370)
Velocity	1500 kps	*Rear (default)*	260 (310)
Acceleration	1800 kps^2	*Armor*	
Fuel	360	*Front*	320
Max Pitch	135	*Rear*	320
Max Yaw	70	*Left*	320
Max Roll	180	*Right*	320
Rotational Acc.	280	*Jump Capable*	Yes

Numbers in parentheses indicate Enhanced Shield Power.

Loadouts

Guns		Missiles		Decoys
Tachyon Gun	x 4	Image Recognition	x 8	48
Ion Cannon	x 2	Friend or Foe	x 8	
		Tracker	x 4	

F-103-D Excalibur

Type: Heavy Fighter/Low-Altitude Atmospheric Fighter

Mission/Role: Strike, low-altitude CAP

Statistics

Mass	18,000	*Gun Power*	400
Length	32m	*Max Recharge*	78
Core Damage Points	200	*Default Recharge*	60
Velocity		*Min Recharge*	12
Max	650 kps	*Shield Power*	600 cm equiv.
Default	500 kps	*Max Recharge*	30
Min	165 kps	*Default Recharge*	20
Acceleration	275 kps^2	*Min Recharge*	8
Afterburner		*Front (default)*	300
Velocity	1300 kps	*Rear (default)*	200
Acceleration	1800 kps^2	*Armor*	
Fuel	240	*Front*	110
Max Pitch	70	*Rear*	110
Max Yaw	75	*Left*	110
Max Roll	70	*Right*	110
Rotational Acc.	200	*Jump Capable*	Yes

Loadouts

Guns		Missiles		Decoys
Tachyon Cannon	x 4	Image Recognition	x 4	36
Ion Cannon	x 2	Friend or Foe	x 4	

F-66-D Thunderbolt VII

Type: Torpedo bomber/Heavy Fighter

Mission/Role: Light strike, anti-ship, anti-hangar

Statistics

Mass	20,000	*Gun Power*	350
Length	34m	*Max Recharge*	79
Core Damage Points	200	*Default Recharge*	60
Velocity		*Min Recharge*	7
Max	494 kps	*Shield Power*	550 cm equiv.
Default	380 kps	*Max Recharge*	25
Min	114 kps	*Default Recharge*	17
Acceleration	250 kps^2	*Min Recharge*	3
Afterburner		*Front (default)*	300
Velocity	1000 kps	*Rear (default)*	250
Acceleration	1200 kps^2	*Armor*	
Fuel	200	*Front*	120
Max Pitch	50	*Rear*	120
Max Yaw	50	*Left*	100
Max Roll	50	*Right*	100
Rotational Acc.	180	*Jump Capable*	No

Loadouts

Guns		Missiles (Normal Loadout)		Missiles (Strike Loadout)		Decoys
Tachyon Cannon	x 2	Image Recognition	x 3	Valiant LT	x 3	36
Ion Cannon	x 4	Valiant LT	x 1	Friend or Foe	x 3	
		Friend or Foe	x 3	Dragonfly	x 24	
		Dragonfly	x 24			

SAR-23 Condor

Type: Rescue/Refuel/Shuttle

Length: 48m

Crew: ?

Statistics

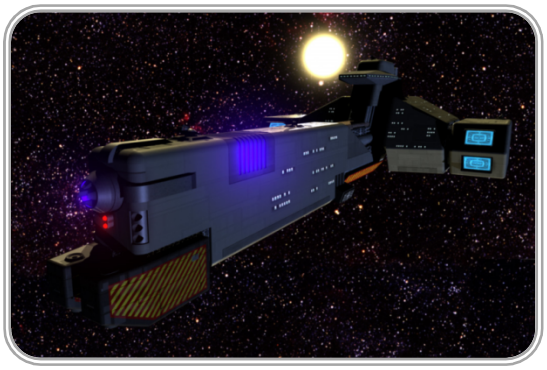
Mass	62,000	*Gun Power*	None
Length	48m	*Max Recharge*	n.a.
Core Damage Points	300	*Default Recharge*	n.a.
Velocity		*Min Recharge*	n.a.
Max	325 kps	*Shield Power*	2500 cm equiv.
Default	250 kps	*Max Recharge*	15
Min	75 kps	*Default Recharge*	10
Acceleration	450 kps^2	*Min Recharge*	1.0
Afterburner		*Front (default)*	1000
Velocity	600 kps	*Rear (default)*	1500
Acceleration	1050 kps^2	*Armor*	
Fuel	360	*Front*	100
Max Pitch	25	*Rear*	150
Max Yaw	35	*Left*	125
Max Roll	60	*Right*	125
Rotational Acc.	30 deg/s^2	*Jump Capable*	Yes

Loadouts

Guns	Missiles	Decoys
None	None	None

Confederation Capital Ships

Murphy



Destroyer

Length: 589m
Max. Velocity: 240 kps
Crew: 450
Max. Fighter Compliment: 8
Shuttles: 3
Jump Capable: Yes

Statistics

Acceleration	55 kps²	*Bridge*	2500 DP
Rotational Acc.	?	*Engine*	2500 DP
Max P/Y/R	5/5/5	*Engine*	2500 DP
Front/Rear Shields	Phase Shields		

Loadouts

Guns		Missiles		Decoys
Centerline Hull Mount Mk4 Heavy Plasma Cannon *	x 1	Dual Mount Anti-Fighter Missile Turret	x 2	None
Dual Mount Heavy Laser Cannon	x 3			
Single Mount Heavy Laser Cannon	x 4			

* Not currently reflected in the game.

Plunkett

Cruiser
Length: 1200m
Max. Velocity: 240 kps
Crew: 800
Max. Fighter Compliment: 15
Shuttles: 5
Jump Capable: Yes

Statistics

Acceleration	55 kps²	*Bridge*	2800 DP
Rotational Acc.	?	*Engine*	3300 DP
Max P/Y/R	5/5/5		
Front/Rear Shields	Phase Shields		

Loadouts

Guns		Missiles	Decoys
Triple Mount Mk4 Heavy Plasma Cannon	x 1	None	None
Triple Mount Mk2 Heavy Particle Cannon	x 3		
Dual Mount Tachyon Cannon	x 6		
Dual mount Laser Heavy Laser Cannon	x15		

Hades (TCS Cerberus)

Quick Strike Assault Cruiser

Length: 777m
Max. Velocity: 350 kps
Crew: 150* naval (CIS) crewmen**
Max. Fighter Compliment: 30**
Shuttles: 4
Marine LCs: 2**
Jump Capable: Yes

The 'Hades' Strike Cruiser Program might well have been cancelled years ago if not for the 'official' support it received from within the Intelligence branches of the Confederation and a few other, more public government sources. In its initial stages of development, the 'Hades' program was staggeringly over-budget, at times rivaling even the production costs of the new 'Midway' class carriers. Some sources outside of the Confed Military have attributed these costs to the CIS's involvement in the project, speculating that these additional funds were actually being channeled for use by the CIS in other endeavors. The Navy's public endorsements of the 'Hades' program has previously been described as 'grudging' or 'forced' at best, lending even more support (at least in the minds of those who obsess on such things) to the theories that the whole project is just back-handed method of funding for the CIS. However, with the recent announcements of the completion of two prototypes, (only one, the 'Cerberus' having ever been seen in the public news channels) the validity of the Navy's continued stance that the 'Hades' project is "An integral part of our plans for the future.." seems to be gaining strength, at least in the minds of the general populace.

Statistics

Acceleration	55 kps^2	*Bridge*	2800 DP
Max P/Y/R	5/5/5	*Engine*	2000 DP
Rotational Acceleration	2.5 Deg/s^2	*Engine*	2000 DP
Front/Rear Shields	Phase Shields	*Hanger*	2000 DP
		Launcher	2000 DP

Loadouts

Guns		Missiles		Decoys
MK4 Heavy Plasma Cannon	x 1	Dual Mount Anti-Fighter Missile Turret	x 2	None
Dual-Mount Tachyon Cannon	x 10	Anti-Ship Torpedo Launcher	x 6	
Single Mount Heavy Laser Cannon	x 4			

*Including pilots and support staff for fighter detachment.
**The "Hades" class also has the ability to transport and deploy 2 Marine LCs and two Companies of Marines, but this requires a smaller fighter complement aboard.

Civilian Luxury Star-Liner

RUSS Industries
Length: 1320m
Max. Velocity: 200 kps
Crew Compliment: 1200
Passenger Compliment: 5000
Transit Shuttles: 30 (50 persons ea.)
EvacPods: 300 (20 persons ea.)
Pleasure Skiffs: 10 (20 persons ea. +10 crew)
Jump Capable: Yes

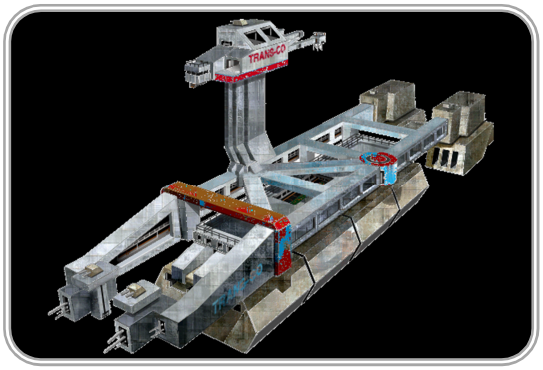
Statistics

Acceleration	55 kps^2	*Bridge*	2000 DP
Max P/Y/R	5/5/5	*Bridge*	2000 DP
Rotational Acceleration	? Deg/s^2	*Hanger*	2000 DP
Front/Rear Shields	Phase Shields	*Engine*	2000 DP

Loadouts

Guns	Missiles	Decoys
None	None	None

C-9 Pelican



Transport
Mass 11,000 Tonnes
Length: 390m
Max. Velocity: 75 kps
Crew: ?
Jump Capable: Yes

Statistics

Acceleration	55 kps^2	*Bridge*	500 DP
Max P/Y/R	5/5/10	*Engine*	500 DP
Rotational Acc.	2.5 deg/s^2	*Engine*	500 DP
Front/Rear Shields	Phase Shields	*Cargo hold x 7*	500 DP each
		Fighter Turret x5	100 DP each

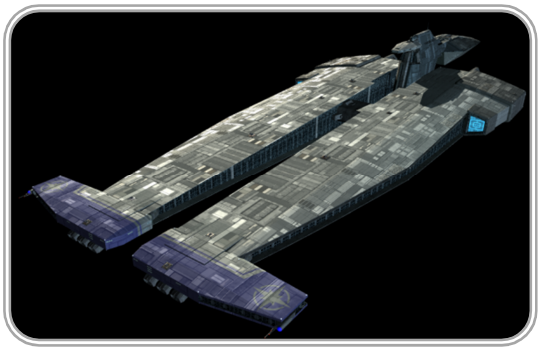
Loadouts

Guns		Missiles	Decoys
Fighter Turret	x 5	None	None

Midway

Fleet Carrier

Length: 1830m
Max. Velocity: 80 kps
Crew: ?
Max. Fighter Compliment: ~252
Shuttles: ?
Jump Capable: Yes



Statistics

Mass	200,000	*Bridge*	2000 DP
Velocity	80 kps	*Engine*	2000 DP
Acceleration	45 kps^2	*Engine*	2000 DP
Max P/Y/R	5/5/5	*Hanger*	2000 DP
Rotational Acc.	3 deg/s^2	*Hanger*	2000 DP
Front/Rear Shields	Phase Shields	*Launcher*	2000 DP
		Launcher	2000 DP
		Plasma Cannon	2000 DP

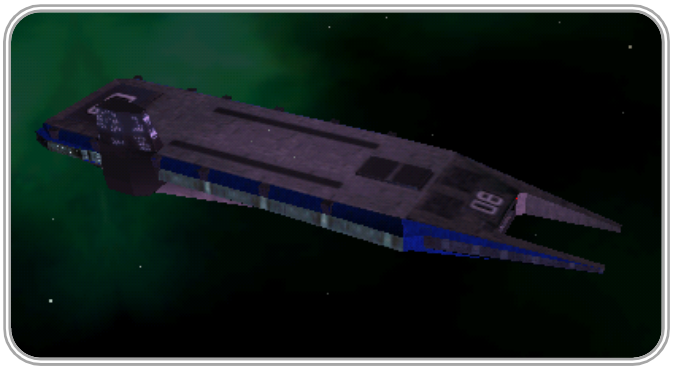
Loadouts

Guns		Missiles		Decoys
Fighter Turret	x 25	Turreted Image Recognition	x 6	None

Vesuvius

Fleet Carrier

Length: 1800m
Max. Velocity: 200 kps
Crew: 4500
Max. Fighter Compliment: ~400
Shuttles: 24
Jump Capable: Yes



Statistics

Acceleration	45 kps^2	*Bridge*	2500 DP
Max P/Y/Roll	6/6/6	*Engine*	2500 DP
Rotational Acc.	? Deg/s^2	*Engine*	2500 DP
Front/Rear Shields	Phase Shields	*Engine*	2500 DP
		Hanger	2500 DP

Loadouts

Guns		Missiles		Decoys
Hull Mounted Anti-Matter Guns *	x 2	Dual Mount Anti-Fighter Missile Turret	x 4	
Dual Mount Heavy Laser Cannon	x 24			

*Not currently reflected in the game.. but since you never see it in a mission.. shouldn't be an issue.

Alien Fighters

Stingray

Type: Interceptor (Single)
Cap Ship Interdiction (Cluster)

Single

Statistics

Mass	10,000	*Gun Power*	500
Core Damage Points	200	*Max Recharge*	225
Velocity		*Default Recharge*	150
Max	585 kps	*Min Recharge*	15
Default	450 kps	*Shield Power*	240 cm equiv.
Min	135 kps	*Max Recharge*	27
Acceleration	960 kps^2	*Default Recharge*	18
Afterburner		*Min Recharge*	1.8
Velocity	1400 kps	*Front (default)*	140
Acceleration	2700 kps^2	*Rear (default)*	100
Fuel	360	*Armor*	
Max Pitch	90	*Front*	195
Max Yaw	80	*Rear*	145
Max Roll	120	*Left*	170
Rotational Acc.	200	*Right*	170

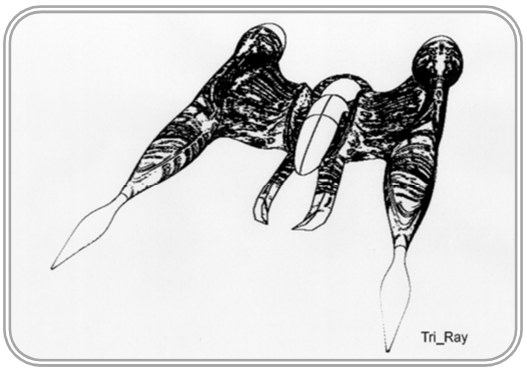
Loadouts

Guns (Single)		Guns (Cluster)		Missiles	Decoys
Light Plasma	x 2	Heavy Plasma	x 1	None	None

Clustered
The Stingrays have the same flight statistics when clustered. They will always cluster in groups of three. When you target them you can target only a single ship, but when you destroy that ship, the other two will uncluster. When clustered, the six light plasma guns of the three fighters form a single Heavy Plasma Gun.

Skate (Single)

Type: Interceptor (Single)



Statistics

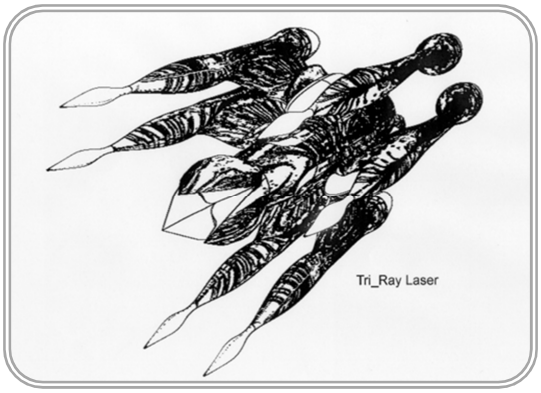
Mass	10,000	*Gun Power*	200
Core Damage Points	140	*Max Recharge*	37.5
Velocity		*Default Recharge*	25
Max	585 kps	*Min Recharge*	2.5
Default	450 kps	*Shield Power*	200 cm equiv.
Min	135 kps	*Max Recharge*	10.5
Acceleration	960 kps^2	*Default Recharge*	7
Afterburner		*Min Recharge*	0.7
Velocity	1400 kps	*Front (default)*	100
Acceleration	2700 kps^2	*Rear (default)*	100
Fuel	360	*Armor*	
Max Pitch	95	*Front*	100
Max Yaw	85	*Rear*	75
Max Roll	120	*Left*	85
Rotational Acc.	200	*Right*	85

Loadouts

Guns		Missiles	Decoys
Light Maser	x 2	None	None

Skate (Cluster)

Type: Interceptor/Anti-Bomber (Skate B Cluster)
Interceptor/Torpedo Launcher (Skate T Cluster)
Interceptor/Miner (Skate M Cluster)

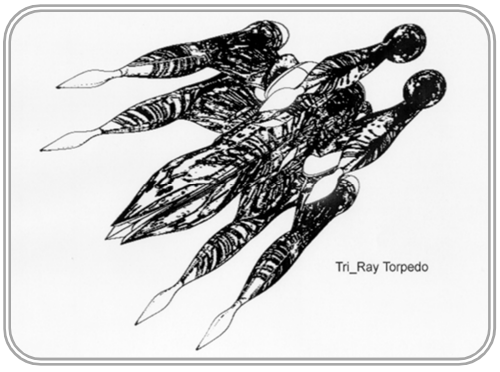


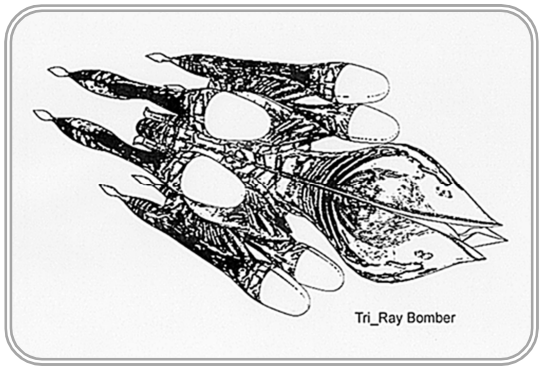
Statistics

Mass	35,000	*Gun Power*	200
Core Damage Points	250	*Max Recharge*	67.5
Velocity		*Default Recharge*	45
Max	455 kps	*Min Recharge*	4.5
Default	350 kps	*Shield Power*	320 cm equiv.
Min	105 kps	*Max Recharge*	27
Acceleration	280 kps^2	*Default Recharge*	18
Afterburner		*Min Recharge*	1.8
Velocity	800 kps	*Front (default)*	160
Acceleration	980 kps^2	*Rear (default)*	160
Fuel	360	*Armor*	
Max Pitch	65	*Front*	240
Max Yaw	65	*Rear*	210
Max Roll	90	*Left*	225
Rotational Acc.	120	*Right*	225

Loadouts

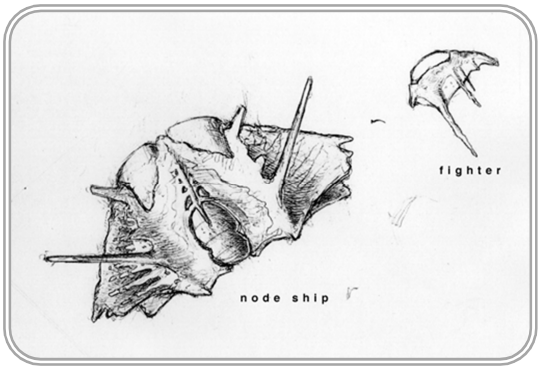
Cluster	Guns		Missiles		Decoys
Skate B	Turreted Maser Light Burst Maser	x 1 x 6	Proteus	x 3	3
Skate T	Turreted Maser Light Burst Maser	x 1 x 6	Poseidon Torpedo	x 1	3
Skate M	Light Burst Maser	x 6	Scylla Mine Cluster Charybdis	x 1 x 5	3





Ray Node Cluster

Interceptor Cluster



Statistics

Mass	10,000	*Gun Power*	600
Core Damage Points	300	*Max Recharge*	75
Velocity	546	*Default Recharge*	50
Max	420 kps	*Min Recharge*	5.0
Default	126 kps	*Shield Power*	1050 cm equiv.
Min	960 kps	*Max Recharge*	25.5
Acceleration		*Default Recharge*	17
Afterburner	n.a.	*Min Recharge*	1.7
Velocity	n.a.	*Front (default)*	600
Acceleration	n.a.	*Rear (default)*	450
Fuel	n.a.	*Armor*	
Max Pitch	65	*Front*	500
Max Yaw	65	*Rear*	375
Max Roll	90	*Left*	450
Rotational Acc.	110	*Right*	450

Loadouts

Guns		Missiles		Decoys
Heavy Maser	x 2	Proteus	x 3	24
		Charybdis	x 5	

Remora

Interceptor

Statistics

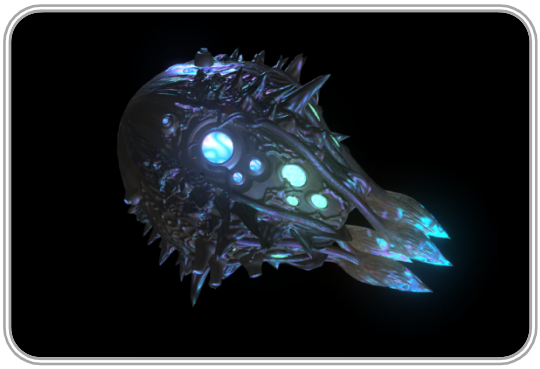
Mass		*Max Pitch*	100
Core Damage Points	10	*Max Yaw*	100
Velocity		*Max Roll*	130
Max	494 kps	*Rotational Acc.*	210
Default	380 kps	*Gun Power*	100
Min	114 kps	*Max Recharge*	52.5
Acceleration	420 kps^2	*Default Recharge*	35
Afterburner		*Min Recharge*	3.5
Velocity	1100 kps	*Shield Power*	None
Acceleration	1900 kps^2	*Armor*	
Fuel	360	*All Quadrants*	8

Loadouts

Guns		Missiles	Decoys
Light Maser	x 2	None	None

Lamprey

Shield Killer



Statistics

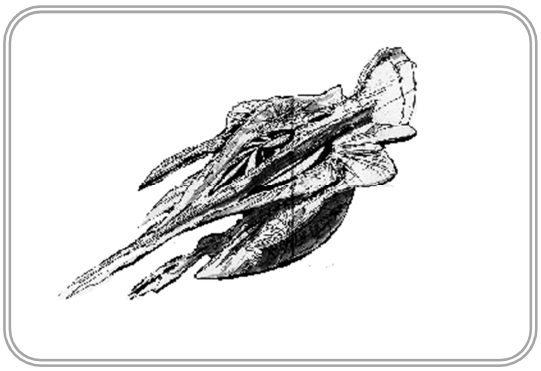
Mass	10,000	*Gun Power*	400
Core Damage Points	200	*Max Recharge*	120
Velocity		*Default Recharge*	80
Max	1040 kps	*Min Recharge*	8.0
Default	800 kps	*Shield Power*	200 cm equiv.
Min	240 kps	*Max Recharge*	22.5
Acceleration	2400 kps^2	*Default Recharge*	15
Afterburner	n.a.	*Min Recharge*	1.5
Max Pitch	75	*Front (default)*	100
Max Yaw	360	*Rear (default)*	100
Max Roll	125	*Armor*	
Rotational Acc.	800	*Front/Rear*	190
		Left/Right	190

Loadouts

Guns		Missiles	Decoys
Shield Killer Cannon	x 1	None	None

Moray

Light Fighter



Statistics

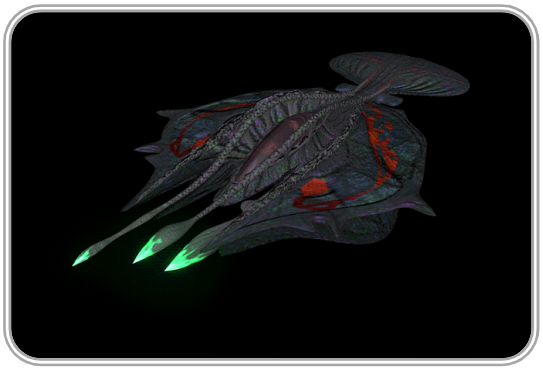
Mass	14,000	*Gun Power*	300
Core Damage Points	180	*Max Recharge*	210
Velocity		*Default Recharge*	140
Max	546 kps	*Min Recharge*	14
Default	420 kps	*Shield Power*	275 cm equiv.
Min	126 kps	*Max Recharge*	19.5
Acceleration	840 kps^2	*Default Recharge*	13
Afterburner		*Min Recharge*	1.3
Velocity	1100 kps	*Front (default)*	125
Acceleration	2400 kps^2	*Rear (default)*	150
Fuel	360	*Armor*	
Max Pitch	60	*Front*	260
Max Yaw	80	*Rear*	300
Max Roll	100	*Left*	280
Rotational Acc.	180	*Right*	280

Loadouts

Guns		Missiles		Decoys
Heavy Maser	x 2	Cerberus Medusa	x 3 x 1	5

Manta

Heavy Fighter



Statistics

Mass	14,000	*Gun Power*	900
Core Damage Points	260	*Max Recharge*	97.5
Velocity		*Default Recharge*	65
Max	650 kps	*Min Recharge*	6.5
Default	500 kps	*Shield Power*	420 cm equiv.
Min	150 kps	*Max Recharge*	25.5
Acceleration	840 kps^2	*Default Recharge*	17
Afterburner		*Min Recharge*	1.7
Velocity	1300 kps	*Front (default)*	210
Acceleration	2200 kps^2	*Rear (default)*	210
Fuel	360	*Armor*	
Max Pitch	90	*Front*	390
Max Yaw	65	*Rear*	320
Max Roll	120	*Left*	345
Rotational Acc.	200	*Right*	345

Loadouts

Guns		Missiles (Normal)		Missiles (Bomber)		Missiles (Wild Weasel)		Decoys
Heavy Gorgon	x 2	Cerberus	x 3	Cerberus	x 3	Hades	x 5	24
Light Plasma	x 1	Medusa	x 1	Medusa	x 1	Medusa	x 1	
		Proteus	x 1	Poseidon	x 1	Poseidon	x 1	

Red Manta

Heavy Fighter - Bomber Loadout

Statistics

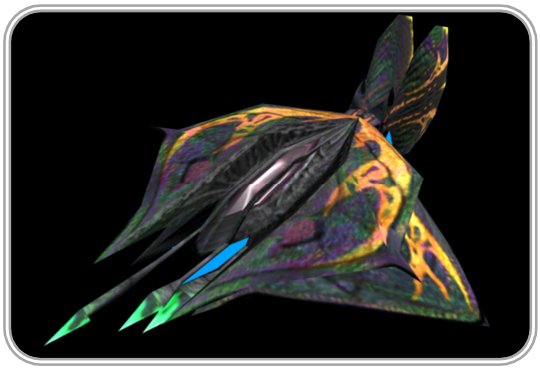
Mass	14,000	*Gun Power*	900
Core Damage Points	260	*Max Recharge*	97.5
Velocity		*Default Recharge*	65
Max	650 kps	*Min Recharge*	6.5
Default	500 kps	*Shield Power*	420 cm equiv.
Min	150 kps	*Max Recharge*	25.5
Acceleration	840 kps^2	*Default Recharge*	17
Afterburner		*Min Recharge*	1.7
Velocity	1300 kps	*Front (default)*	210
Acceleration	2200 kps^2	*Rear (default)*	210
Fuel	360	*Armor*	
Max Pitch	90	*Front*	390
Max Yaw	65	*Rear*	320
Max Roll	120	*Left*	345
Rotational Acc.	200	*Right*	345

Loadouts

Guns		Missiles		Decoys
Heavy Gorgon	x 2	Cerberus	x 3	24
Light Plasma	x 1	Medusa	x 1	
		Proteus	x 1	

Devil Ray

Space Superiority Fighter



Statistics

Mass	14,000	*Gun Power*	900
Core Damage Points	500	*Max Recharge*	97.5
Velocity		*Default Recharge*	65
Max	845 kps	*Min Recharge*	6.5
Default	650 kps	*Shield Power*	500
Min	195 kps	*Max Recharge*	30.5
Acceleration	1050 kps^2	*Default Recharge*	21
Afterburner		*Min Recharge*	2.1
Velocity	1650 kps	*Front (default)*	250
Acceleration	250 kps^2	*Rear (default)*	250
Fuel	900	*Armor*	
Max Pitch	120	*Front*	520
Max Yaw	140	*Rear*	560
Max Roll	135	*Left*	560
Rotational Acc.	240	*Right*	560

Loadouts

Guns		Missiles		Decoys
Heavy Gorgon	x 3	Medusa	x 8	24
Light Plasma	x 2	Proteus	x 2	

Squid

Interceptor

Statistics

Mass	12,000	*Gun Power*	600
Core Damage Points	230	*Max Recharge*	975
Velocity		*Default Recharge*	50
Max	546 kps	*Min Recharge*	5.0
Default	420 kps	*Shield Power*	190 cm equiv.
Min	126 kps	*Max Recharge*	13.5
Acceleration	520 kps^2	*Default Recharge*	9
Afterburner		*Min Recharge*	0.9
Velocity	(2400 kps)	*Front (default)*	110
Acceleration	(5000 kps^2)	*Rear (default)*	80
Fuel	(8)	*Armor*	
Max Pitch	90 (40)	*Front*	250
Max Yaw	90 (30)	*Rear*	290
Max Roll	120 (90)	*Left*	270
Rotational Acc.	180 (60)	*Right*	270

Numbers in parentheses indicate stats for ship with arms pulled back. Arms must Pulled Back to afterburn.

Loadouts

Guns		Missiles		Decoys
Quantum Disruptor	x 4	Cerberus Proteus	x 3 x 1	7

Alien Capital Ships

Barracuda

Corvette

Length: ?

Crew: ?

Jump Capable: Yes

Statistics

Velocity		*Shield Power*	2000 cm equiv.
Max	364 kps	*Max Recharge*	37.5
Default	280 kps	*Default Recharge*	25
Min	84 kps	*Min Recharge*	2.5
Acceleration	90 kps^2	*Front (default)*	1000
Max Pitch	21	*Rear (default)*	1000
Max Yaw	21	*Armor*	
Max Roll	21	*Front*	800
Rotational Acc.	50 Deg/s^2	*Rear*	800
		Left	800
		Right	800
		Core Damage Points	800 DP

Loadouts

Guns		Missiles	Decoys
Turreted Maser	x 4	None	None

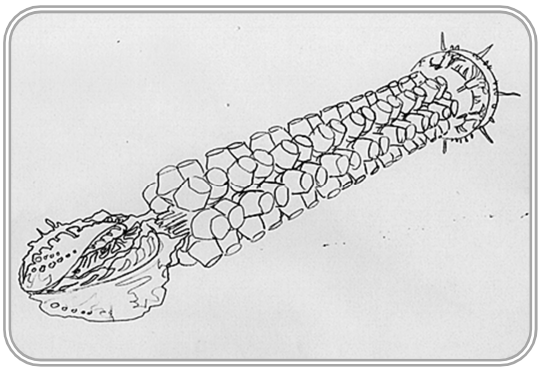
Triton

Transport

Length: ?

Crew: ?

Jump Capable: Yes



Statistics

Velocity		*Bridge*	1000 DP
Max	156 kps	*Engine*	1000 DP
Default	120 kps	*Cargo Box 1*	500 DP
Min	36 kps	*Cargo Box 2*	500 DP
Acceleration	75 kps^2	*Cargo Box 3*	500 DP
Max P/Y/R	5/5/10	*Turreted Maser x3*	100 DP
Rotational Acc.	7 Deg/s^2		
Front/Rear Shields	Phase Shields		

Loadouts

Guns		Missiles	Decoys
Turreted Maser	x 3	None	None

Hydra

Cruiser

Length: ?
Max. Velocity: 60 kps
Crew: ?
Max. Fighter Compliment: ?
Jump Capable: Yes

Statistics

Acceleration	15 kps^2	*Bridge*	3000 DP
Max P/Y/R	5/5/5	*Bridge Shield Emitter*	1200 DP
Rotational Acc.	3 Deg/s^2	*Engine*	3000 DP
Front/Rear Shields	Phase Shields	*Engine Shield Emitter*	1200 DP
		Turreted Maser	600 DP
		Turreted Medusa	800 DP

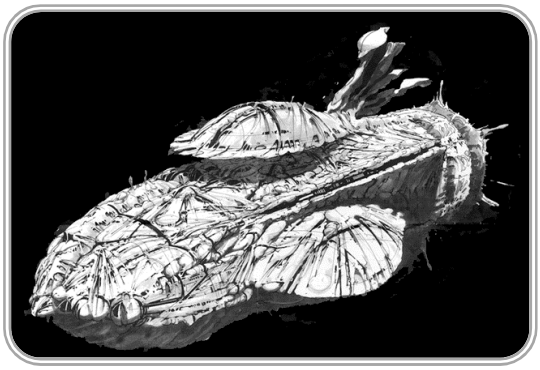
Loadouts

Guns		Missiles		Decoys
Turreted Maser	x 10	Turreted Medusa	x 4	None

Leviathan

Carrier

Length: ?
Max. Velocity: 65 kps
Crew: ?
Max. Fighter Compliment: Full
Jump Capable: Yes



Statistics

Acceleration	25 kps^2	*Bridge*	2800 DP
Max P/Y/R	6/6/5	*Bridge Shield Emitter*	800 DP
Rotational Acc.	3 deg/s2	*Engine*	2000 DP
Front/Rear Shields	Phase Shields	*Engine Shield Emitter*	800 DP
		Launcher x2	2000 DP
		Launcher Shield Emitter	800 DP
		Turreted Maser	600 DP
		Turreted Medusa	800 DP

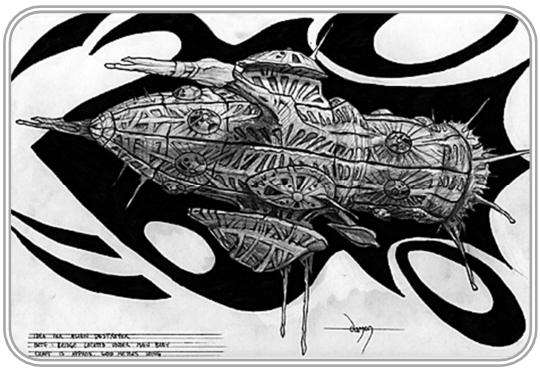
Loadouts

Guns		Missiles		Decoys
Turreted Maser	x 14	Turreted Medusa	x 14	None

Orca

Destroyer

Length: ?
Max. Velocity: 75 kps
Crew: ?
Max. Fighter Compliment: ?
Jump Capable: Yes



Statistics

Acceleration	25 kps^2	*Bridge*	2600 DP
Max P/Y/R	6/6/6	*Bridge Shield Emitter*	800 DP
Rotational Acc.	4 Deg/s^2	*Engine*	2600 DP
Front/Rear Shields	Phase Shields	*Turreted Maser*	400 DP
		Turreted Medusa	600 DP

Loadouts

Guns		Missiles	Decoys
Turreted Maser	x 14	Turreted Medusa	X4

Tiamat

Dreadnought

Length: ?
Max. Velocity: 50 kps
Crew: ?
Max. Fighter Compliment: ?
Jump Capable: Yes

Statistics

Acceleration	10 k/s^2	*Bridge*	3200 DP
Max P/Y/R	3/3/3	*Bridge Shield Emitter*	800 DP
Rotational Acc.	2	*Engine*	3200 DP
Front/Rear Shields	Phase Shields	*Engine Shield Emitter*	800 DP
		Hanger	2500 DP
		Hanger Shield Emitter	800 DP
		Turreted Maser	600 DP
		Turreted Medusa	800 DP

Loadouts

Guns		Missiles		Decoys
Turreted Maser Capital Ship Plasma Weapon	x 14 x 1	Turreted Medusa	x 6	None

Facilities

Confederation Outpost

Height: ~1500 m
Crew Compliment: 1500
Additional personnel support available: 500
Max Fighter Compliment: 50
Shuttles: 50

Statistics

Bridge	2000 DP	*Velocity*	0
Main Antenna	1000 DP	*Rotational Acc.*	? Deg/s^2
Secondary Antenna 1	1000 DP		
Secondary Antenna 2	1000 DP		
Hanger 1	2000 DP		
Hanger 2	2000 DP		

Loadouts

Guns	Missiles	Decoys
None	None	None

Confederation Starbase

Mass: 160,000 tonnes
Length: ~2500m
Width: ~1800m
Crew Compliment: 10000
Additional personnel support available: 3000
Max Fighter Compliment: 500
Shuttles: 100

Statistics

Top Bridge X4	2500 DP	Bottom Bridge X4	2500 DP

Loadouts

Guns	Missiles	Decoys
None	None	None

Confederation Relay Station

Mass: 80,000 tonnes
Length: 800m
Width: 600m
Crew Compliment: ?

Statistics

Bridge	2000 DP	Velocity	0
Hanger 1	1000 DP	Rotational Acc.	? Deg/s^2
Hanger 2	1000 DP		

Loadouts

Guns	Missiles	Decoys
None	None	None

Alien Comm Facility

Height: ?

Crew Compliment: ?

Statistics

Antenna 1	800 DP	Velocity	0
Antenna 2	800 DP	Max Pitch	0
Antenna 3	800 DP	Max Yaw	10
Antenna 4	800 DP	Max Roll	0
Antenna 5	800 DP	Rotational Acc.	10
Antenna 6	800 DP		
Antenna 7	800 DP		

Loadouts

Guns	Missiles	Decoys
None	None	None

GUNS

Table of Gun Stats

Velocity: Speed of the projectile, in klicks per second.

Range: Maximum distance at which target can be effectively hit, in Klicks

Charge: Energy required per shot , in nanoJoules.

Damage: Number of points of damage inflicted on target per shot.

Refire Delay: Delay between shot, in seconds.

CONFEDERATION

	Velocity	Range	Charge	Damage	Refire Delay
Laser Cannon	4000	5000	10	18	0.25
Chain Ion Cannon	1800	2500	15	20	0.10
Dust Cannon	10000	5000	18	40	0.05
Tachyon Gun	5200	3900	40	70	0.45
Ion Cannon	3600	4500	30	30	0.35
Bomber Turret	7000	8000	10	38	1.00
Pulse Particle Cannon	6500	6500	15	30	0.10
Cloudburst Cannon	3200	3900	60	100	0.45
Plasma Cannon	2600	6000	220	600	2.00

ALIEN

	Velocity	Range	Charge	Damage	Refire Delay
Light Burst Maser	5000	5000	17	21	0.28
Quantum Disruptor	3800	3800	35	42	0.40
Light Plasma	4000	4000	25	32	0.35
Heavy Plasma	3600	8000	100	200	0.50
Shield Killer Cannon	2800	4200	40	12.5	0.35
Heavy Maser	4600	4600	45	30	0.35
Gorgon Heavy	4000	4000	60	70	0.40
Turreted Maser	7000	9000	35	45	0.80

New Confed Guns

Chain Ion Cannon

The lightweight version of the normal ion cannon, this gun is best utilized in quick, close-in shots that require a fast refire rate. It operates on a principle similar to that of the ion cannon, but its ionic particles are sped up prior to launch via an ionic chain-reaction accelerator.

Velocity	1,800	*Damage*	20
Range	2,500	*Refire Delay*	.1
Charge	15		

Pulse Particle Cannon

This revamped version of the particle cannon fires four times as fast as its predecessor and its minute nuclear particles travel nearly twice as fast. Availability is currently limited to the "Black" Shrike and Vampire variants.

Velocity	6,500	*Damage*	30
Range	6,500	*Refire Delay*	.1
Charge	15		

Dust Cannon

The dust cannon operates on the same principle as a mass driver cannon, but its ammunition is generated by culling out particles from the core exhaust filter. It has increased efficiency and damage potential over the mass driver, and is nearly twice as fast as any other Confed gun. Few pilots possess enough evasive skill to manoeuvre out of harm's way against the dust cannon.

Velocity	10,000	*Damage*	40
Range	5,000	*Refire Delay*	.05
Charge	18		

Cloudburst Cannon

Highly effective, the cloudburst cannon fires an intermittent stream of electrical discharges that are particularly damaging to a target's internal components. An internal, arcing accelerator gives this weapon a long refire delay and draws considerable power, but its shots deliver more damage than any other gun besides the plasma cannon.

Velocity	3,200	*Damage*	100
Range	3,900	*Refire Delay*	.45
Charge	60		

Plasma Cannon

The main weapon of the Devastator, this is the only mounted weapon that can apply severe damage to a capital ship's bridge and engines. It is six times more effective than the Cloudburst Cannon, though it draws a great deal of energy and has a long refire delay.

Velocity	2,600	*Damage*	600
Range	6,000	*Refire Delay*	2.0
Charge	220		

Cap Ship Weapons

Cap Ship

	Velocity	Range	Charge	Damage	Refire Delay
Hull Mounted Anti-Matter Guns*	n.a.	n.a.	n.a.	n.a.	n.a.
Centerline Hull Mt. Mk4 Heavy Plasma Cannon*	n.a.	n.a.	n.a.	n.a	n.a.
Triple Mount Mk4 Heavy Plasma Cannon	n.a.	n.a.	n.a.	1500	n.a.
Triple Mount Mk2 Heavy Particle Cannon	4000	25000	n.a.	1200	n.a.
Mk4 Heavy Plasma Cannon	3000	1500	n.a.	1400	n.a.
Mk2 Heavy Particle Cannon	n.a.	n.a.	n.a.	750	n.a.
Dual Mt. Tachyon Cannon	n.a.	n.a.	n.a.	800	n.a.
Dual Mt. Heavy Laser Cannon*	n.a.	n.a.	n.a.	800	n.a.
Single Mt. Heavy Laser Cannon	n.a.	n.a.	n.a.	800	n.a.
Dual Mt. Anti-Fighter Missile Turret*	n.a.	n.a.	n.a.	800	n.a.
Ship-to-Ship Torpedo Launchers	n.a.	n.a.	n.a.	n.a.	n.a.
"Hellbore" Cannon	~4000	~28000	?	~2000	n.a.

* Not currently reflected in the game.. but since you never see it in a mission.. shouldn't be an issue.

Confed:

Dao-Tech Mk4 Heavy Plasma Cannon

Velocity	4,000	*Damage*	1400
Range	25,000	*Refire Delay*	n.a.
Charge	n.a.		

Dao-Tech Mk2 Heavy Particle Cannon

Velocity	3,000	*Damage*	750
Range	15,000	*Refire Delay*	n.a.
Charge	n.a.		

Alien:

"Hellbore" Cannon

Velocity	~4,000	*Damage*	~2,000
Range	~28,000	*Refire Delay*	n.a.
Charge	n.a.		

MISSILES

Table of Missile Stats

Velocity: maximum speed missile can attain, in klicks per second.
Duration: Number of seconds missile travels before it self-destructs (unless it hits something).
Lock Range: Maximum distance for target at which missile can gain a lock.
Max Yaw: Maximum rate at which missile turns left or right in degrees per second.
Max Pitch: Maximum rate at which missile turns up or down in degrees per second.
Acceleration: How fast the missile increases speed in klicks per second squared.
Lock Time: Number of seconds the missile requires to gain a lock, once in range.
Damage: Number of points of damage the weapons delivers with a direct hit.
Refire **Delay:** Number of seconds of delay required between shots.
Spoof %: Base percentage chance missile will be distracted by a decoy.

CONFEDERATION

Missile	Velocity	Duration	Lock R	Max Y	Max P	Accel.	Lock T	Dam	R Delay	Spoof
Mine	150	300	4000	50	50	500	n.a.	800	1.5	50%
Friend or Foe	1800	16	6000	90	90	2500	n.a.	280	2.0	60%
Image Recognition	2100	13	8000	90	80	2800	1.0	350	2.0	35%
ELRIR	2500	22	18000	120	120	3200	0.75	520	2.0	25%
Lancer LT	1800	16	18000	30	30	900	5.0	1000	2.0	40%
Pike T	1800	20	22000	35	35	700	10.0	2000	2.0	50%
Heat Seeker	2800	10	8000	140	160	3200	0.8	400	2.0	50%
Dumbfire	3000	5	n.a.	n.a.	n.a.	3000	n.a.	800	1.0	n.a.
Mosquito	3200	3	6000	30	30	3200	n.a.	80	0.35	n.a.
Swarmer	3000	8	5000	80	80	4100	10.0	150	2.0	n.a.
Tracker MIRV	1800	16	n.a.	90	90	2100	n.a.	280	2.0	60%
ELRAR	2000	10	18000	70	70	2200	15.0	1200	2.0	n.a.
Dragonfly	3200	3	n.a.	n.a.	n.a.	3200	n.a.	100	0.35	n.a.
Turreted IR	2100	8	6000	80	90	2800	1.0	180	20+	35%

ALIEN

Missile	Velocity	Duration	Lock R	Max Y	Max P	Accel.	Lock T	Dam	R Delay	Spoof
Charybdis Mine	170	360	5000	55	55	600	n.a.	520	1.0	50%
Cerberus Missile	2100	8	18000	95	100	2300	n.a.	280	2.0	65%
Hades Missile	2500	12	8000	115	115	2500	1.0	900	2.0	55%
Medusa Missile	2200	12	8000	115	115	2500	1.0	400	2.0	55%
Proteus Missile	2100	9	18000	95	100	2300	n.a.	280	2.0	65%
Poseidon Torpedo	1200	18	18000	25	25	700	8.0	2300	2.0	50%
Indiv. Scylla Mine	170	16 hrs	55	4000	55	600	n.a.	820	2.0	50%
Turreted Medusa	2200	7	6000	90	90	2500	2.0	250	20+	55%

Missile addendum:

Several existing missile have now been given official TCN/TCSF designations:

ELRIR – "ARTEMIS"
ELRAR – "RAVAGER"
ELT – "LANCER"
ET – "PIKE"
**** The only **NEW** missile in WCP:SO: ****
ERP -- 'Mosquito'

Confederation Missiles

Image Recognition

An IR missile is a close cousin to the Friend-or-Foe Missile. It acquires a visual lock on its target upon launching and "memorizes" the unique electronic and visual signature of the ship it is intended to hit. It is "fire and forget" and difficult to duck.

Velocity	2,100	*Acceleration*	2,800
Duration	13	*Lock Time*	1.0
Lock Range	8,000	*Damage*	350
Max Yaw	80	*Refire Delay*	2.0
Max Pitch	90	*Spoof %*	35

Enhanced Long Range Image Recognition "Artemis"

The Artemis ELRIR (Enhanced Long Range Image Recognition) all-aspect missile remains Confed's top single-warhead guided missile. It has a fairly low lock time, and once the missile has acquired a lock it will doggedly pursue its target. The Artemis ELRIR is difficult for alien fighters to spoof, and its powerful impact makes it a favorite amongst Confed's elite pilots.

Velocity	2,500	*Acceleration*	3,200
Duration	22	*Lock Time*	0.75
Lock Range	18,000	*Damage*	520
Max Yaw	120	*Refire Delay*	2.0
Max Pitch	120	*Spoof %*	25

Turreted Image Recognition

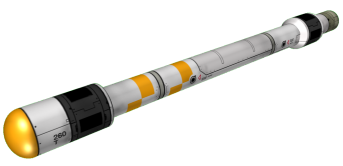
Capital ship launched version of the Image Recognition.

Velocity	2,100	*Acceleration*	2,800
Duration	8	*Lock Time*	1.0
Lock Range	6,000	*Damage*	180
Max Yaw	80	*Refire Delay*	Varies - at least 20s
Max Pitch	90	*Spoof %*	35

Swarmer AB

The Swarmer AB pod launches multiple missiles at a target. The initial lock time for the Swarmer AB is comparable to that of the Artemis ELRIR, but you must maintain a visual lock on the target until impact. The line-of-sight nature of this weapon makes it more difficult to use than other missiles, but Swarmer missiles are unaffected by decoys, and their combined punching power makes them a favorite against more powerful targets like the Devil Ray.

Velocity	3,000	*Acceleration*	4,100
Duration	8	*Lock Time*	1.0
Lock Range	5,000	*Damage*	150
Max Yaw	80	*Refire Delay*	2.0
Max Pitch	80	*Spoof %*	n.a.



Enhanced Long Range Anti-Radiation "Ravager"

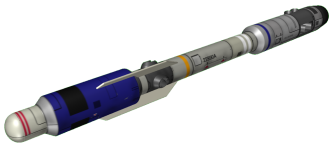
The Ravager ELRAR (Enhanced Long Range Anti-Radiation) missile was designed specifically to take out cap ship turrets. It has a low lock time, and is extremely effective at scraping gun and missile turrets off alien ships.

Velocity	2,000	*Acceleration*	2,200
Duration	10	*Lock Time*	1.5
Lock Range	18,000	*Damage*	1200
Max Yaw	70	*Refire Delay*	2.0
Max Pitch	70	*Spoof %*	n.a.

Friend or Foe "Pilum IV"

Confed's Pilum IV FF (Friend or Foe) missile doesn't have the punching power of the Artemis ELRIR, but it has one distinct advantage: it doesn't require a target lock. The Pilum IV FF can be fired at any time, and will automatically hunt down the closest enemy ship. This all-aspect missile is ideal for getting that pesky alien off your back, or surprising the fighter just outside of your front view.

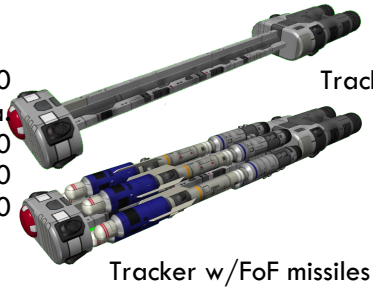
Velocity	1,800	*Acceleration*	2,500
Duration	16	*Lock Time*	n.a.
Lock Range	6,000	*Damage*	280
Max Yaw	90	*Refire Delay*	2.0
Max Pitch	90	*Spoof %*	60



Tracker MIRV

The Tracker MIRV is a multi-warhead, long-range missile. This no-lock missile streaks toward the target, then releases four Friend or Foe missiles once the booster has expired. These Friend or Foe missiles will attack any nearby ships, making this the ideal weapon for thinning out an incoming alien swarm, or taking out fast moving targets trying to flee the area.

Velocity	1,800	*Acceleration*	2,100
Duration	16	*Lock Time*	n.a.
Lock Range	n.a.	*Damage*	280
Max Yaw	90	*Refire Delay*	2.0
Max Pitch	90	*Spoof %*	60



Tracker

Tracker w/FoF missiles

Rocket Pod "Dragonfly"

The Dragonfly RP (Rocket Pod) fires off small, unguided rockets at extremely high rates. Although each rocket does considerably less damage than a missile, the rocket pod's high rate of fire allows you to paint slower moving targets with a hail of rockets, bringing the target to its knees.

Velocity	3,200	*Acceleration*	3,200
Duration	3	*Lock Time*	n.a.
Lock Range	n.a.	*Damage*	100
Max Yaw	n.a.	*Refire Delay*	.35
Max Pitch	n.a.	*Spoof %*	n.a.

Enhanced Rocket Pod "Mosquito"

The Mosquito ERP (Enhanced Rocket Pod) is the enhanced, Black Ops version of the Dragonfly RP. It has the same basic characteristics as the 'Dragonfly,' except the 'Mosquito' mounts a smaller version of the Pilum "Friend or Foe" seeker. This enhancement gives rockets from the Mosquito RP limited pitch and yaw capabilities to track targets that attempt to spoof the missile by turning quickly. It does this, however, at the cost of a decreased warhead yield.
The added functionality is both a boon and a bane at times.

Velocity	3,200	*Acceleration*	3,200
Duration	3	*Lock Time*	n.a.
Lock Range	6,000	*Damage*	80
Max Yaw	30	*Refire Delay*	.35
Max Pitch	30	*Spoof %*	50

Light Torpedo "Valiant"

The Lancer LT (Light Torpedo) and Valiant LT have a lower lock time than their more powerful cousin, the Pike T, and are very effective weapons against enemy transports and smaller cap ships. Their lighter weight and smaller size allow fighters like the Shrike and "Strike" variant of the Panther to carry the torpedoes.

Velocity	1,600	*Acceleration*	900
Duration	12	*Lock Time*	6.0
Lock Range	12,000	*Damage*	800
Max Yaw	20	*Refire Delay*	2.0
Max Pitch	20	*Spoof %*	50

Enhanced Light Torpedo "Lancer"

The Lancer LT (Light Torpedo) and Valiant LT have a lower lock time than their more powerful cousin, the Pike T, and are very effective weapons against enemy transports and smaller cap ships. Their lighter weight and smaller size allow fighters like the Shrike and "Strike" variant of the Panther to carry the torpedoes.

Velocity	1,800	*Acceleration*	900
Duration	16	*Lock Time*	5.0
Lock Range	18,000	*Damage*	1000
Max Yaw	30	*Refire Delay*	2.0
Max Pitch	30	*Spoof %*	40

Torpedo

Still one of the biggest bangs for the buck, the modern nuclear Torpedo is designed to be more effective against the Alien spacecraft the precious versions. It should be used against the biggest of the big, and only when you're fairly sure an enemy fighter won't pick if off on its way in.

Velocity	12800	*Acceleration*	600
Duration	18	*Lock Time*	12
Lock Range	18,000	*Damage*	1600
Max Yaw	20	*Refire Delay*	5.0
Max Pitch	20	*Spoof %*	50

Enhanced Torpedo "Pike"

The Pike T (Torpedo), has a much longer lock time than any other weapon in Confed's arsenal, but it more than makes up for the wait. The Pike T is extremely effective against hardened alien cap ship components, such as the bridge and engines.

Velocity	1,800	*Acceleration*	700
Duration	20	*Lock Time*	10
Lock Range	22,000	*Damage*	2000
Max Yaw	35	*Refire Delay*	2.0
Max Pitch	35	*Spoof %*	50

Heat Seeker

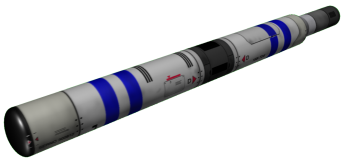
Locks on to the engines of fighters. Loses lock if it loses sight of engines.

Velocity	2,800	*Acceleration*	3200
Duration	10	*Lock Time*	0.8
Lock Range	8,000	*Damage*	400
Max Yaw	140	*Refire Delay*	2.0
Max Pitch	160	*Spoof %*	50

Dumbfire

Heavy rocket pod. Doesn't require lock.

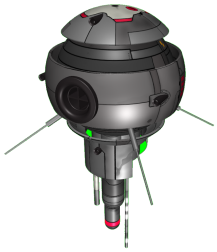
Velocity	3,000	*Acceleration*	3,000
Duration	5	*Lock Time*	n.a.
Lock Range	n.a.	*Damage*	800
Max Yaw	n.a.	*Refire Delay*	1.0
Max Pitch	n.a.	*Spoof %*	n.a.



Missile Mine

Drops from the rear of ships and veers towards the nearest enemy ship.

Velocity	150	*Acceleration*	500
Duration	300	*Lock Time*	n.a.
Lock Range	4,000	*Damage*	800
Max Yaw	50	*Refire Delay*	1.5
Max Pitch	50	*Spoof %*	50



Alien Missiles

Charybdis Mine

(Confed Equivalent : Mine)

Velocity	170	*Acceleration*	600
Duration	360	*Lock Time*	n.a.
Lock Range	5,000	*Damage*	520
Max Yaw	55	*Refire Delay*	1.0
Max Pitch	55	*Spoof %*	50

Cerberus Missile

(Confed Equivalent : Friend or Foe)

Velocity	2,100	*Acceleration*	2,300
Duration	8	*Lock Time*	n.a.
Lock Range	18,000	*Damage*	280
Max Yaw	95	*Refire Delay*	2.0
Max Pitch	100	*Spoof %*	65

Hades Missile

(Confed Equivalent : ELRAR)

Velocity	2,500	*Acceleration*	2,500
Duration	12	*Lock Time*	1.0
Lock Range	8,000	*Damage*	900
Max Yaw	115	*Refire Delay*	2.0
Max Pitch	115	*Spoof %*	55

Medusa Missile

(Confed Equivalent : Image Recognition)

Velocity	2,200	*Acceleration*	2,500
Duration	12	*Lock Time*	1.0
Lock Range	8,000	*Damage*	400
Max Yaw	115	*Refire Delay*	2.0
Max Pitch	115	*Spoof %*	55

Turreted Medusa

(Confed Equivalent : Turreted ImRec)

Velocity	2,200	*Acceleration*	2,500
Duration	7	*Lock Time*	2.0
Lock Range	6,000	*Damage*	250
Max Yaw	90	*Refire Delay*	Varies - at least 20
Max Pitch	90	*Spoof %*	55

Proteus Missile

(Confed Equivalent : Tracker MIRV)

Velocity	2,100	*Acceleration*	2,300
Duration	9	*Lock Time*	n.a.
Lock Range	18,000	*Damage*	280
Max Yaw	95	*Refire Delay*	2.0
Max Pitch	100	*Spoof %*	65

Poseidon Torpedo

(Confed Equivalent : Pike)

Velocity	1,200	*Acceleration*	700
Duration	18	*Lock Time*	8.0
Lock Range	18,000	*Damage*	2300
Max Yaw	25	*Refire Delay*	2.0
Max Pitch	25	*Spoof %*	50

Scylla Mine Cluster

(Confed Equivalent : None)
Cluster which splits in to five mines after a few seconds.

Velocity	170	*Acceleration*	600
Duration	16 hours	*Lock Time*	n.a.
Lock Range	4,000	*Damage*	820
Max Yaw	55	*Refire Delay*	2.0
Max Pitch	55	*Spoof %*	50

Mission Percentage Ratings

Your overall percentage is decided by these factors:

- Objective Ratio (Up to 65% of final score)
- Damage Ratio (Up to 20% of final score)
- Missile Accuracy (Up to 10% of final score)
- Gun Accuracy (Up to 5% of final score)

Your rating screen will also include if you used Invulnerability or not.

System Damage

There are four systems in your fighter that can take damage. These systems are gradually repaired unless the damage to that system hits 100%. If this happens, the system won't be repairable and the system will not function anywhere near its full potential. For every percent of damage your armor takes, there is an equal percent chance that a system on this side will take damage.

Afterburners
These can be damaged when the rear segment of your ship takes damage, and fire only one time in twenty when the system has 100% damage.

Shields
These can be damaged when the side segments of your ship take damage, and take twenty times as long to recharge when the system has 100% damage.

Guns
These can be damaged when the forward segment of your ship takes damage, and fail to fire 50% of the time when the system has 100% damage.

Radar
This takes damage when the forward segment of your ship takes damage, and is visible only 5% of the time when the system has 100% damage.

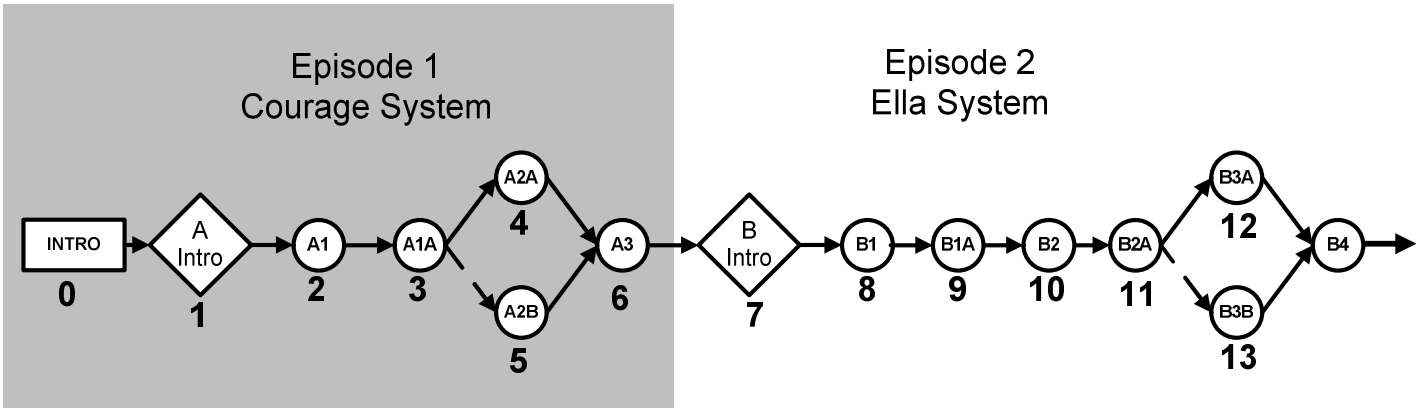
Diverting Power

Diverting System Power
By default, your shields, guns and engines get an equal share of power. Although it is inadvisable to alter this, you may prefer to divert your engine power to the other systems and rely on your afterburners.

Diverting Shield Power
By default shield power is equally divided between front and rear. The only time that altering this is practical is when making torpedo runs, putting power to front on the way in, and power to rear when withdrawing. Use only when no fighters can attack you.

Missions

Mission Flowchart



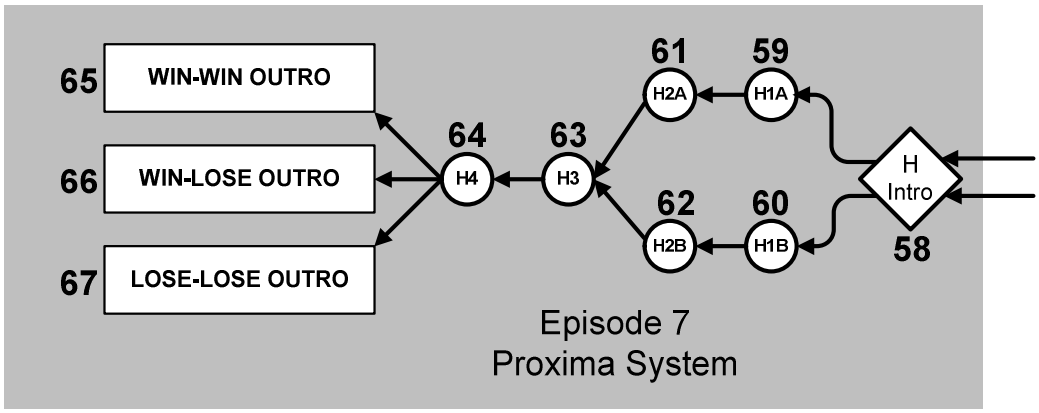
WIN

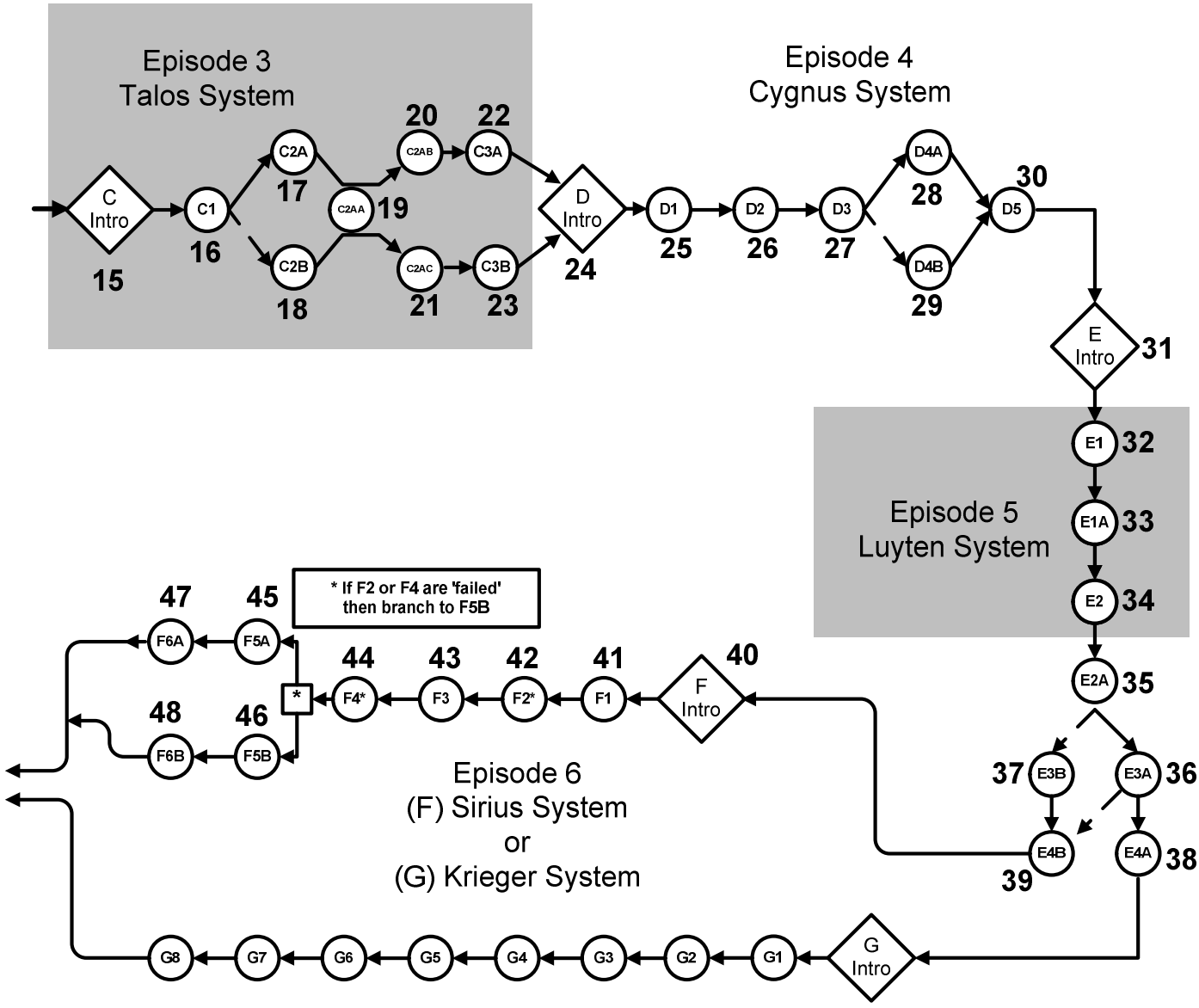
LOSE

8 Series (A - H) - 56 Missions Total

A, B, C, D, E, F, H - Total Missions = 48 Play Thru = 36

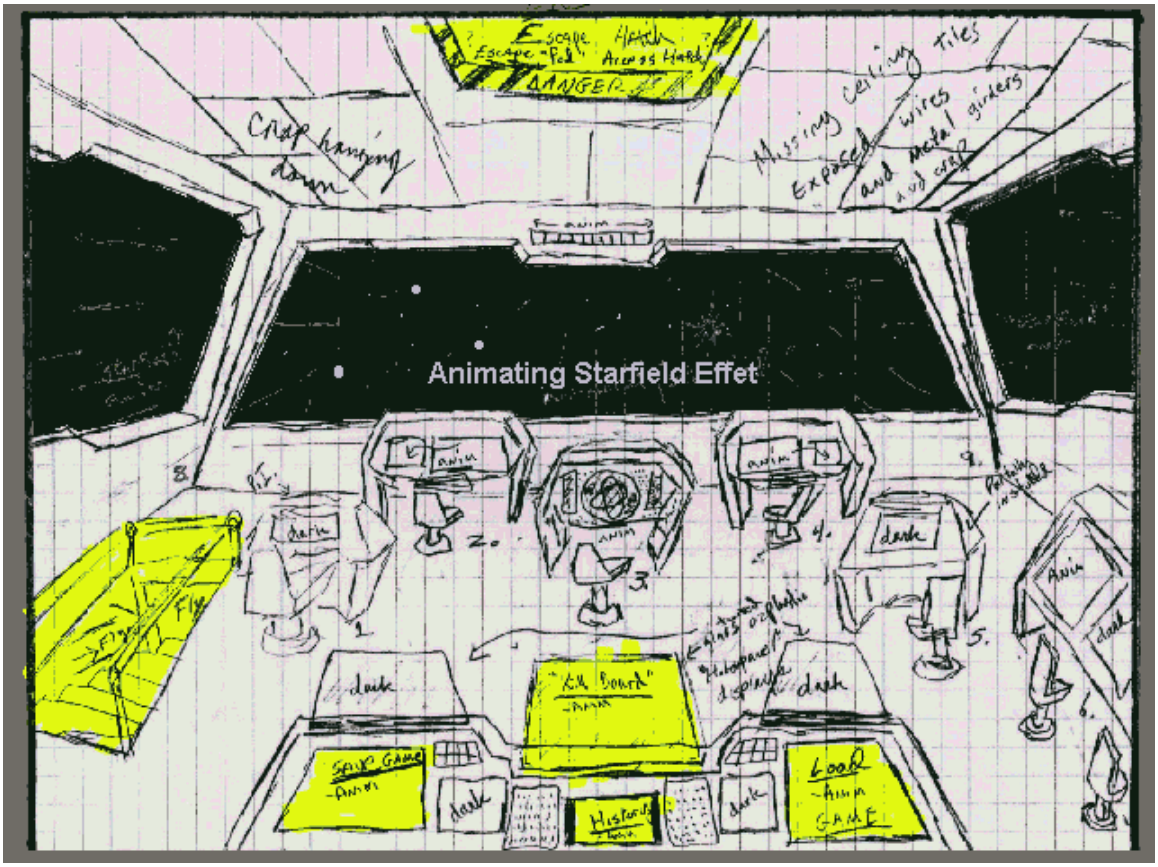
A, B, C, D, E, G, H - Total Missions = 48 Play Thru = 38




Episode 3
Talos System
C Intro
15
C1
16
C2A
17
C2B
18
C2AA
19
C2AB
20
C2AC
21
C3A
22
C3B
23
D Intro
24
Episode 4
Cygnus System
D1
25
D2
26
D3
27
D4A
28
D4B
29
D5
30
E Intro
31
E1
32
E1A
33
E2
34
Episode 5
Luyten System
E2A
35
E3A
36
E3B
37
E4A
38
E4B
39
F Intro
40
F1
41
F2*
42
F3
43
F4*
44
*
45
F5A
46
F5B
47
F6A
48
F6B
* If F2 or F4 are 'failed' then branch to F5B
Episode 6
(F) Sirius System
or
(G) Krieger System
G Intro
G1
G2
G3
G4
G5
G6
G7
G8

Episode I:

DEEP BLACK



MISSIONS

AI: Courage – The Capricious Carrier

Combat Summary – TCSC 29.1

Primary Objectives
Patrol All NAV Points
Destroy Escaping Morays (Added at NAV 2)

Secondary Objectives
None

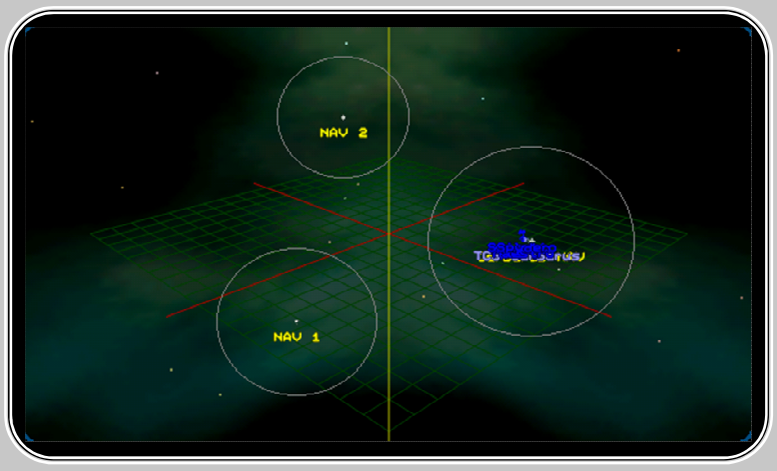
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo wing (Panthers) : Spyder (wing leader), Amazon, Stiletto

Briefing. The following information is classified: Your wing will provide close escort and tactical security during *Cerberus'* maiden voyage. Patrol this route. *Cerberus* will use your NAV system data to calibrate her jump detection software.



Alien Forces

NAV 1 –
Wave 1 4 Moray
Wave 2 3 Moray
2 Stingray
NAV 2 – 4 Manta
2 Moray

Notes

- Wave 1 at NAV 1 appears shortly after your wingmen report nothing in the area.
- The Stingrays in the second wave pose little threat as three are required to cluster and they have no missiles, so concentrate on the Morays first.
- The two Morays at NAV 2 immediately run for the jump point. Although you have plenty of time to catch them, you can gain a little extra time by pressing the forward view key (F1) instead of watching the flyby.

Success / Failure

Success / Failure go to A1a.

Ala: Courage – Scramble / Ambush

Combat Summary – TCSC 80.2

Primary Objectives
Defend Cerberus

Secondary Objectives
None

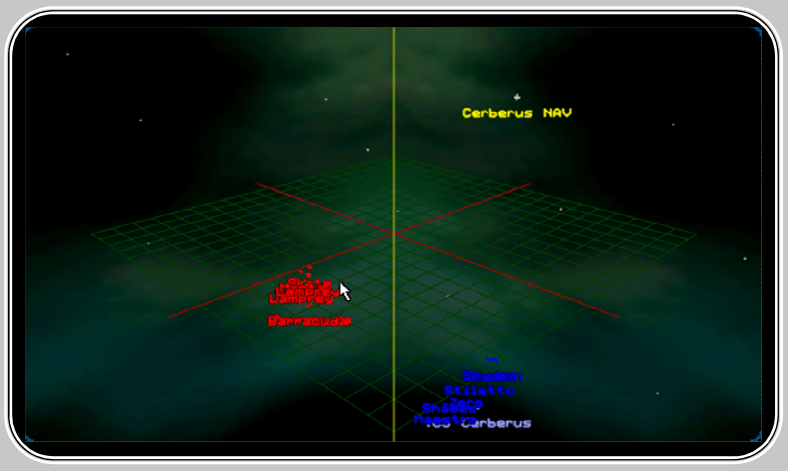
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Wasp

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers) : Spyder (Wing leader), Amazon, Stilleto

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

***Cerberus* NAV**

Wave 1	2 Barracuda
	2 Skate
	4 Manta
	2 Lamprey
Wave 2	4 Lamprey
	4 Skate
	4 Moray
	2 Skate B

Notes

- Engage your booster as soon as possible right at the start of the mission. If you engage them too late you might ram one of the other ships or fly straight past them all together.
- Leave the Barracudas until the end of the mission. They pose little threat as long as you stay out of their gun sight.
- At the end of the mission, if your wingmen haven't shot the Barracudas down already you can expend your ordnance on them, or let the Cerberus BFG do its thing.

Success / Failure

Success / Failure and Success in A1

go to A2a.

Success / Failure and Failure in A1

go to A2b.

A2a: Courage – Straight On Out

Combat Summary – TCSC 40.6

Primary Objectives
Escort Cerberus to Jump-Point

Secondary Objectives
None

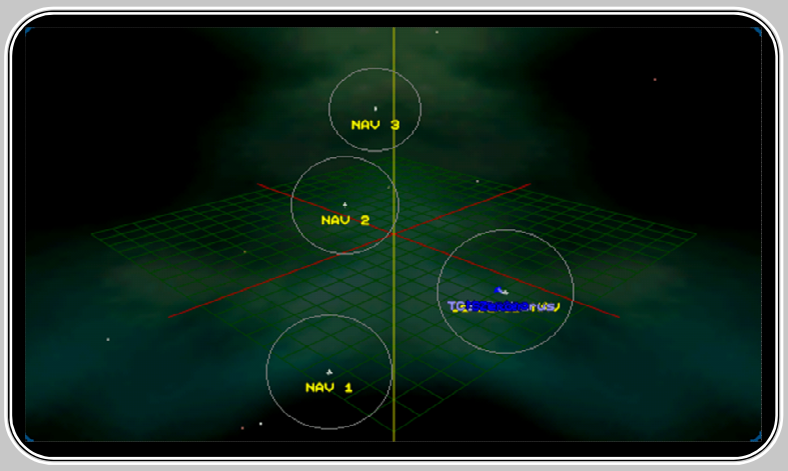
Bonus Objectives
Eliminate 75% of Alien Fighters
Eliminate 75% of Alien Bombers

Your Ship "Black" Panthers

Wingmen Maestro, Spyder, Zero

Other Friendly Ships *Cerberus*

Briefing. An alien presence in this system has been confirmed. To maximize our chances of survival, we must reach the jump to Ella system. Failure will mean being trapped in this system by an unknown number of alien forces. Escort Cerberus to this point. Due to Alpha wing's quick action, we should be able to take a straight and fast path to the jump.



Alien Forces

NAV 1 –	3 Moray
	4 Skate
NAV 2 –	
Wave 1	2 Red Manta
	2 Manta
	2 Moray
	3 Skate
Wave 2	2 Red Manta
	2 Manta
	4 Moray
	2 Skate
NAV 3 –	2 Red Manta
	6 Moray

Notes

- The alien wings at NAV 1 aren't much to worry about. If they attack Cerberus, they can only harm its turrets, not its main components. Try not to take any damage here as the battle has only just begun.
- At NAV 2 you will face a total of 19 fighters. Nine fighters start at a jump point, and nine more arrive when about five of the original fighters have been destroyed.
- Remember to try to destroy any red Mantas before anything else. Your Cerberus can take a lot of damage in this mission, but luckily it doesn't carry over to the next mission.
- If shooting down torpedoes is your style, be careful if you are trying to shoot them down from behind. If too many shots miss the torpedo and hit Cerberus, Confed ships will attack you.

Success / Failure

Success / Failure go to A3.

A2b: Courage – Long Way Out

Combat Summary – TCSC 66.2

Primary Objectives
Escort Cerberus to Jump-Point

Secondary Objectives
None

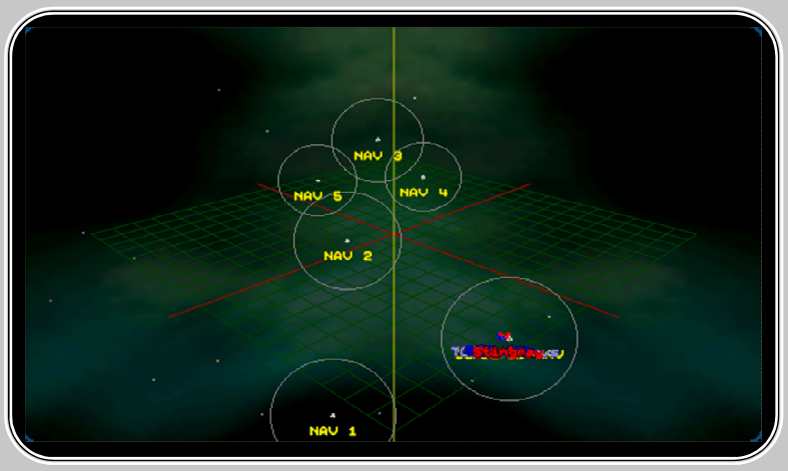
Bonus Objectives
Eliminate 75% of Alien Fighters
Eliminate 75% of Alien Bombers

Your Ship "Black" Panther

Wingmen Spyder, Maestro

Other Friendly Ships Cerberus, Bravo Wing (Vampires) : Zero(Wing Leader), Amazon, Stiletto

Briefing. An alien presence in this system has been confirmed. To maximise our chances of survival, we must reach the jump to Ella system. Failure will mean being trapped in this system by an unknown number of alien forces. Escort Cerberus to this point. Due to Alpha wing's failure in containment of the alien patrol, we will take a diversionary route to improve our chances of avoiding capture.



Alien Forces

Cerberus	2 Red Manta
	4 Stingray
NAV 1 –	4 Manta
	4 Moray
NAV 2 –	
Wave 1	4 Manta
	1 Devil Ray
Wave 2	4 Moray
	1 Devil Ray
NAV 3 –	2 Skate T
	2 Skate B
	1 Devil Ray
	4 Moray
NAV 4 –	2 Skate T
	2 Skate B
	1 Devil Ray
	4 Moray
NAV 5 –	1 Hydra
	4 Manta
	6 Stingray
	4 Moray

Notes

- Bugs. Over 80 of them, including the individual skates that arrive when you blow up a big one. This mission is a test of endurance for you and your wingmen who are almost definitely going to punch out before the end of the mission.
- You just can't get an advantage in this one. Go for the bombers, and the fighters will attempt to jam several dozen missiles up your tail pipe. Go for the fighters and the Cerberus will be screaming for help in no time. All you can do it try to stay close to the Cerberus using her turrets to your advantage, and attack any Mantas and Devil Rays first. The Devil Rays seem to like picking off turrets while Mantas just try to destroy anything transmitting a Confed signal.
- If you make it to NAV 5 in more or less one piece and feel like a challenge, you can always try to knock out all of the turrets on the Hydra. This isn't one of your objectives and it is impossible to actually destroy the whole Hydra (you don't have torpedoes) but feel free to take it as a challenge.

Success / Failure

Success / Failure go to A3.

A3: Courage – Visit To Aunt Ella

Combat Summary – TCSC 68.7

Primary Objectives
Defend Cerberus

Secondary Objectives
None

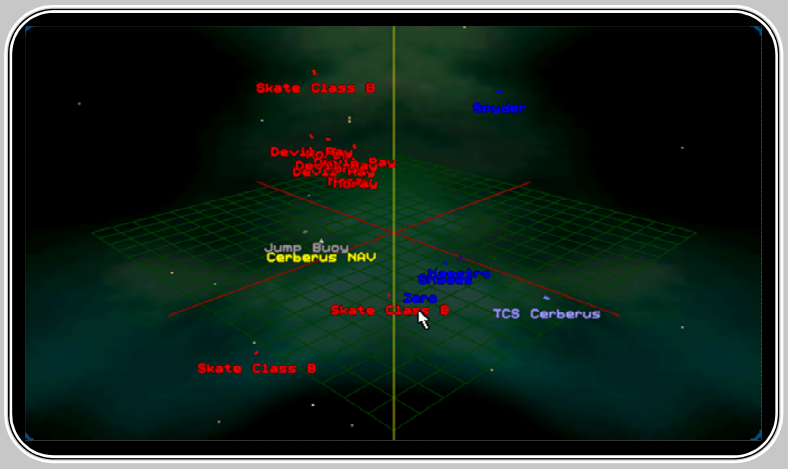
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Vampire

Wingmen Maestro, Zero, Spyder

Other Friendly Ships *Cerberus*

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus

Wave 1	4 Moray
	4 Devil Ray
	3 Skate B
Wave 2	4 Moray
	4 Devil Ray
	6 Stingray

Notes

- This mission shouldn't be too much of a problem as none of the aliens can launch torpedoes. The plasma cannon on clustered stingrays can do the damage though, so make sure to break up the clusters ASAP.
- The 8 Devil Rays in this mission will give the *Cerberus'* turrets serious grief so if you want that little extra help from *Cerberus* take out the Devil Rays quick.

Success / Failure

Success / Failure go to B1.

Episode 2:

THICKENING

BI: Ella – Fresh Start

Combat Summary – TCSC 1096.AO

Primary Objectives
Escort and Defend the *Cerberus*

Secondary Objectives
None

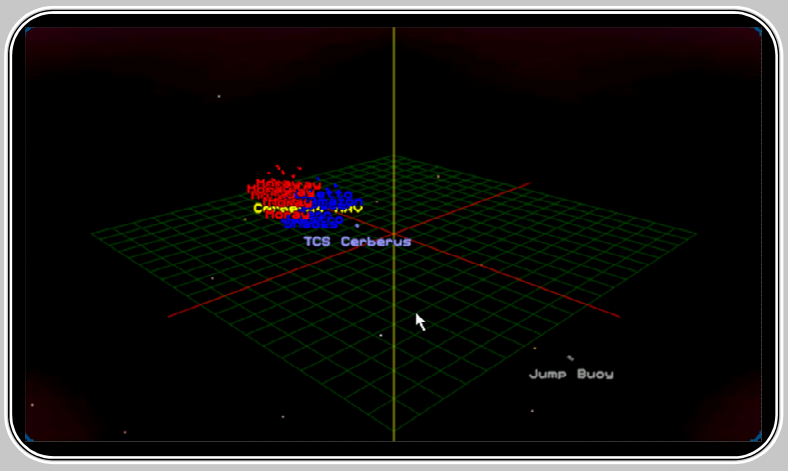
Bonus Objectives
Eliminate 50% of Alien Fighters

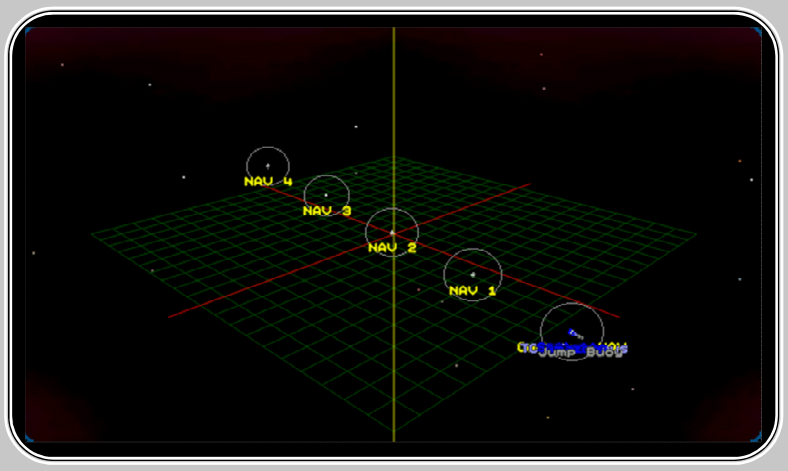
Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon

Briefing. There is no briefing before this mission. It is a scramble.





Alien Forces

Cerberus –	9 Moray
NAV 1 –	10 Moray
	1 Manta
NAV 2 –	2 Red Manta
	6 Moray
NAV 3 –	3 Moray
	1 Red Manta
	2 Manta
	5 Stingray
NAV 4 –	3 Moray
	2 Red Manta
	2 Manta
	1 Devil Ray

Notes

- There is little that can or actually try to hurt C*erberus* at the first three NAV points, so use guns at those points and save your missiles for the last two points.
- Be especially careful of asteroids and the C*erberus'* BFG in this mission. If you are able to, try to herd your target in to the BFG stream or in to an asteroid. Don't take unnecessary risks.

Success / Failure

Success / Failure go to B1a.

B1a: Ella – Unfriendly Terms

Combat Summary – TCSC 2100.X4

Primary Objectives
Patrol All NAV Points

Secondary Objectives
None

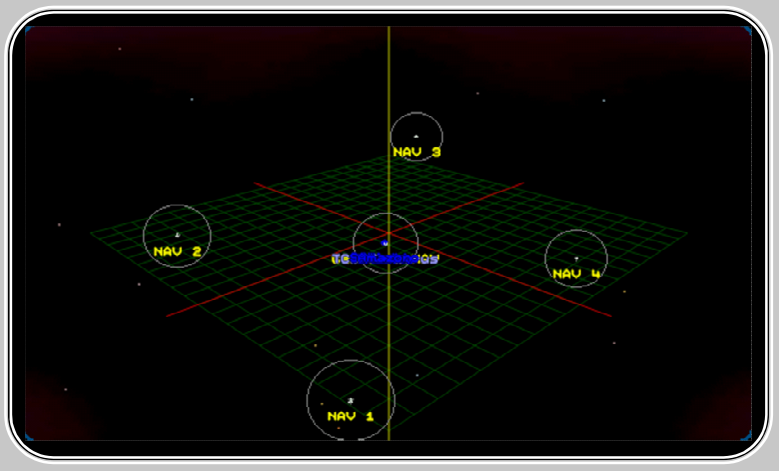
Bonus Objectives
None

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships 4 Excalibur's join you at NAV 3 and escort you to NAV 4

Briefing. The specific depth of alien concentration in the Ella system remains unknown. Fighters from *Cerberus* will patrol the immediate area to determine the strength of the alien resistance. Lead our Alpha wing along this NAV route. Eliminate all enemy craft you encounter and return to *Cerberus*.



Alien Forces

NAV 1 –	4 Moray
	3 Manta
NAV 2 –	5 Stingray
	4 Moray
NAV 3 –	4 Moray
	3 Manta
	4 Stingray
NAV 4 –	4 Moray
	4 Stingray
	1 Devil Ray

Notes

- This mission is a long patrol, and you'll need all the help you can get, so defend your wingmen as much as possible, and break up the party attacking the Excalibur's as soon as possible.
- The stingrays at NAVs 2, 3, and 4 will try to cluster, and if they do, their plasma cannon will tear you or your wingmen to shreds, so break up any clusters quickly.

Success / Failure

Success / Failure go to B2.

B2: Ella – Deep Strike One

Combat Summary – TCSC 7020.00

Primary Objectives

Eliminate Destroyer (Deleted if bombers escape.)
Eliminate Bombers (Added at NAV 2)

Secondary Objectives

Eliminate Alien Transports

Bonus Objectives

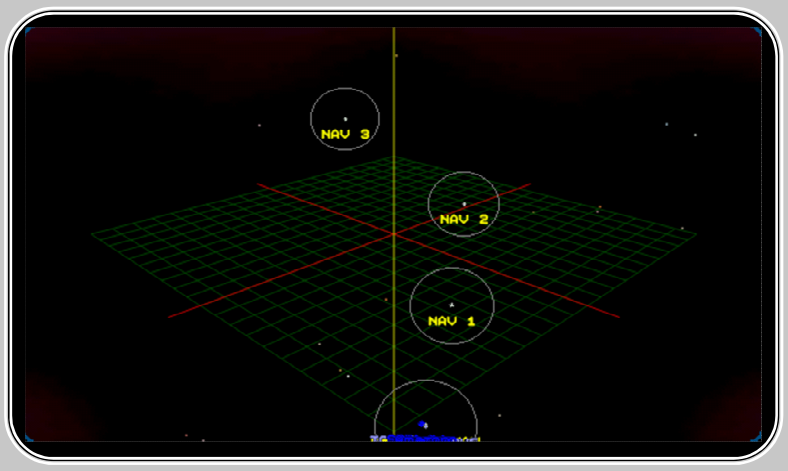
None

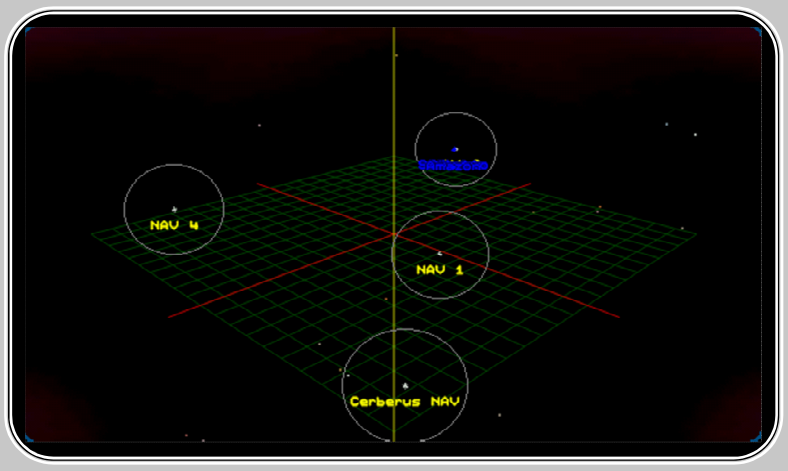
Your Ship "Black" Shrike

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excalibur's, 3 Thunderbolts at NAV 3

Briefing. Ella starbase is within range of our coded transmissions. Patrols from her defense squad report a Destroyer-class alien vessel in this area. Follow this NAV route and eliminate any capital ships you encounter.





Alien Forces

NAV 1 –
5 Moray
3 Manta

NAV 2 –
3 Red Manta
6 Moray

NAV 3 –
(Only if NAV 2 Bombers are destroyed)
1 Orca
2 Triton
2 Barracuda
4 Moray
5 Manta

NAV 4
(Only if NAV2 Bombers escape)
5 Red Manta
3 Manta
4 Morey
2 Triton

Cerberus
(Only if NAV 4 Bombers Escape)
3 Red Manta
4 Morey

Notes

- Your actions in this mission will affect the course of the game. Try not to use any missiles at NAV 1 since you will need them later.
- When you reach NAV 2, let loose with some missiles. The red Mantas are trying to escape to attack Ella, and if they do escape, your mission will fail.
- As soon as you arrive, order your wingmen to attack the Manta that is furthest away. Target the nearest Manta and keep pummeling with Mosquito missiles and guns until it dies. Repeat with the second Manta, making sure to destroy it as quickly as possible. If the last Manta is still alive attack that as well, using Artemis missiles if you can't catch up with it.
- At NAV 3 be sure to take out a good load of fighters before going in for torpedo runs. Use up the rest of your missiles at this NAV point.
- When going in for torpedo runs on the Triton transports, it is essential that you take out any turrets before launching torpedoes at it. The turrets are extremely good at shooting down your torpedo's, and if too many miss you won't have enough to finish the job.

Success / Failure

Success / Failure go to B2a.

B2a: Ella – Phase Focus

Combat Summary – TCSC 7031.0A

Primary Objectives
Rendezvous with Confed Convoy
Escort and Defend Friendly Ships

Secondary Objectives
None

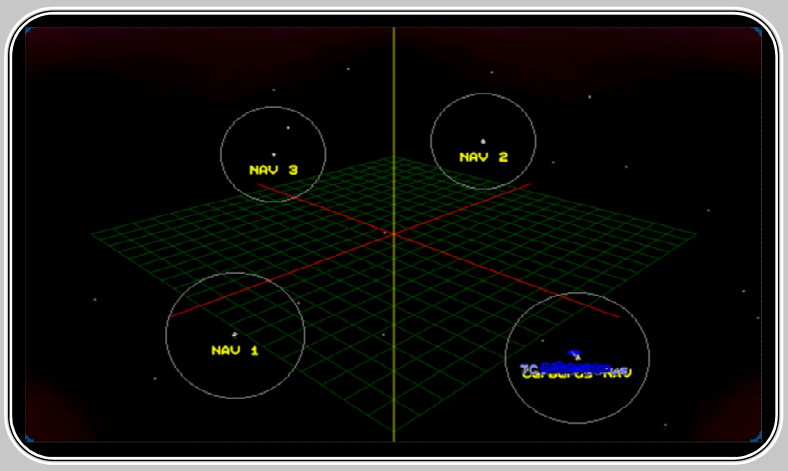
Bonus Objectives
None

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships 1 Plunkett (TCS *Tereshkova*), 2 Murphy's (TSC *Leonov* and *Kuznetsova*), 3 Excalibur's, and 3 Tigershark's at NAV 3

Briefing. The TCS *Tereshkova*, a Plunkett-class cruiser, and two Murphy-class destroyers will be jumping in from the Vespus system shortly. Patrol the area between the *Cerberus* and this jump point eliminating all hostile forces encountered. Rendezvous with the *Tereshkova* at the jump point and escort her back to *Cerberus*.



Alien Forces

NAV 1 – 4 Moray
3 Manta
NAV 2 – 5 Skate
4 Moray
NAV 3 – 2 Devil Ray
9 Red Manta
4 Stingray

Notes

- This is the mission that introduces you to the Plunkett class cruiser, and the Murphy class destroyer. They are heavily armed, and can do serious damage to fighters, but with nine red Mantas in the area, they are bound to take damage. Just make sure none get destroyed.

Success / Failure

Success / Failure *and* Success in B2

go to B3a.

Success / Failure *and* Failure in B2

go to B3b

B3a: Ella – Back Yard Sweep

Combat Summary – TCSC 0055.CC

Primary Objectives
Escort and Defend the Cerberus

Secondary Objectives
None

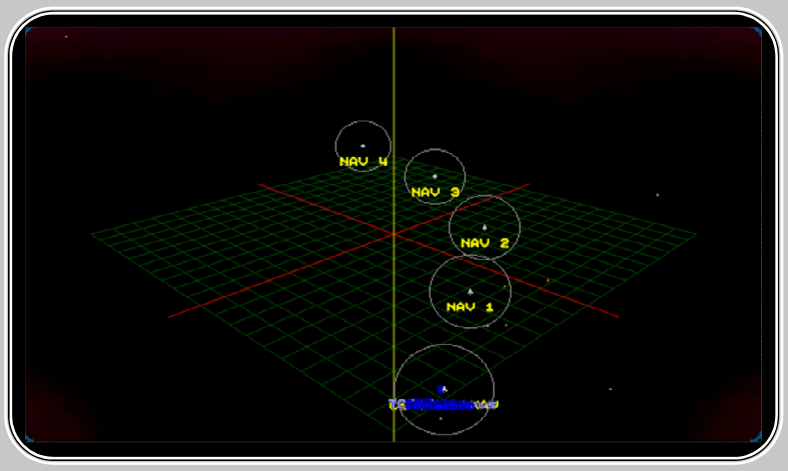
Bonus Objectives
Eliminate 50% of Alien Fighters

Your Ship "Black" Panther

Wingmen Maestro, Zero

Other Friendly Ships Bravo wing (Panthers) : Spyder (Wing leader), Stiletto, Amazon

Briefing. Sweep this NAV route alongside *Cerberus*. Protect the cruiser on approach to the Cygnus jump point. Clear all NAV points of alien craft.



Alien Forces

NAV 1 –	4 Moray 2 Red Manta
NAV 2 –	4 Moray 5 Stingray
NAV 3 –	3 Moray 1 Red Manta 5 Stingray
NAV 4 –	3 Moray 2 Red Manta 6 Stingray

Notes

- Again, you have to defend the *Cerberus*, as it will come under heavy attack. Make the bombers your first priority.
- The Stingray clusters will do cap-ship damage too, so break them up quickly. When there are two or less Stingrays at one point, they can do little more damage.

Success / Failure

Success / Failure go to B4

B3b: Ella – The Unwelcome

Combat Summary – TCSC 0078.C9

Primary Objectives
Defend Ella Starbase
Escort and Defend the *Cerberus*

Secondary Objectives
None

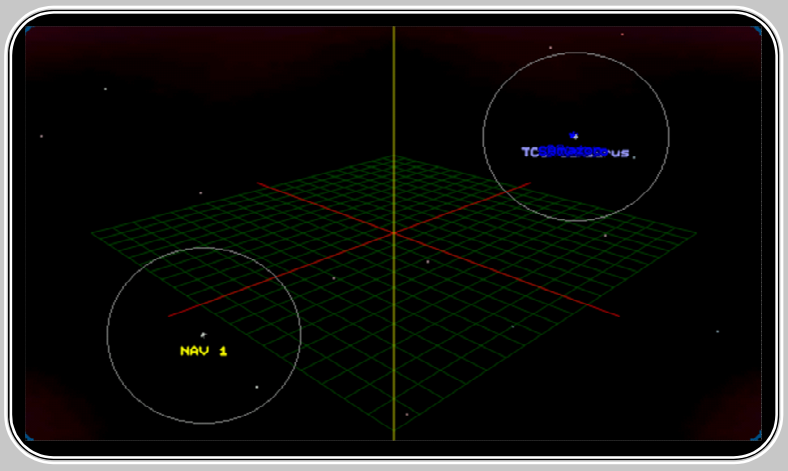
Bonus Objectives
Eliminate 50% of Alien Fighters

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 5 Excalibur's, 3 Thunderbolts at NAV 1

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1 –	1 Orca
	2 Red Manta
	4 Devil Ray
	14 Skate
NAV 2 –	4 Moray
	5 Stingray
NAV 3 –	3 Moray
	1 Red Manta
	3 Stingray
NAV 4 –	4 Moray
	1 Red Manta
	4 Stingray

Notes

- Forget the fighters, get the Orca first. After a minute or so, it'll start launching cap-ship missiles at Ella until it's destroyed.
- Your Panther has a bomber loadout, so take out the Orca's shield generators, then order your wingmen to attack either the bridge or engines. Use your light torpedoes, then go for the fighters. Try to destroy any cap-ship missiles if you can.

Success / Failure

Success / Failure go to B4

B4: Ella – Path to Cygnus

Combat Summary – TCSC 0102.0A

Primary Objectives
Escort Cerberus to Jump-Point
Eliminate Alien Fighters

Secondary Objectives
None

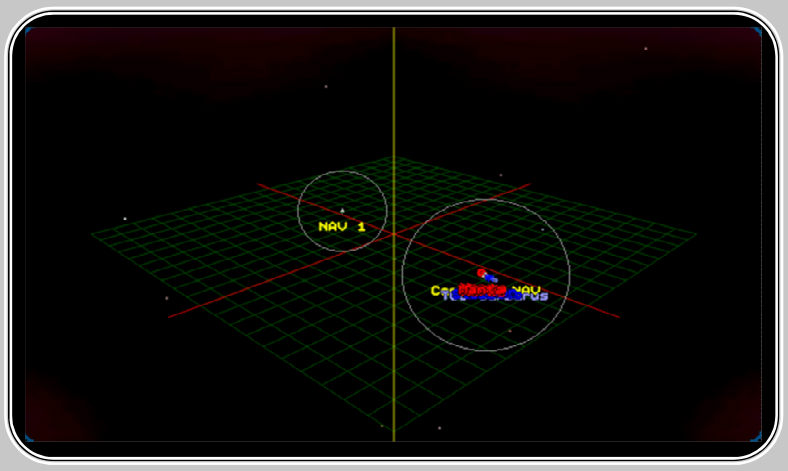
Bonus Objectives
None

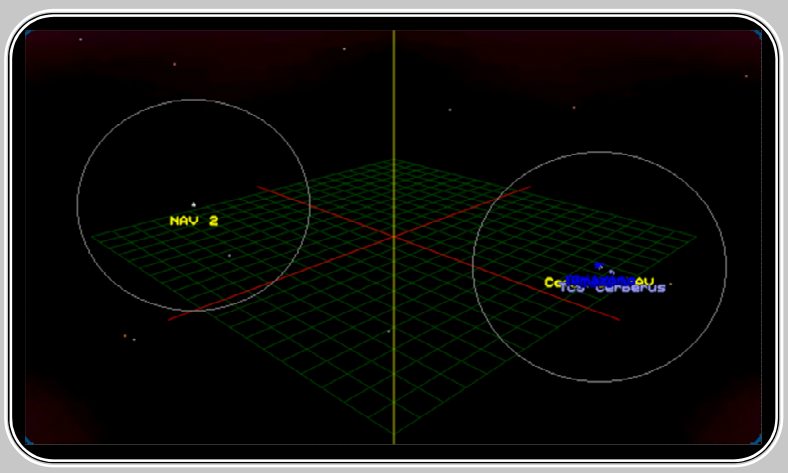
Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon

Briefing. Cerberus will now attempt to jump into Cygnus. Alien forces are in pursuit and may over-take our position near the jump point. Escort Cerberus along this route as quickly as possible. If Cerberus can reach the jump point before the majority of the alien fleet arrives, we will be able to enter the Cygnus system undetected.





Alien Forces

Cerberus

Wave 1 –	9 Moray
	4 Manta
Wave 2 –	7 Moray
	3 Red Manta
NAV 2 –	6 Moray
	4 Stingray
	1 Devil Ray

Notes

- Defending the C*erberus* on this mission is easy, just the hidden surprise may catch you off guard.
- No matter what you do, no matter how hard you try, you can't stop the alien forces blocking the Cygnus jump point, so you run along to Talos, OK?

Success / Failure

Success / Failure go to C1

Episode 3:

HIDE AND SEEK

CI: Talos – Friends In Need

Combat Summary – TCSC 086.99

Primary Objectives
Rescue *Shy Meadows*

Secondary Objectives
None

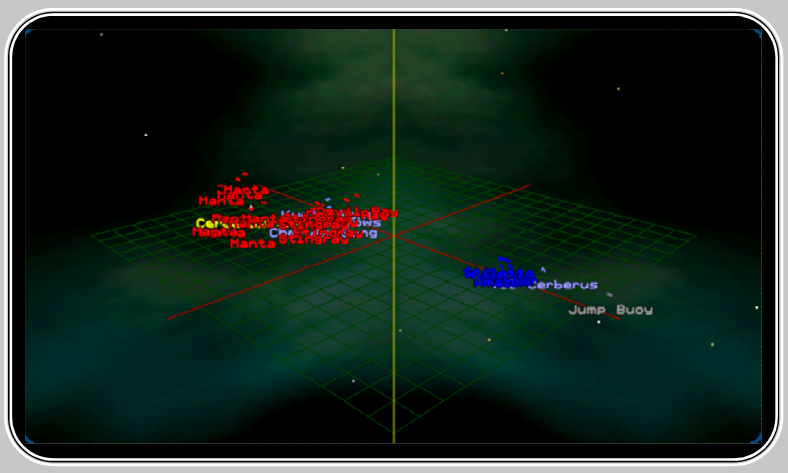
Bonus Objectives
Rescue *Kyoto Rose*
Rescue *Cheryl's Song*

Your Ship "Black" Wasp

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Wasps): Spyder (Wing leader), Stiletto, Amazon.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus

Wave 1 –	5 Stingray
	9 Red Manta
	2 Devil Ray
Wave 2 –	7 Stingray
	7 Red Manta
	2 Manta
	2 Devil Ray

Notes

- Time is of the essence here. Take too long and the transports won't stand a chance. As soon as you start the mission, hit your booster and switch to swarmer missiles.
- Target the closest red Manta in the NAV map, and head for that. Two Devil Rays will try to intercept you on the way, but only stop to take them out if they are causing serious trouble.
- Use your swarmers on the Mantas, and remember to keep the Manta in view after you fire. As soon as your target goes down, go back to the NAV map and choose another.
- To win this mission you MUST save the *Shy Meadows*. Saving the other transports are bonus objectives.

Success / Failure

Success go to C2a.

Failure go to C2b

C2a: Talos – Circumvention

Combat Summary – TCSC 087.01

Primary Objectives
Escort and Defend the *Cerberus*

Secondary Objectives
Escort and Defend Civilian Transport(s)

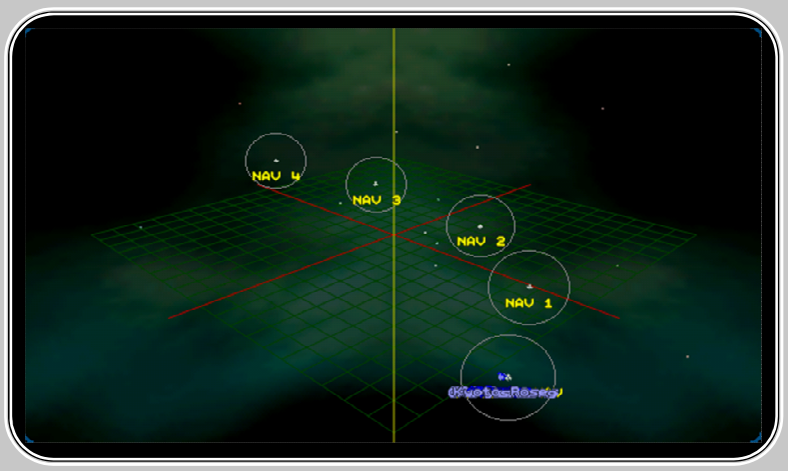
Bonus Objectives
Eliminate 50% of Alien Fighters

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excalibur's at NAV 4.

Briefing. Intel believes that the aliens are massing for a strike on the Sol system. *Cerberus* must reach Cygnus system to divide alien forces and improve Confed's chances of repelling this large-scale attack. To achieve this, *Cerberus* must first reach Talos station. Escort *Cerberus* along this NAV route. Once we have arrived at the station you will be cleared to land.



Alien Forces

NAV 1 –	3 Red Manta
	5 Manta
	7 Moray
NAV 2 –	2 Red Manta
	5 Manta
	5 Moray
NAV 3 –	1 Red Manta
	2 Manta
	7 Moray
NAV 4 –	3 Red Manta
	2 Manta
	5 Moray

Notes

- This mission is easy compared to the one you get if you lose C1. Simply hit all the NAV points. There are no hidden surprises.
- As usual, the red Mantas are trying to make life difficult/non-existent for the people on *Cerberus*. Don't let them.
- At NAV 4, Talos station is under attack. The red Mantas will either go for the *Cerberus*, or the station, so destroy them as soon as possible. Let your wingmen handle the Morays.

Success / Failure

Success / Failure go to C2AA

C2b: Talos – The Clean Blitz

Combat Summary – TCSC 088.AA

Primary Objectives

Escort and Defend the *Cerberus*
Eliminate Destroyer (Added at NAV 3)

Secondary Objectives

None

Bonus Objectives

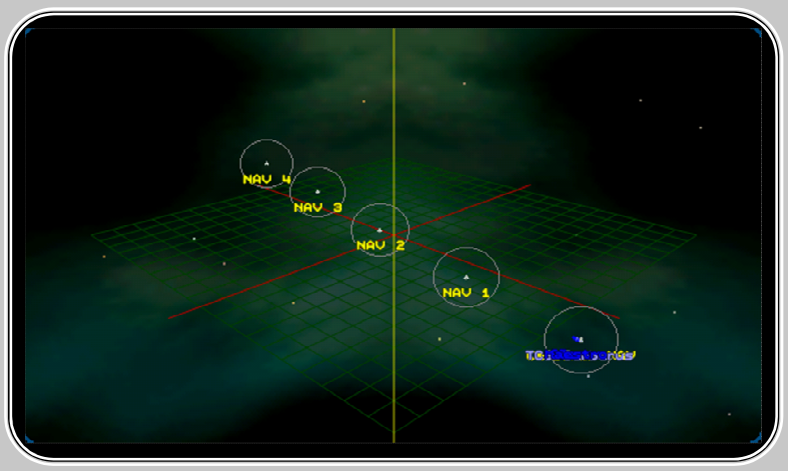
Rescue *Babylonia* (Added after distress call)
Rescue *Santa Anna* (Added after distress call)
Escort and Defend Civilian Transports (Added at NAV 5)

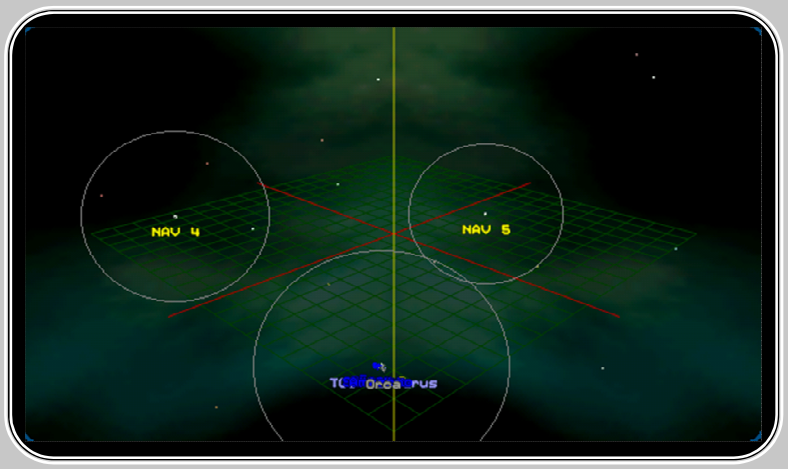
Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Shrikes):Spyder (Wing leader), Stiletto, Amazon at NAV3. 2 Excalibur's at NAV4. 1 Excalibur, 2 Thunderbolts, *Babylonia*, *Santa Anna* at NAV5

Briefing. Intel believes that the aliens are massing for a strike on the Sol system. *Cerberus* must reach Cygnus system to divide alien forces and improve Confed's chances of repelling this large-scale attack. To achieve this, *Cerberus* must first reach Talos station. Escort *Cerberus* along this NAV route. Once we have arrived at the station you will be cleared to land.





Alien Forces

NAV 1 –
5 Manta
3 Red Manta
3 Moray

NAV 2 –
5 Manta
2 Red Manta
2 Moray

NAV 3 –
1 Orca
2 Barracuda
1 Red Manta
4 Moray
3 Manta

NAV 4 – (if you hit NAV 5)
2 Manta
2 Red Manta
5 Moray

NAV 4 – (if you skip NAV 5)
4 Manta
3 Red Manta
5 Moray

NAV 5 –
5 Moray
2 Red Manta
3 Manta
3 Stingray

Notes

- A straight forward escort mission? You didn't really believe that did you?
- Nice destroyer those bugs have got at NAV 3. Shame your Panther can't take it out. Just destroy the fighters and let the Bombers launch and do their thing.
- Now you get a distress call. If you want to help out and earn those bonus points, go to your NAV map and select the new NAV 5. If you decide not to help, I hope you can live with yourself as you hear the convoy die just as you hit NAV 4.
- At NAV 4, Talos station is under attack. The red Mantas will either go for the C*erberus*, or the station, so destroy them as soon as possible. Let your wingmen handle the Morays.

Success / Failure

Success / Failure go to C2aa

C2aa: Talos – Hidden Foes

Combat Summary – TCSC 090.0C

Primary Objectives
Patrol All NAV Points

Secondary Objectives
None

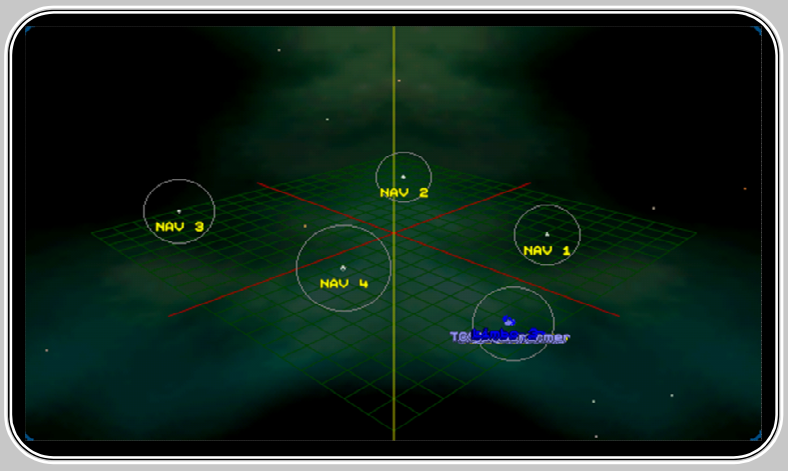
Bonus Objectives
Destroy Alien Transports (Added at NAV 3)

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon, 3 Excalibur's, 3 Thunderbolts

Briefing. The TCS *Foehammer* has arrived to aid the situation here in Talos System. You will be flying a combined patrol with a flight of Excalibur's from the *Foehammer*. Patrol all NAV points and eliminate all enemy forces encountered.



Alien Forces

NAV 1 –	3 Manta
	11 Moray
NAV 2 –	6 Manta
	2 Stingray
	7 Moray
NAV 3 –	4 Manta
	1 Devil Ray
	4 Moray
	2 Triton
	7 Skate
NAV 4 –	4 Stingray
	6 Moray

Notes

- Nice and easy. You've got so much help this time around that you should have no trouble completing the primary objective.
- The other objectives are a different matter. The transports running for the jump point at NAV 3 are extremely tricky to stop and they will jump if they are not completely destroyed, so if you want any chance of nailing them, get the fighters quickly so the Thunderbolts can do their thing.

Success / Failure

Success / Failure and Success in C1
go to C2ab.

Success / Failure and Failure in C1
go to C2ac.

C2ab: Talos – The Great Forbidden

Combat Summary – TCSC 104.82

Primary Objectives
Escort and Defend Civilian Transports

Secondary Objectives
None

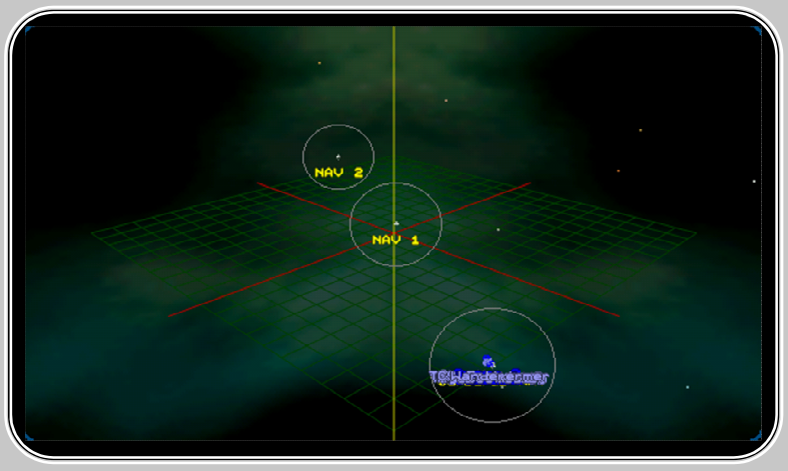
Bonus Objectives
None

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excalibur's

Briefing. The civilian transport craft under our protection must be escorted to the Sol system jump point. Follow this NAV route and defend the civilian transports. When the craft have made their jump to Sol system, return to Cerberus for further briefing.



Alien Forces

NAV 2 –

Wave 1	4 Red Manta
	8 Moray
Wave 2	2 Barracuda
	2 Red Manta
	4 Moray

Notes

- Protecting the transports on this mission should be a doddle. The alien forces aren't exactly overwhelming
- The Morays will try to draw you away from the red Mantas so they can launch their torpedoes. Don't let them.

Success / Failure

Success / Failure go to C3a

C2ac: Talos – Careful Steps

Combat Summary – TCSC 104.CO

Primary Objectives
Patrol All NAV Points

Secondary Objectives
None

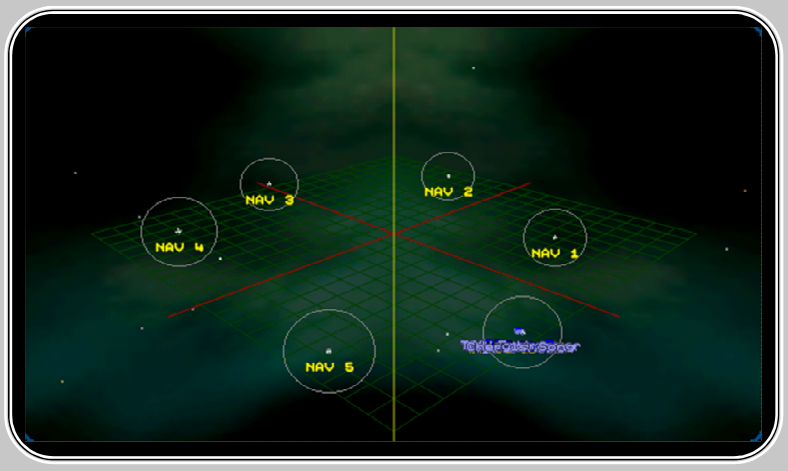
Bonus Objectives
None

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excalibur's

Briefing. Talos system remains heavily populated with alien craft. Patrol this NAV route and eliminate all enemy vessels you encounter. When your patrol is complete, return to *Cerberus*.



Alien Forces

NAV 3 –	
Wave 1	6 Skate
	4 Moray
	4 Lamprey
	1 Devil Ray
Wave 2	6 Skate
NAV 5 –	
Wave 1	2 Manta
	4 Skate
	4 Moray
	2 Devil Ray
Wave 2	2 Moray
	2 Skate
	2 Manta
Cerberus –	3 Lamprey
	2 Devil Ray
	10 Stingray

Notes

- Only two of your patrol points have alien forces, so where are the rest or the bugs? Arranging your welcome home party back at the Cerberus, so be sure to save a good few missiles for them.
- The first thing on your mind when you get back to Cerberus should be taking out the Stingray fighters, and breaking up any clusters ASAP.
- If you're looking for a challenge go to NAV 5 first. The second wave will become: 1 Devil Ray, 2 Lamprey, 2 Manta, 4 Skate, and 10 Moray.

Success / Failure

Success / Failure go to C3b

C3a: Talos – Deep Strike Two

Combat Summary – TCSC 105.00

Primary Objectives
Escort *Cerberus* to Jump-Point
Eliminate Destroyer

Secondary Objectives
Eliminate Alien Fighters
Eliminate Alien Transports

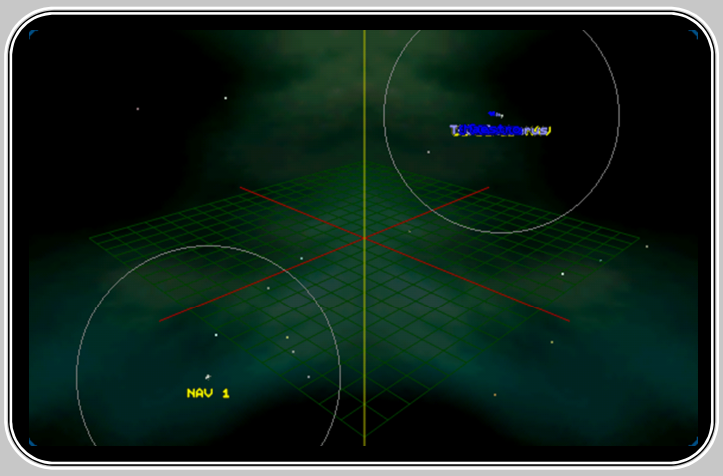
Bonus Objectives
None

Your Ship "Black" Shrike

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excalibur's

Briefing. Data from Talos Station confirms the presence of a Destroyer class vessel in this vicinity. You will stage a strike against this craft and any support ships in the area. Once cleared of alien activity, Talos forces will be able to help us jump safely into Cygnus to continue searching out the alien position.



Alien Forces

NAV 1 –	10 Moray
NAV 2 –	1 Orca
	2 Triton
	6 Manta
	3 Barracuda
	6 Moray

Notes

- Be careful at NAV 1. The last thing that you want is to arrive for the big fight at NAV 2 with chunks out of your bomber.
- Make sure every torpedo that you launch counts. You'll need as many as you have to take on the transports and even then you won't have enough.

Success / Failure

Success / Failure go to D1.

C3b: Talos – Second Path To Cygnus

Combat Summary – TCSC 105.0A

Primary Objectives
Escort Cerberus to Jump-Point

Secondary Objectives
Eliminate Alien Fighters
Eliminate Alien Bombers

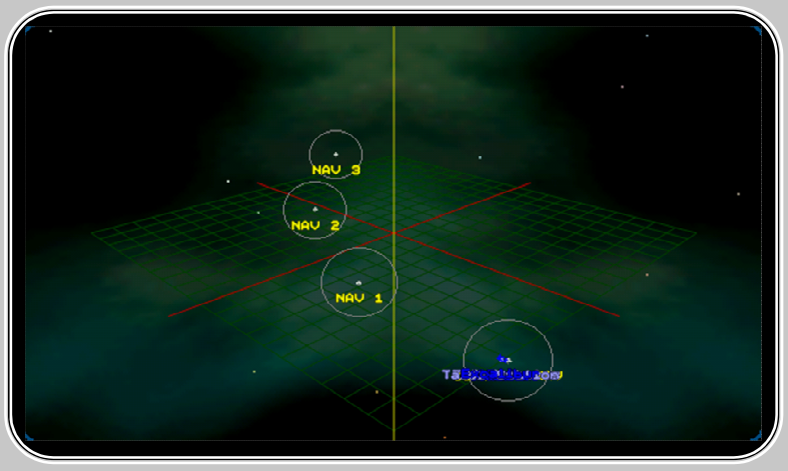
Bonus Objectives
None

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excalibur's

Briefing. Forces from Talos will aid our insertion into Cygnus system. Lead *Cerberus* along this NAV route. Once all fighters are eliminated, you will be cleared to land.



Alien Forces

NAV 1 – 12 Moray
2 Manta
NAV 2 – 5 Moray
2 Red Manta
4 Manta
NAV 3 – 3 Moray
3 Manta
6 Stingray

Notes

- Nothing at NAV 1 will damage *Cerberus* so just watch your own back.
- At NAV 2, be sure to take out the Red Mantas before anything else to ensure the safety of your *Cerberus*.
- NAV 3. The last NAV point. Unload your remaining missiles on the Stingrays, being sure to take out at least four of them before choosing any other targets so that there aren't enough left to cluster and do serious damage.

Success / Failure

Success / Failure go to D1

Episode 4:

CYGNUS TRIANGLE

D1: Cygnus – Evaluation

Combat Summary – TCSC 98.22

Primary Objectives
Patrol All NAV Points

Secondary Objectives
None

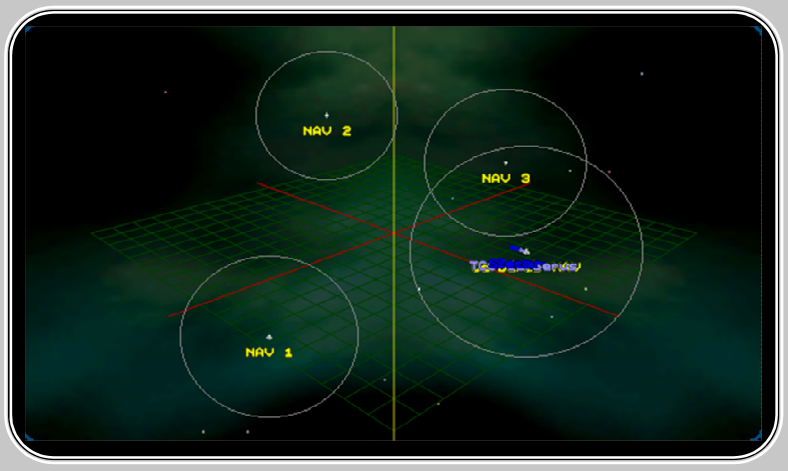
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Panther

Wingmen Spyder, Zero

Other Friendly Ships None

Briefing. *Cerberus* has arrived in Cygnus. We have been able to detect a number of strong alien signal patterns emanating from a nearby source. Patrol this route. Once all hostile craft have been eliminated, you will be cleared to land.



Alien Forces

NAV 1 – 4 Moray
NAV 2 – 3 Moray
2 Manta
NAV 3 – 4 Moray
2 Manta
1 Devil Ray

Notes

- This mission is really just a warm-up mission, with easy kills. It shouldn't be much of a problem.
- The Devil Ray at NAV 3 will be after your blood, so since there haven't been too many bugs around in this mission you should have plenty of missiles left. This would be an excellent time to use them.

Success / Failure

Success / Failure go to D2

D2: Cygnus – Salvation

Combat Summary – TCSC 98.30

Primary Objectives

Escort Rescue Shuttle to the *Albergetti*
Patrol Secondary NAV Route (Added at NAV 2)

Secondary Objectives

None

Bonus Objectives

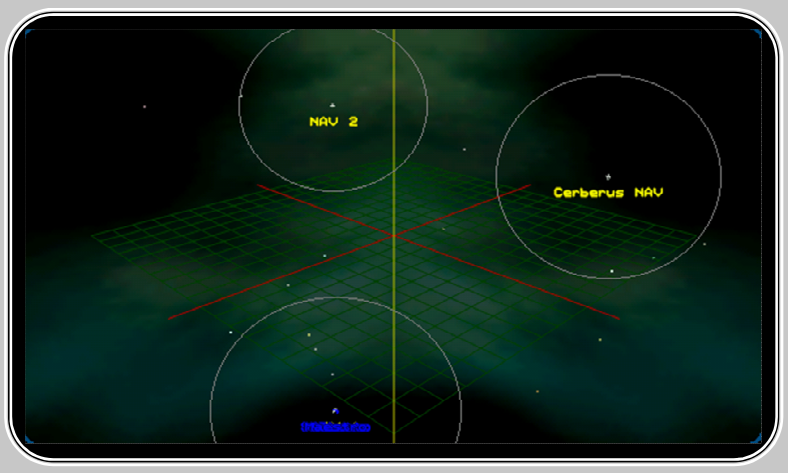
Eliminate 75% of Alien Fighters

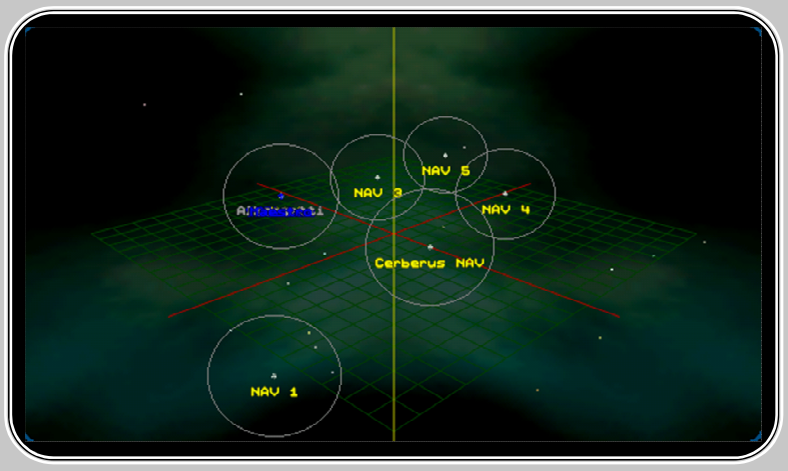
Your Ship "Black" Panther

Wingmen Spyder, Stiletto

Other Friendly Ships Maestro (Shrike), Zero (SAR). *Albergetti* (hulk) at NAV 2

Briefing. There is no briefing before this mission. It is a scramble.





Alien Forces

NAV 2 –	3 Stingray
	3 Moray
NAV 3 –	6 Stingray
NAV 4 –	4 Manta
NAV 5 –	4 Manta
	4 Moray

Notes

- Zero gives you important information which may affect future episodes so listen carefully.
- All that you have to do in this mission is hit all NAV points and stay alive. The *Albergetti* can't take any more damage.

Success / Failure

Success / Failure go to D3

D3: Cygnus – The Twilight Purchase

Combat Summary – TCSC 98.37

Primary Objectives

Patrol all NAV points. (Removed at NAV 2)
Rendezvous with *Twilight Purchase* (Added at NAV 2)
Defend *Twilight Purchase* (Added at NAV 2)
Escort *Twilight Purchase* (Added at NAV 2)

Secondary Objectives

None

Bonus Objectives

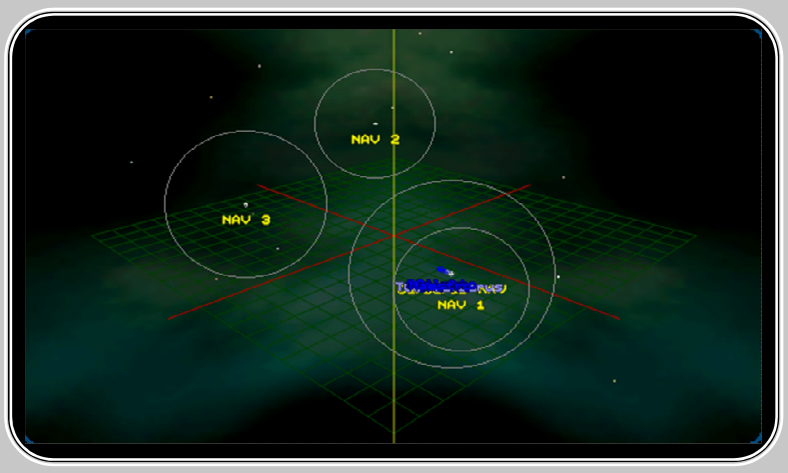
Eliminate 75% of Alien Fighters
Eliminate 75% of Alien Bombers

Your Ship "Black" Panther

Wingmen Stiletto, Spyder, Maestro

Other Friendly Ships None

Briefing. *Cerberus'* medical systems are inadequate to care for the survivors of the *Ana Maria Albergetti* wreckage. We will need to find a suitable facility within the next twelve hours to guarantee the civilians' survival. Intel advises that nearby alien activity may indicate a blockade movement in nearby Luyten and Kreiger systems. We have been ordered to sweep further into Cygnus to pull the bottom out of the alien blockade. Search along this NAV route and eliminate all alien forces.



Alien Forces

NAV 1 – 1 Ray
4 Moray
NAV 2 – 6 Stingray
4 Red Manta
NAV 3 – 4 Skate T
2 Manta

Notes

- Your performance in this mission determines the next mission, so do your best here.
- The aliens are throwing quite a lot of forces at the *Twilight Purchase*, so take out the Red.
- Mantas at NAV 2 first, and the Skate Ts at NAV 3 first.

Success / Failure

Success go to D4a.

Failure go to D4b.

D4a: Cygnus – Building Blocks

Combat Summary – TCSC 98.38

Primary Objectives
Patrol all NAV Points in Order.

Secondary Objectives
None

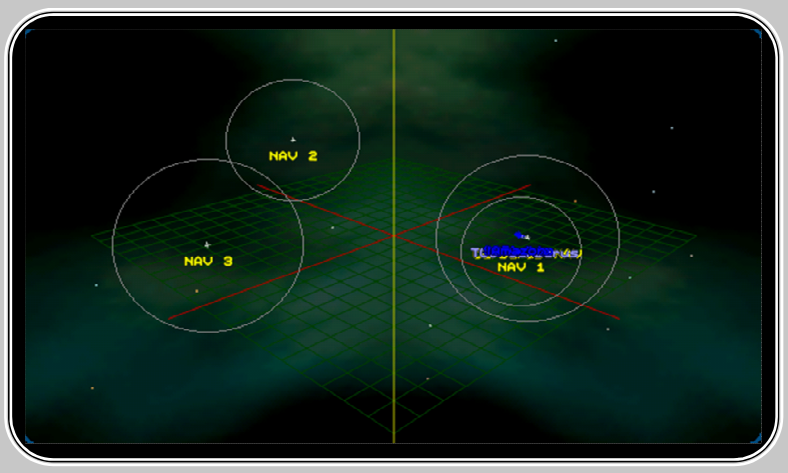
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Panther

Wingmen Stiletto, Spyder

Other Friendly Ships Beta wing (Shrikes) : Maestro (wing leader), Zero, Amazon.

Briefing. Although the location has not yet been established, Intel believes there to be a capital ship guarding alien interests in this system. Find this vessel and destroy it.



Alien Forces

NAV 1 –	4 Manta
NAV 2 –	4 Skate
	4 Manta
	1 Devil Ray
NAV 3 –	2 Moray
	2 Manta
	2 Devil Ray

Notes

- No matter what you do, you can't find the alien capital ship in this mission. Just hit all the NAV points and it will be flagged as a success.
- The Devil Rays will try to get behind you and unload a load of missiles, so send some of your own their way.

Success / Failure

Success / Failure go to D5

D4b: Cygnus – Block Party

Combat Summary – TCSC 98.39

Primary Objectives
Defend Cerberus

Secondary Objectives
Defend Jump-Point

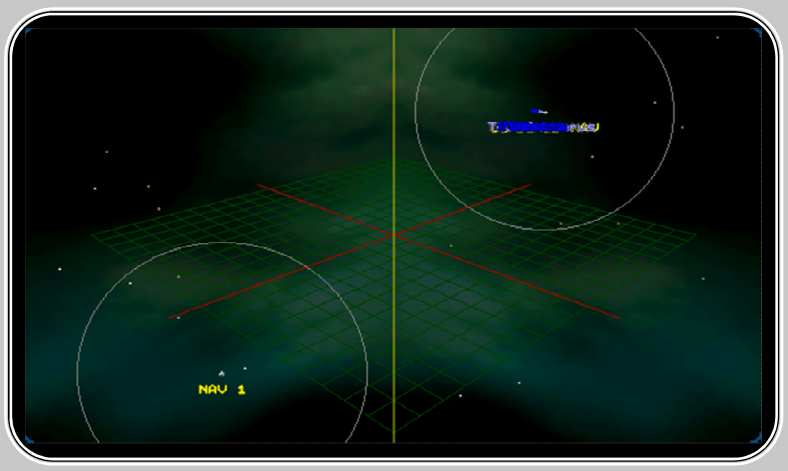
Bonus Objectives
Eliminate 75% of Alien Fighters
Eliminate 75% of Alien Bombers

Your Ship "Black" Panther

Wingmen Stiletto, Spyder

Other Friendly Ships Bravo wing (Shrikes) : Maestro (Wing leader), Zero, Amazon.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus	4 Manta
	2 Red Manta
NAV 1 –	1 Hydra
	8 Squid

Notes

- Whatever you do, defend the bombers! They are the key to your success in this mission.
- Blow all of your remaining missiles at NAV 1, then when all of the squid are dead, knock out the turrets on the Hydra. Chances are that the Hydra will be dead before you get them all, but do what you can.

Success / Failure

Success / Failure go to D5

D5: Cygnus – Rising Blocks

Combat Summary – TCSC 98.40

Primary Objectives

Ensure Cruiser Elimination
Defend Bravo Wing

Secondary Objectives

Eliminate 75% of Alien Fighters
Eliminate 75% of Cruiser Gun Turrets
Eliminate 75% of Cruiser Missile Turrets
Eliminate Cruiser Shield Emitters

Bonus Objectives

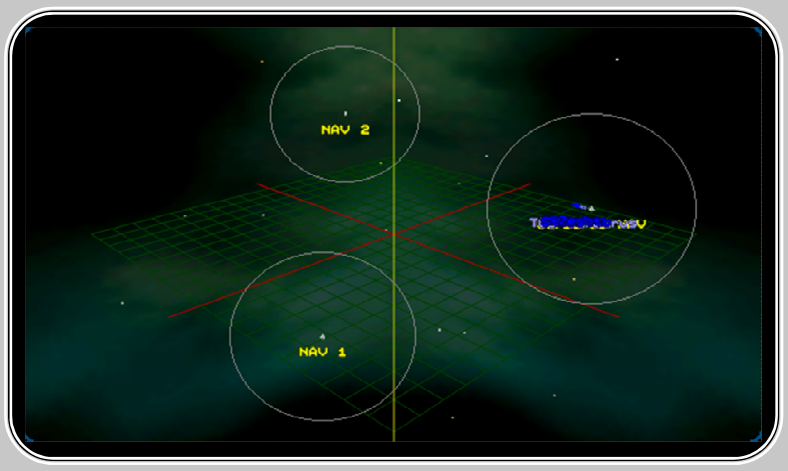
None

Your Ship "Black" Shrike

Wingmen Amazon, Spyder

Other Friendly Ships Bravo wing (Panthers) : Maestro (Wing leader), Stiletto, Zero.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1 – 4 Manta
4 Moray
2 Devil Ray

NAV 2 – 1 Hydra
6 Stingray

Unlimited waves of Stingray until the Hydra is destroyed.

Notes

- Make sure your bombers survive the first NAV point. Life will be a lot more difficult without them.
- Blow all of your remaining missiles at NAV 2, then knock out the turrets on the Hydra. Let your wingmen handle the Stingrays.

Success / Failure

Success / Failure go to E1

Episode 5:

VIRAL LEGACY

E1: Luyten – Welcoming Party

Combat Summary – TCSC 03.A8

Primary Objectives
Defend *Cerberus*

Secondary Objectives
None

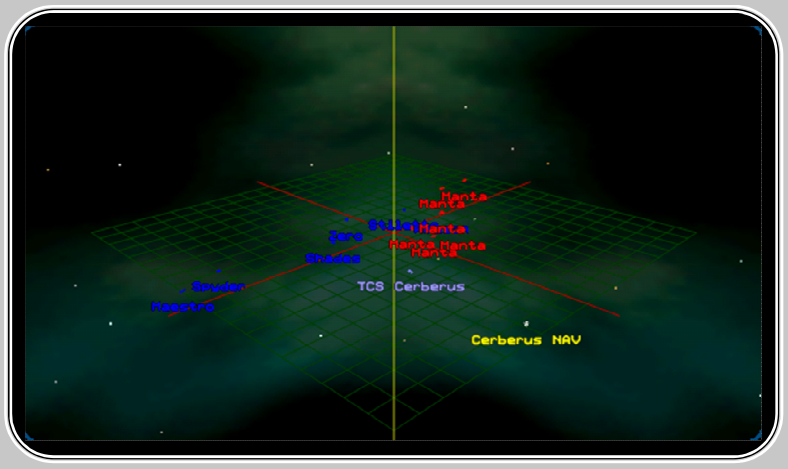
Bonus Objectives
None

Your Ship "Black" Wasp

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus –	5 Manta
	12 Moray
	3 Red Manta
	3 Skate T

Notes

- Don't get sidetracked by the Moray and Mantas. If you get distracted for too long, the Red Mantas and Skate T's will get close enough to *Cerberus* to launch torpedoes.
- Engage your Wasp's booster as soon as you can and boost towards the nearest fighter cluster. Make good use of your missiles, especially the Swarmers.

Success / Failure

Success / Failure go to E1a

Ela: Luyten – Defensive Tactics

Combat Summary – TCSC 04.00

Primary Objectives
Patrol All NAV Points

Secondary Objectives
None

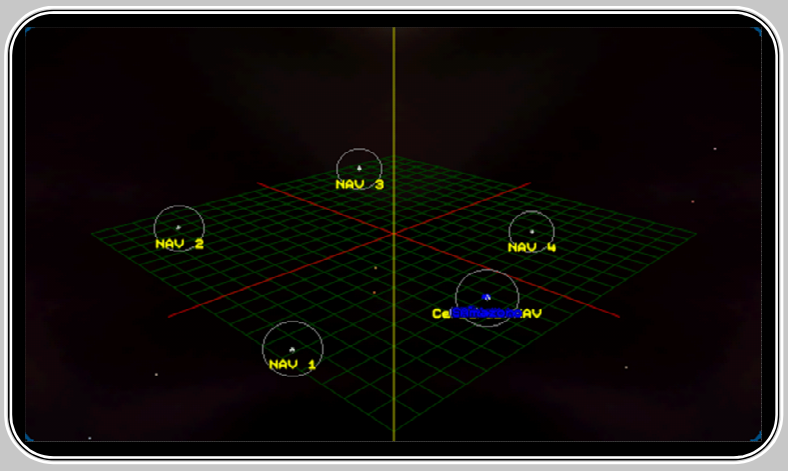
Bonus Objectives
None

Your Ship "Black" Vampire

Wingmen Zero, Maestro

Other Friendly Ships None

Briefing. The concentration of alien craft in this system remains unknown. Your wing will lead a patrol along this route. Eliminate any alien vessels you contact. When your patrol is completed, return to *Cerberus*.



Alien Forces

NAV 1 – 4 Moray, 3 Manta, 8 Skate
NAV 3 – 3 Moray, 5 Skate, 2 Stingray
NAV 4 – 8 Skate, 3 Devil Ray, 3 Barracuda

Notes

- Try to conserve your missiles at NAV 1 and 3 for the bigger fire fight at NAV 4.
- At NAV 4 are three Devil Rays. If you've been conserving your missiles, these are the perfect ships to use them on.
- Don't worry too much about the Skates. They haven't got missiles and can only do really harm you in large groups

Success / Failure

Success / Failure go to E2

E2: Luyten – Luyten Station Support

Combat Summary – TCSC 04.K7

Primary Objectives
Escort and Defend the *Cerberus*
Defend Luyten Station

Secondary Objectives
Patrol All NAV Points

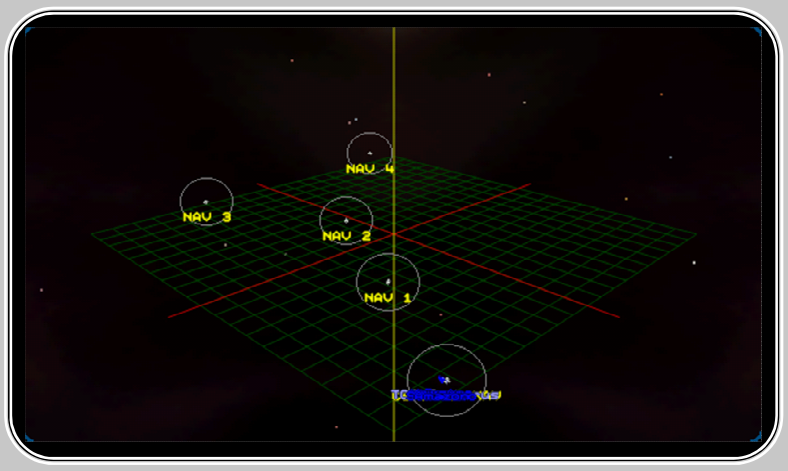
Bonus Objectives
None

Your Ship "Black" Vampire

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Vampires): Spyder (Wing leader), Stiletto, Amazon. Luyten Station, 4 Excalibur's at NAV 2.

Briefing. An alien cruiser is closing on Luyten outpost at this moment. Clear all NAV points surrounding this station and preserve the main outpost complex. *Cerberus* stands to gain important data from the sensor array aboard Luyten as well as necessary supplies and possible reinforcements.



Alien Forces

NAV 1 –	5 Moray
	2 Manta
	5 Stingray
NAV 2 –	1 Hydra
	6 Skate
	8 Moray
	2 Manta
	2 Devil Ray
NAV 3 –	4 Moray
	4 Manta
NAV 4 –	2 Moray
	4 Skate
	2 Manta

Notes

- As soon as you hit NAV 2, go straight for the cap-ship Missiles. They shouldn't take too long to handle, but if you take your time with them, the might slip by and hit Luyten Station.
- You might as well ignore the Hydra. It will just jump out before you can do much damage to it, but feel free to take out any turrets if you feel like it.
- The forces at the last two NAV points aren't much to worry about. Use all of your missiles at NAV 2 if you need to.

Success / Failure

Success / Failure go to E2a

E2a: Luyten – Banded Enigma

Combat Summary – TCSC 05.UX

Primary Objectives
Eliminate Alien Transports

Secondary Objectives
None

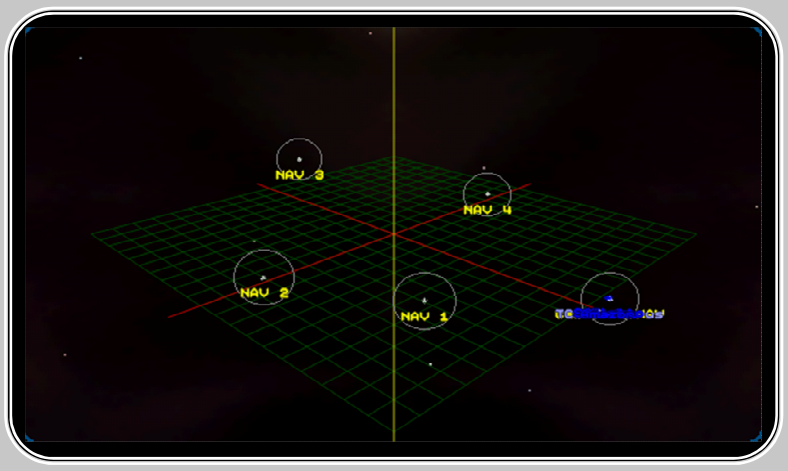
Bonus Objectives
None

Your Ship "Black" Shrike

Wingmen Zero, Maestro, Amazon

Other Friendly Ships Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto. 2 Thunderbolts and 3 Tigersharks at NAV 3

Briefing. *Cerberus'* jump detection software has located a possible alien supply convoy in this system. Follow this NAV route and eliminate any alien interceptors you encounter. When you reach the alien supply convoy, destroy it and all attending craft. Once the convoy has been eliminated, you will be cleared for landing.



Alien Forces

NAV 2 – 6 Moray
12 Skate

NAV 3 – 5 Triton
4 Skate
2 Moray
3 Manta
2 Devil Ray

Between NAV 4 and *Cerberus*
4 Moray
8 Skate

Notes

- Let your wingmen handle the forces at NAV 2. You need your missiles for the fighters at NAV 3 which are certain to give you grief.
- Don't even think about launching a torpedo at a Triton until either: you have taken out its turrets or you are so close to the component, a turret couldn't possibly shoot the torpedo.

Success / Failure

Success / Failure and success in E2
go to E3a

Success /Failure and failure in E2
go to E3b

E3a: Luyten – Luyten Strike

Combat Summary – TCSC 05.V4

Primary Objectives
Eliminate Cruiser
Defend Bravo Wing
Defend Luyten Station (Added at NAV 1)

Secondary Objectives
None

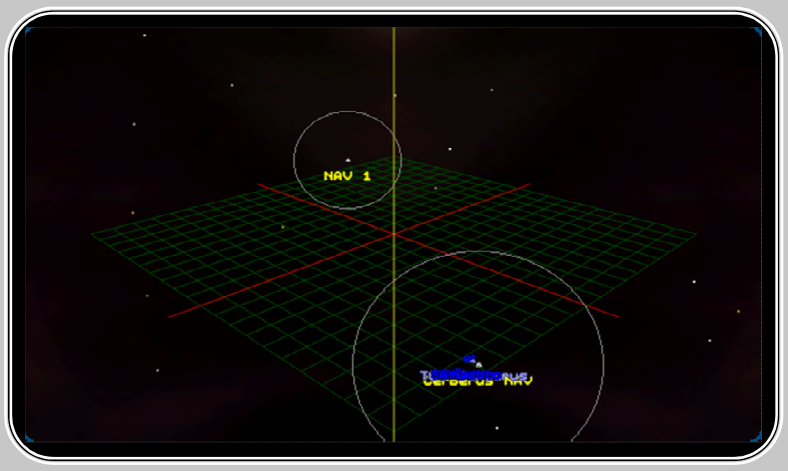
Bonus Objectives
None

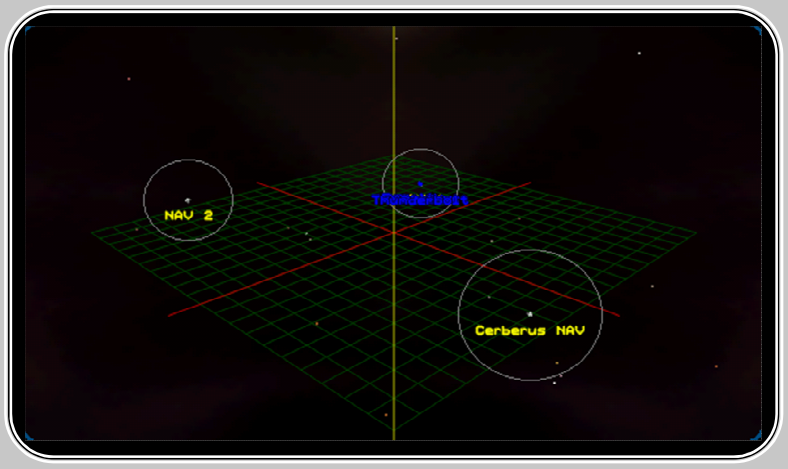
Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Amazon. 4 Excalibur's, 4 Thunderbolts at NAV 1.

Briefing. Due to our successful defence of the Luyten outpost, we will be able to strike the alien cruiser. This is the first of three alien capital ships believed to be in this system. After the failed alien attack on Luyten station, Cruiser defences should be relatively light. Fighters and bombers from Luyten station will add additional firepower to this effort and to our continued movement through the system





Alien Forces

NAV 1 –
7 Moray
3 Manta
5 Stingray

NAV 2 –
1 Hydra
11 Moray
5 Stingray
4 Manta

Notes

- The Hydra at NAV 2 will start launching cap-ship missiles at the station after about a minute, so that is all the time you have to take out the Stingrays.
- When there are no cap-ship missiles in the area, position yourself between the station and the Hydra, and watch your radar all the time.
- Use your NAV map to target the cap-ship missiles. You can't afford to waste time cycling through targets.

Success / Failure

Success go to E4a. Failure go to E4b

E3b: Luyten – Cruiser Remains

Combat Summary – TCSC 06.XZ

Primary Objectives
Patrol All NAV Points
Rendezvous with Confed Convoy
Escort and Defend Friendly Ships

Secondary Objectives
None

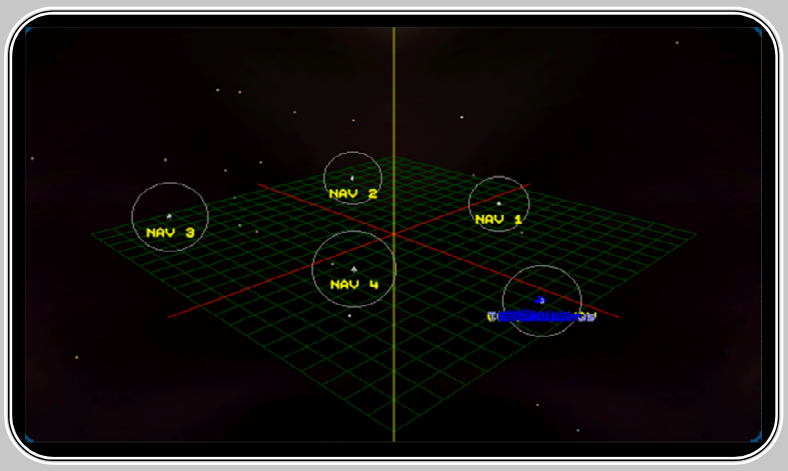
Bonus Objectives
Eliminate 50% of Alien Fighters

Your Ship "Black" Panther

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing : Spyder (Wing leader), Stiletto, Amazon. 4 Excalibur's, *Lady Luck*, *Star Of Xanady*, *Lonesome Wind* (transports), TCS *Bannockburn* (Plunkett) and 8 Thunderbolts at NAV 3.

Briefing. Our failure to preserve Luyten station has left us without the resources necessary to assault the alien blockade in this system. *Cerberus* will evade to a position near the jump to Sirius. Confederate forces in Sirius have sent reinforcements to this new position. Patrol these points, rendezvous with the incoming ships and escort them safely to Cerberus.



Alien Forces

NAV 1 –	5 Moray
	5 Skate
	5 Stingray
NAV 2 –	14 Moray
	2 Manta
NAV 3 –	6 Moray
	8 Skate
	4 Manta
	2 Devil Ray
NAV 4 –	6 Skate
	4 Moray
	2 Manta
	1 Devil Ray

Notes

- Defending the friendly cap-ships is no problem - nothing can destroy them. That's one less objective you have to worry about.
- Getting hit by one of the big guns on the Plunkett isn't quite as bad as being hit by *Cerberus'* BFG but still a bad idea. When a shot flies past you, break off your attack and put some distance between yourself and the enemy.

Success / Failure

Success / Failure go to E4b

E4a: Luyten – Long Range Strike

Combat Summary – TCSC 06.23

Primary Objectives

Escort and Defend the *Cerberus*
Eliminate Cruiser
Eliminate Carrier

Secondary Objectives

Destroy Alien Transport
Destroy Alien Transport

Bonus Objectives

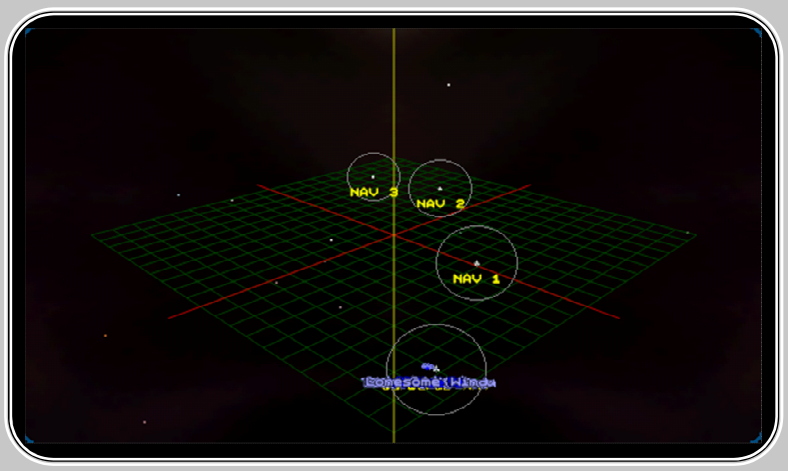
Eliminate 50% of Alien Fighters
Eliminate 50% of Alien Corvettes

Your Ship "Black" Shrike

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers) : Spyder (Wing leader), Stiletto, Amazon. 4 Excalibur's, 8 Thunderbolts

Briefing. With continued help from forces in Luyten, we will attempt to remove the alien blockade presence. Follow this NAV route and eliminate all alien craft. Once your mission is complete, *Cerberus* will be advancing to Kreiger system for further elimination of the alien blockade.



Alien Forces

NAV 1 – 1 Hydra
2 Barracuda
1 Triton
6 Manta
Waves of 4 Moray

NAV 2 – 1 Leviathan
3 Barracuda
1 Triton
6 Moray
2 Manta
Infinite waves of 4 Moray until Carrier is destroyed

NAV 3 – 8 Moray
2 Red Manta

Notes

- If you have some spare time at NAV 1 and 2, use it to take out the turrets around the capship's bridge and engines, especially on the Tritons, to increase chances of a torpedo hit.
- At NAV 3, simply knock out the 2 Red Manta and *Cerberus* will be safe to travel to Kreiger.

Success / Failure

Success / Failure go to G1

E4b: Luyten – Two Phase Strike

Combat Summary – TCSC 08.A4

Primary Objectives

Escort and Defend the *Cerberus*
Eliminate Cruiser
Eliminate Cruiser
Eliminate Carrier

Secondary Objectives

Destroy Alien Transport
Destroy Alien Transport

Bonus Objectives

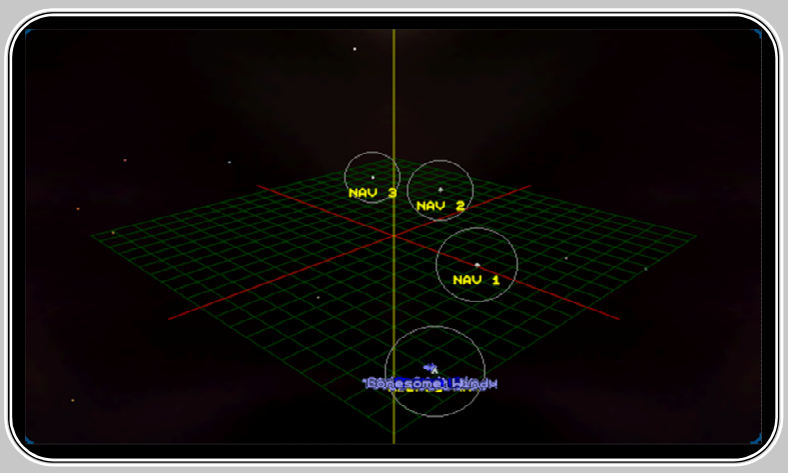
Eliminate 50% of Enemy Fighters
Eliminate 50% of Enemy Corvettes

Your Ship "Black" Shrike

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Panthers) : Spyder (Wing leader), Stiletto, Amazon. 4 Excalibur's, 8 Thunderbolts, *Lady Luck*, *Star Of Xanady*, *Lonesome Wind* (transports), TCS *Bannockburn* (Plunkett)

Briefing. With help from forces in Sirius, we will attempt to remove the alien blockade presence. Follow this NAV route and eliminate all alien craft. Once your mission is complete, *Cerberus* will be falling back to Sirius to aid Confed forces before a second blockade can be created.



Alien Forces

NAV 1 – 1 Hydra
2 Barracuda
1 Triton
5 Manta
Infinite waves of 4 Moray until Cruiser is destroyed

NAV 2 – 1 Leviathan
1 Hydra
3 Barracuda
1 Triton
4 Moray
4 Squid
Infinite waves of 4 Moray until Carrier is destroyed

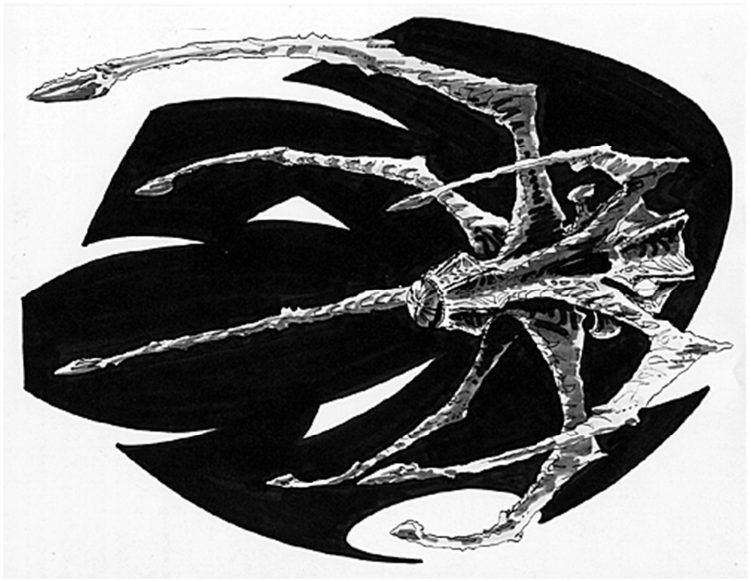
NAV 3 – 4 Moray
4 Manta
4 Skate

Notes

- If you have some spare time at NAV 1 and 2, use it to take out the turrets around the capship bridge and engines, especially on the Tritons, to increase chances of a torpedo hit.
- This counts more on this mission than on the alternative since there are more cap-ships, requiring the use of more torpedoes.
- The Barracudas can seriously hurt *Cerberus* on this mission so if you keep losing *Cerberus*, you know what to destroy first on your next attempt.

Success / Failure

Success / Failure go to F1



Episode 6:

DUEL

F1: Sirius – Supply Line Crunch

Combat Summary – TCSC 12.00

Primary Objectives
Eliminate Alien Transports

Secondary Objectives
Eliminate Alien Corvettes

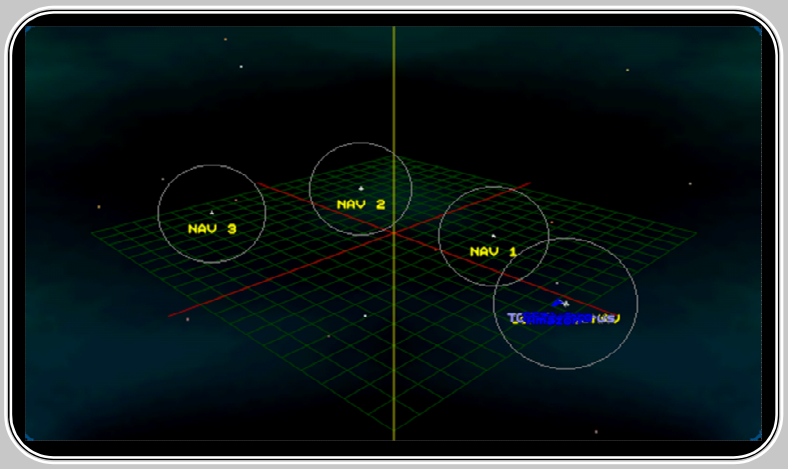
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Shrike

Wingmen Maestro, Stiletto

Other Friendly Ships Bravo Wing (Panthers) : Zero (Wing leader), Spyder, Amazon.

Briefing. *Midway* is on the other side of the Sirius system with respect to our position. Her efforts are being suppressed by an immense alien presence. Our task is to eliminate the alien supply lines and any capital ships on this side of the system. Follow this NAV route and knock out any alien supply vessels you find.



Alien Forces

NAV 1 –	1 Triton
	1 Barracuda
	5 Manta
NAV 2 –	2 Triton
	4 Stingray
	3 Manta
NAV 3 –	1 Barracuda
	1 Triton
	3 Manta
	6 Stingray

Notes

- What you have to worry about most on this mission probably isn't the alien fighters, but running out of torpedoes. Unless you do some serious turret killing work, you and your wingmen probably won't be able to do your job.
- The secondary objective, destroying the corvettes, is simple enough. You can't autopilot until the NAV point is clear of Barracudas. Either leave them to your wingmen, or get behind the corvette and unload with the Dust cannon and maybe a few Mosquitoes for good measure.

Success / Failure

Success / Failure go to F2

F2: Sirius – Destroyer Crunch

Combat Summary – TCSC 13.0A

Primary Objectives
Eliminate Destroyer

Secondary Objectives
Destroy Alien Transport
Engage and Destroy Fighters
Eliminate 75% of Alien Destroyer Gun Turrets
Eliminate 75% of Alien Destroyer Missile Turrets
Eliminate Destroyer Shield Emitters

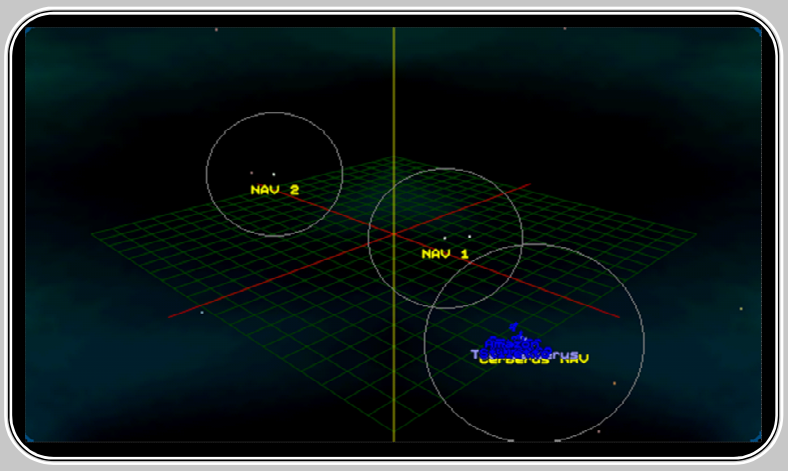
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Shrike

Wingmen Maestro, Stiletto

Other Friendly Ships Bravo Wing (Panthers) : Zero (Wing leader), Spyder, Amazon.

Briefing. An alien carrier group has achieved a central position in Sirius. In order to launch an effective attack on this craft, we must eliminate Destroyer-class vessels which are threatening to flank the *Midway* position. When your mission is complete, return to *Cerberus* for further briefing.



Alien Forces

NAV 1 –	4 Stingray
	4 Moray
NAV 3 --	
Wave 1	1 Orca
	2 Triton
	3 Manta
	3 Moray
Wave 2	3 Barracuda

Notes

- Despite what Stiletto says, destroying all of the destroyer turrets isn't essential, but it helps, especially if you are going for the secondary objectives. If you want to leave the turrets, be sure to launch torpedoes up close.
- The transports are a different matter. It really helps to knock out the turrets on these things since they are more than likely to shoot down any torpedoes that are heading for them.

Success / Failure

Success / Failure go to F3

F3: Sirius – Supply Line Crunch Two

Combat Summary – TCSC 13.9C

Primary Objectives
Eliminate Alien Transports

Secondary Objectives
Eliminate Alien Corvettes

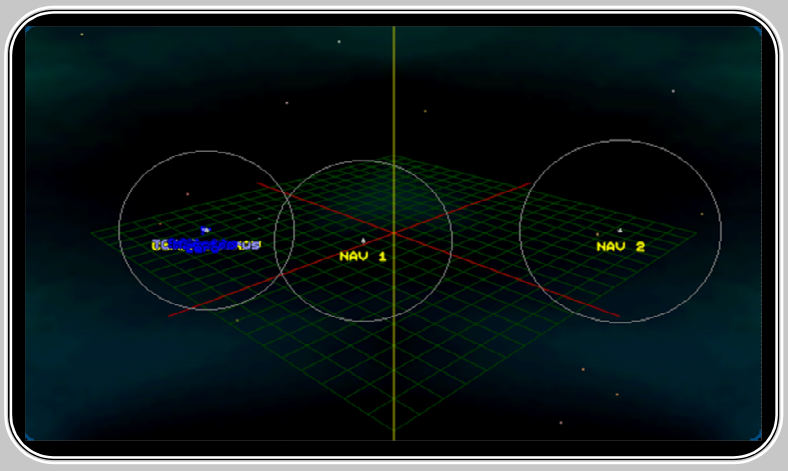
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Shrike

Wingmen Spyder, Amazon

Other Friendly Ships Bravo Wing (Panthers) : Maestro (Wing leader), Zero, Stiletto.

Briefing. A fresh supply line has been forged by the aliens. Eliminate all alien transport vessels along this route. When your mission is complete, you will be refueled and armed for a strike against the final arm of the alien's carrier group.



Alien Forces

NAV 1 –
2 Triton
5 Skate
3 Devil Ray

NAV 2 –
2 Triton
1 Ray
4 Stingray
2 Devil Ray

NAV 3 (Hidden)
1 Triton
2 Barracuda
3 Stingray
5 Skate
1 Ray

Notes

- Whatever you do on this mission make nailing the turrets on the transports your first priority. You need more than your own torpedoes to complete this mission, so make sure that no torpedoes get wasted by the turrets.
- You may be tempted to veer off after a fighter that's bugging you, but try to get your wingmen to help if you can. Break off your turret runs as a last resort and remember to go back after them ASAP.
- NAV 3 may not show up on your NAV map, but it is there. Be ready for what it throws at you.

Success / Failure

Success / Failure go to F4

F4: Sirius – Destroyer Crunch Two

Combat Summary – TCSC 14.0D

Primary Objectives
Eliminate Destroyer

Secondary Objectives
Eliminate Alien Transport
Engage and Destroy Fighters
Eliminate 75% of Alien Destroyer Gun Turrets
Eliminate 75% of Alien Destroyer Missile Turrets
Eliminate Destroyer Shield Emitters

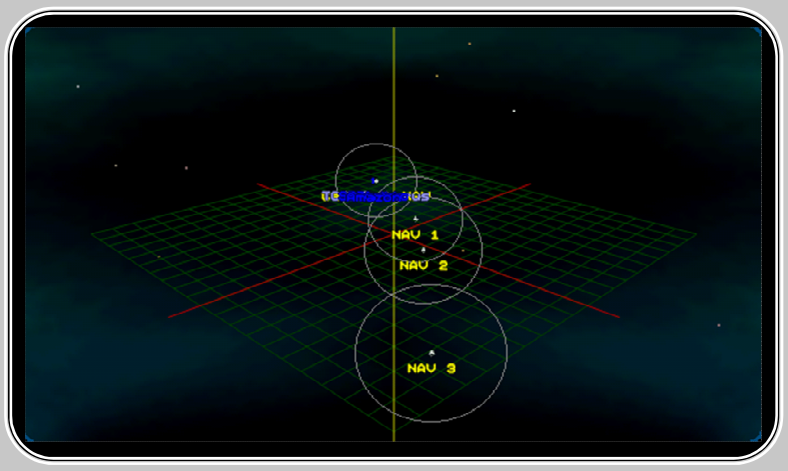
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Shrike

Wingmen Maestro, Stiletto

Other Friendly Ships Bravo Wing (Panthers) : Zero (Wing leader), Spyder, Amazon.

Briefing. There is no briefing before this mission. It is a scramble



Alien Forces

NAV 1 –	4 Ray
	5 Moray
NAV 2 –	6 Stingray
	4 Moray
NAV 3 –	2 Triton
	1 Orca
	5 Moray
	3 Lamprey
	3 Manta

Notes

- There are plenty of torpedoes to go around, but to make things a bit easier, you should get the turrets on the transports as soon as you or your wingmen decide to attack them.
- The turrets on the Orca prefer to try shooting you down rather than your torpedoes so if you can handle that, leave them, especially since there are no turrets guarding the engines.

Success / Failure

Success in F4 *and* Success in F2
Go to F5b.

Failure in F4 *and* Success in F2
Or
Success/Failure in F4 *and* Failure in F2
Go to F5a.

F5a: Sirius – Midway Crunch

Combat Summary – TCSC 15.3G

Primary Objectives

Ensure Carrier Elimination
Defend Bravo Wing

Secondary Objectives

Engage and Destroy Fighters
Eliminate 75% of Alien Carrier Gun Turrets
Eliminate 75% of Alien Carrier Missile Turrets
Eliminate Carrier Shield Emitters

Bonus Objectives

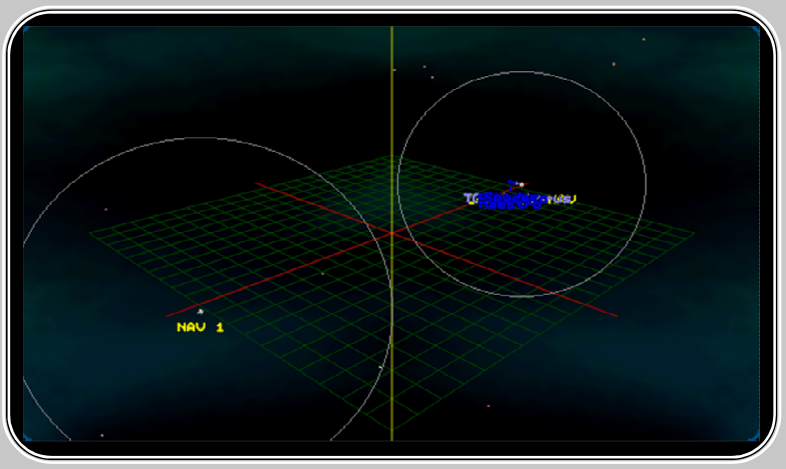
Eliminate 75% of Alien Fighters

Your Ship "Black" Panther

Wingmen Amazon, Zero

Other Friendly Ships Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Maestro. 3 Thunderbolt, 3 Panther, 3 Vampire at NAV 1

Briefing. *Midway* and *Cerberus* are now positioned to flank the alien carrier in central Sirius. Eliminate this carrier and all of her attending craft with the help of forces from the *Midway*.



Alien Forces

NAV 1 –
1 Leviathan
2 Ray
5 Squid
7 Skate
7 Stingray
Infinite waves of fighters until carrier is dead

Notes

- You'll appreciate the help from Midway. The Panthers and Vampires will keep the fighters off your back when you can knock the turrets off the Leviathan.
- When there are only four enemy fighters left in the area, if the carrier is still alive, more fighters will be launched so you'll be better off if you can defend the bombers to get the carrier down quickly.

Success / Failure

Success / Failure go to F6a

F5b: Sirius – Back Pedal

Combat Summary – TCSC 16.2L

Primary Objectives

Ensure Carrier Elimination
Defend Midway
Defend Bravo Wing

Secondary Objectives

Ensure Destroyer Elimination
Engage and Destroy Fighters
Eliminate 75% of Alien Carrier Gun Turrets
Eliminate 75% of Alien Carrier Missile Turrets
Eliminate Carrier Shield Emitters
Eliminate 75% of Alien Destroyer Gun Turrets
Eliminate 75% of Alien Destroyer Missile Turrets
Eliminate Destroyer Shield Emitters

Bonus Objectives

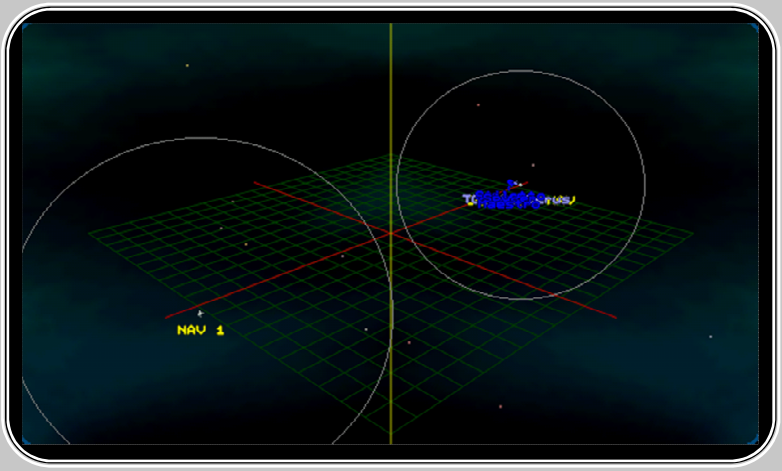
Eliminate 75% of Alien Fighters

Your Ship "Black" Panther

Wingmen Amazon, Zero

Other Friendly Ships Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Maestro. TCS *Midway*, 3 Devastator's, and 6 Vampire's at NAV 1.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1 –	6 Red Manta
	4 Lamprey
	5 Stingray
	4 Moray
NAV 2 –	
Wave 1	1 Leviathan
	1 Orca
	10 Squid
	2 Skate T
Wave 2	6 Stingray
Wave 3	6 Moray

Notes

- Make sure that you defend your bombers well at NAV 1. You will need them for the big fight at NAV 2 once the *Midway* is safe. Be sure to attack the Red Mantas and Stingrays first once you reach the *Midway*.
- Don't even think about going through your NAV route in reverse. If you hit NAV 2 before you hit NAV 1 there is no way that you can save the *Midway*.
- If you return to *Cerberus* without completing your Primary Objectives, 15 Red Manta will attack and destroy the *Cerberus* twenty seconds later.

Success / Failure

Success go to F6b.

Failure you lose.

F6a: Sirius – Path To Proxima

Combat Summary – TCSC 18.9Y

Primary Objectives
Escort Cerberus to Jump-Point

Secondary Objectives
None

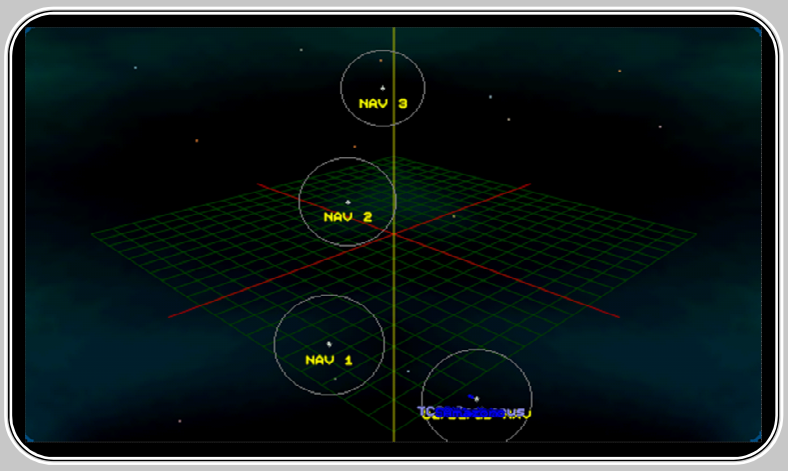
Bonus Objectives
Eliminate 75% of Alien Fighters
Eliminate 75% of Alien Bombers

Your Ship "Black" Panther

Wingmen Maestro, Zero

Other Friendly Ships Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Amazon.

Briefing. Intel believes that the aliens are using the binary star system of Proxima to fuel a new wormhole device. Science Division aboard *Midway* has deduced that, if the aliens open a second wormhole in Proxima, it will remain open until the stars themselves are depleted. We must reinforce the scattered Confed ships active in Proxima and eliminate the alien presence. Lead *Cerberus* along this NAV route to the Proxima jump point.



Alien Forces

NAV 1 – 6 Manta
NAV 2 – 2 Barracuda
2 Skate
3 Devil Ray
2 Skate T
NAV 3 – 4 Red Manta
3 Stingray

Notes

- The forces at NAV 2 can get annoying, not least because they pounce on you. The Devil Rays are likely to distract you long enough for the Barracudas and Skate T's to get close enough to *Cerberus* to launch torpedoes. Finish the Devil Rays quickly and then get to work on the bombers and corvettes.
- Be careful at NAV 3, the Red Mantas and Stingrays can both hurt *Cerberus'* major components and are likely to if they are ignored. Use up the rest of your missiles to get the job done quickly.

Success / Failure

Success / Failure go to H1b

F6b: Sirius – Road To Proxima

Combat Summary – TCSC 18.9Z

Primary Objectives
Escort *Cerberus* to Jump-Point

Secondary Objectives
None

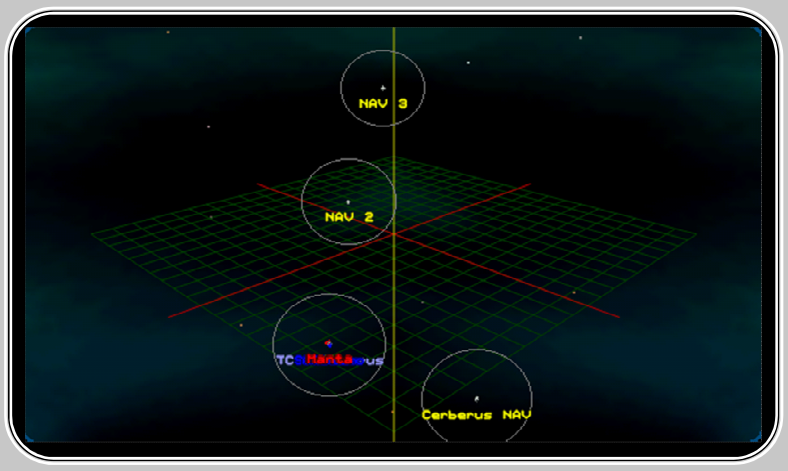
Bonus Objectives
Eliminate 75% of Alien Fighters
Eliminate 75% of Alien Bombers

Your Ship "Black" Panther

Wingmen Maestro, Zero

Other Friendly Ships Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Amazon.

Briefing. Intel believes that the aliens are using the binary star system of Proxima to fuel a new wormhole device. Science Division aboard *Midway* has deduced that, if the aliens open a second wormhole in Proxima, it will remain open until the stars themselves are depleted. We must reinforce the scattered Confed ships active in Proxima and eliminate the alien presence. Lead *Cerberus* along this NAV route to the Proxima jump point.



Alien Forces

NAV 1 –	4 Manta
	4 Stingray
NAV 2 –	2 Barracuda
	3 Manta
	3 Devil Ray
	2 Skate T
NAV 3 –	4 Red Manta
	6 Stingray

Notes

- The forces at NAV 2 can get annoying, not least because they pounce on you. The Devil Rays are likely to distract you long enough for the Barracudas and Skate T's to get close enough to *Cerberus* to launch torpedoes. Finish the Devil Rays quickly and then get to work on the bombers and corvettes.
- Be careful at NAV 3, the Red Mantas and Stingrays can both hurt *Cerberus'* major components and are likely to if they are ignored. Use up the rest of your missiles to get the job done quickly.

Success / Failure

Success / Failure go to H1b

Episode 6:

DUEL

G1: Krieger – Krieger Starbase

Combat Summary – TCSC V.02

Primary Objectives
Defend Krieger Space Station
Defend *Cerberus* (Added at Wave 3)

Secondary Objectives
Eliminate Alien Fighters
Eliminate Alien Bombers

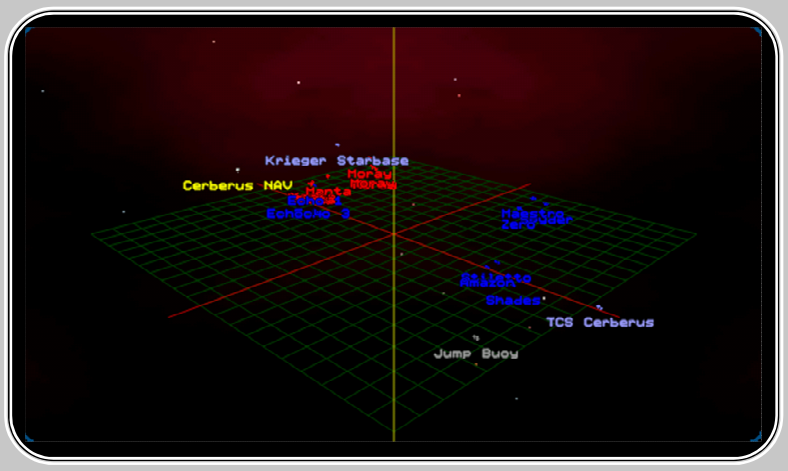
Bonus Objectives
Eliminate 66% of Alien Bombers
Eliminate 50% of Alien Fighters

Your Ship "Black" Wasp

Wingmen Stiletto, Amazon

Other Friendly Ships Bravo Wing (Wasps) : Spyder (Wing leader), Zero, Maestro. Krieger Starbase and 4 Piranha.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

***Cerberus* –**

Wave 1	5 Moray
	1 Manta
	2 Red Manta
Wave 1.5	4 Moray
	2 Red Manta
	4 Lamprey
Wave 2	2 Red Manta
	5 Moray
	3 Stingray
Wave 3	3 Moray
	3 Manta
	4 Red Manta
	3 Lamprey
Wave 3.	5 6 Moray
	1 Red Manta
	6 Manta

Notes

- Defending the station is easy enough. Just don't stray too far from *Cerberus*. The third wave will be from the jump point that *Cerberus* has just come through and those bugs will head straight for the *Cerberus*. By the time the *Cerberus* calls for help, it may have sustained heavy damage so watch your radar. When you see new ships appear, check your NAV map. If the new bugs are near *Cerberus*, go help it straight away.
- Don't forget, you are in one of those lovely Wasps. Boost as soon as you can towards the station, load up the Swarmers and let rip on the bombers.

Success / Failure

Success / Failure go to G2

G2: Krieger – Tactical Reposition

Combat Summary – TCSC G.16

Primary Objectives
Escort and Defend the *Cerberus*

Secondary Objectives
Defend Friendly Bombers

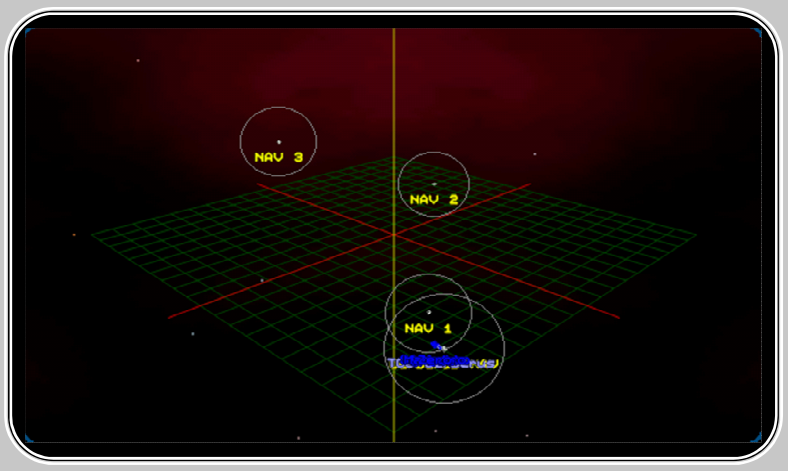
Bonus Objectives
None
Eliminate Alien Corvettes (Added at NAV 1)
Eliminate Alien Ace Pilots. (Added at NAV 3)

Your Ship "Black" Vampire

Wingmen Amazon, Spyder

Other Friendly Ships Bravo Wing (Devastator) : Stiletto (Wing leader), Zero, Maestro.

Briefing. Friendly forces in this system report an immense blockade presence leading up to the Proxima jump point. We will eliminate the alien capital ships one by one. Our first step is a tactical repositioning for *Cerberus*. Escort the cruiser along this route and defend against any hostiles.



Alien Forces

NAV 1 –	
Wave 1	1 Orca
	2 Barracuda
	2 Red Manta
	6 Stingray
Wave 2	3 Manta
NAV 2 –	
Wave 1	1 Triton
	2 Skate B
	2 Barracuda
	3 Lamprey
	1 Manta
	3 Moray
Wave 2	6 Skate
Wave 3	6 Manta
Wave 4	3 Moray
NAV 3 –	2 Ray
	2 Red Manta
	4 Lamprey
	2 Devil Ray

Notes

- There are a hell of a lot of bugs on this mission. Be sure to use your missiles to best effect, but try not to find yourself running out when you need them most. It's a careful balance.
- The bombers will do their bit destroying the cap-ships. You just do your bit and keep the fighters and turrets off their backs.

Success / Failure

Success / Failure go to G3

G3: Krieger – Carrier Assault One

Combat Summary – TCSC U.00

Primary Objectives
Eliminate All Alien Carrier Gun Turrets
Eliminate All Alien Carrier Missile Turrets

Secondary Objectives
None

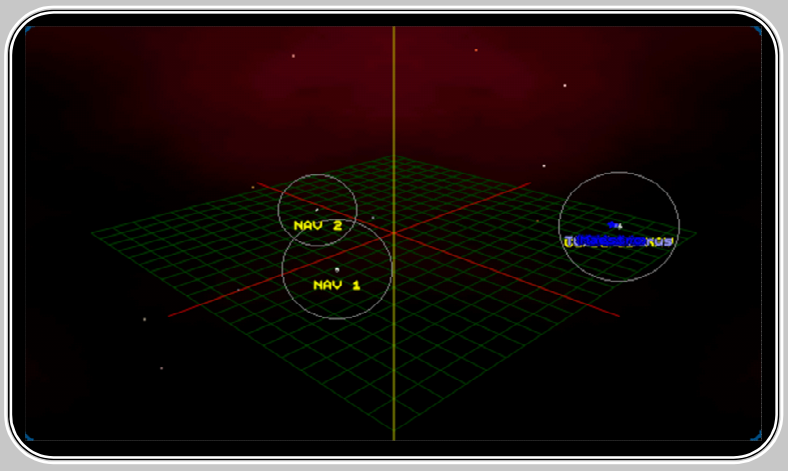
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Vampire

Wingmen Amazon, Zero

Other Friendly Ships Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto, Maestro.

Briefing. Alien fighter presence in this system is extremely heavy. Sweep this NAV route of all alien fighters. You will come across the alien Carrier during this patrol. Eliminate the Carrier's turret defenses in anticipation of a subsequent bomber strike.



Alien Forces

NAV 1 –
Wave 1 6 Moray
4 Manta
Wave 2 6 Manta
8 Moray
NAV 2 – 1 Leviathan
2 Triton
3 Barracuda
3 Lamprey
5 Moray
Three waves of Squid, Manta, Moray unless carrier is destroyed
Between NAV 2 and *Cerberus*
4 Moray
3 Manta
1 Devil Ray

Notes

- Don't forget the primary objective is to destroy all of the carrier's turrets. If the autopilot light comes on before you have done this, try not to hit the autopilot until the job is done. It will make the next mission a lot easier.
- Just avoiding NAV 2 all together isn't going to help you...I think the notes inside the mission say it best: //Been to Nav1, then returned to *Cerberus*, well **** YOU

Success / Failure

Success / Failure go to G4

G4: Krieger– Carrier Erasure

Combat Summary – TCSC H.27

Primary Objectives
Eliminate Carrier

Secondary Objectives
Engage and Destroy Fighters
Eliminate Alien Transports
Eliminate Alien Corvettes (Added at NAV 2)
Destroy Ant Other Alien Cap-Ships (Added at NAV 2)
Eliminate Alien Transports (Added at NAV 2)

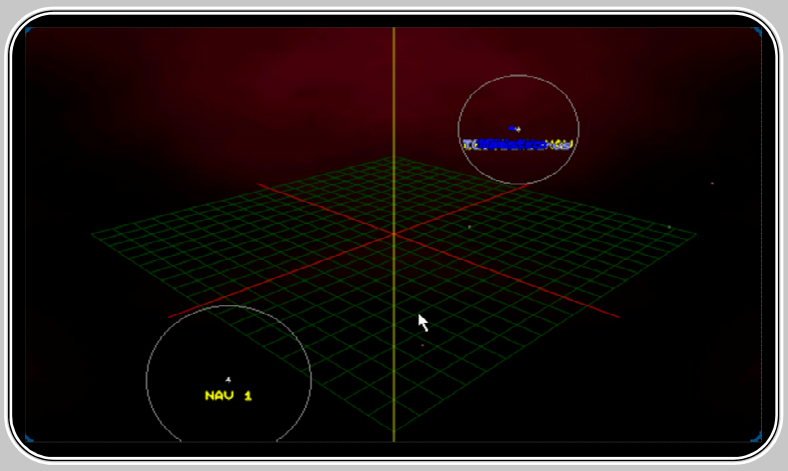
Bonus Objectives
Eliminate 50% of Alien Fighters

Your Ship "Black" Devastator

Wingmen Amazon, Zero

Other Friendly Ships Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto, Maestro. 3 Piranhas, 6 Excalibur's at NAV 1.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1 –
Wave 1
1 Leviathan
2 Triton
5 Squid
5 Moray
5 Lamprey
Wave 2
3 Manta
3 Lamprey
3 Squid
Plus waves of Lamprey and Manta until the carrier is destroyed

NAV 2 –
2 Orca
2 Triton
4 Barracuda
5 Lamprey
5 Manta
Waves of Lamprey, Stingray and Moray until cap-ships are destroyed.

Notes

- Since you are flying a Devastator, you don't need to worry about wasting torpedoes so much. You can always use your plasma gun to destroy cap-ships, which is just as well considering the number of cap-ships in this mission.
- Perhaps the enemy forces at NAV 2 make up for the easy NAV 1. Or perhaps those bugs are waiting to get their asses kicked. Either way, go get them. Go straight for the cap-ships and you'll have less fighters to face. Shooting fighters won't get the job done.

Success / Failure

Success / Failure go to *G5*

G5: Krieger – Reposition Battery

Combat Summary – TCSC S.05

Primary Objectives

Escort and Defend the *Cerberus*

Secondary Objectives

Eliminate Alien Bombers
Eliminate Alien Fighters
Destroy Alien Comm Relay Station (Added at NAV 1)
Eliminate Alien Transports (Added at NAV 2)

Bonus Objectives

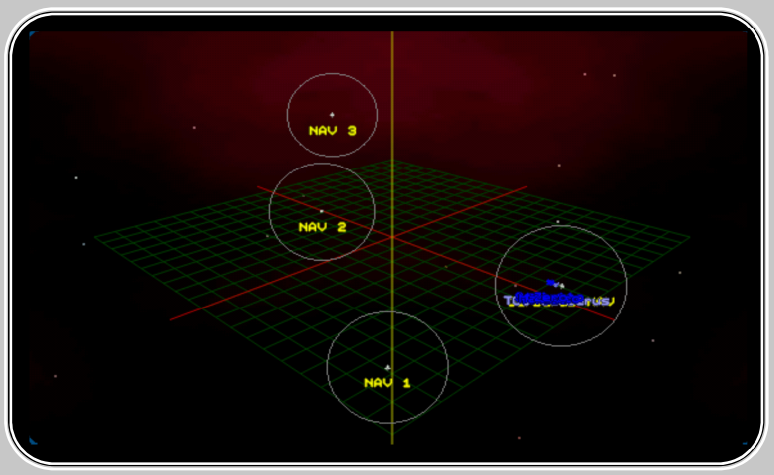
Eliminate 75% of Alien Bombers
Eliminate 50% of Alien Fighters

Your Ship "Black" Vampire

Wingmen Amazon, Spyder

Other Friendly Ships Bravo Wing (Devastators) : Stiletto (Wing leader), Zero, Maestro.

Briefing. Multi-stage assault tactics have proven effective against the alien blockade. We are going to attempt another multi-stage strike on a second alien star-ship in this system. The enemy vessel is positioned to block our path into Proxima and is most likely guarding more capital ships in and around a nearby jump point. In order to punch through this obstacle, *Cerberus* will need to be repositioned. Provide cover for *Cerberus* along this NAV route.



Alien Forces

NAV 1 –	
Wave 1	1 Comm Facility
	4 Ray
	3 Red Manta
	7 Squid
Wave 2	3 Squid
	3 Moray
Wave 3	1 Red Manta
	4 Barracuda
	4 Moray
Wave 4	5 Moray
NAV 2 –	
Wave 1	2 Triton
	5 Lamprey
	3 Moray
	1 Red Manta
Wave 2	1 Red Manta
	6 Moray
Wave 3	4 Manta
	4 Stingray
NAV 3 –	
Wave 1	3 Moray
	2 Red Manta
	5 Stingray
Wave 2	2 Devil Ray
	4 Moray

Notes

- Ever wondered how the bugs know where you're going and when? The answer is at NAV 1. A nice comm facility...put it out of business. The best place to attack it from is above the large curved part, destroying each antenna in turn.
- And while you're putting the bugs out of business, you might as well deprive them of a few supplies by destroying the Tritons at NAV 2 with your remaining torpedoes, using your plasma gun if you run out (which you probably will unless you eliminate the turrets).

Success / Failure

Success / Failure go to G6

G6: Krieger – Turrets Swipe

Combat Summary – TCSC K.88

Primary Objectives

Eliminate All Alien Carrier Gun Turrets
Eliminate All Alien Carrier Missile Turrets

Secondary Objectives

None

Bonus Objectives

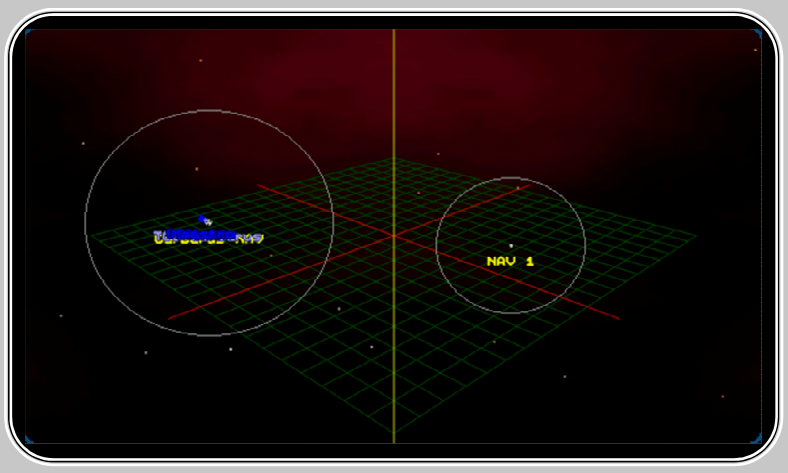
Eliminate 50% of Alien Fighters

Your Ship "Black" Vampire

Wingmen Amazon, Zero

Other Friendly Ships Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto, Maestro.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1 –

Wave 1	1 Leviathan
	4 Barracuda
	5 Moray
	5 Manta
Wave 2	4 Manta
	4 Lamprey
Wave 3	4 Squid
	4 Moray
Wave 4	4 Squid
	4 Manta
Wave 5	4 Manta
	4 Lamprey
Wave 6	4 Squid
	4 Moray
Wave 7	4 Squid
	4 Manta
Wave 8	3 Lamprey
	2 Squid
	6 Stingray
	2 Manta

Notes

- This mission isn't particularly difficult. It would probably help if you destroyed all of the fighters first, then went for the carrier's turrets.
- Take out everything on the carrier except the bridge, engine and launchers which you can't take out anyway. If you have to eject before taking out everything, you will have a lot more to contend with when it comes to destroying the carrier.
- While there are a limited number of waves the Leviathan will send at you they will stop when you finish off all the turrets and missile launchers.

Success / Failure

Success / Failure go to G7

G7: Krieger – Final Blows

Combat Summary – TCSC W.09

Primary Objectives
Eliminate Carrier
Destroy Any Other Alien Cap-Ships (Added at NAV 1)

Secondary Objectives
Eliminate Fighters Defending Carrier

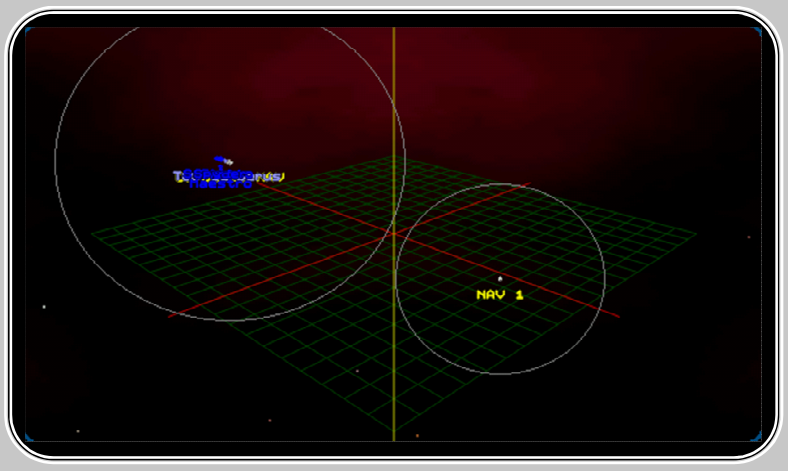
Bonus Objectives
Eliminate 50% of Alien Fighters

Your Ship "Black" Devastator

Wingmen Amazon, Stiletto

Other Friendly Ships Bravo Wing (Vampires) : Spyder (Wing leader), Zero, Maestro.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1 –

Wave 1	1 Leviathan
	1 Hydra
	5 Squid
	5 Moray
Wave of	2 Manta
	3 Lamprey
	1 Squid
	1 Devil Ray

Until Carrier is destroyed

Notes

- The extra waves appear if the Leviathan is still alive at the point at which the waves would be spawned. Take out the cap-ship quickly, and you won't have to deal with them.
- Since the Hydra still has all of its turrets, you may want to try knocking a load out with your Dragonfly missiles and maybe some Mosquito missiles as well. You have a large missile load, so use that to your advantage.

Success / Failure

Success / Failure go to G8

G8: Krieger – Path To Proxima

Combat Summary – TCSC P.76

Primary Objectives

Escort and Defend the *Cerberus*
Ensure Cruiser Elimination (Added at NAV 1)
Ensure Destroyer Elimination (Added at NAV 2)
Ensure Carrier Elimination (Added at Wave 5)

Secondary Objectives

Engage and Destroy Fighters

Bonus Objectives

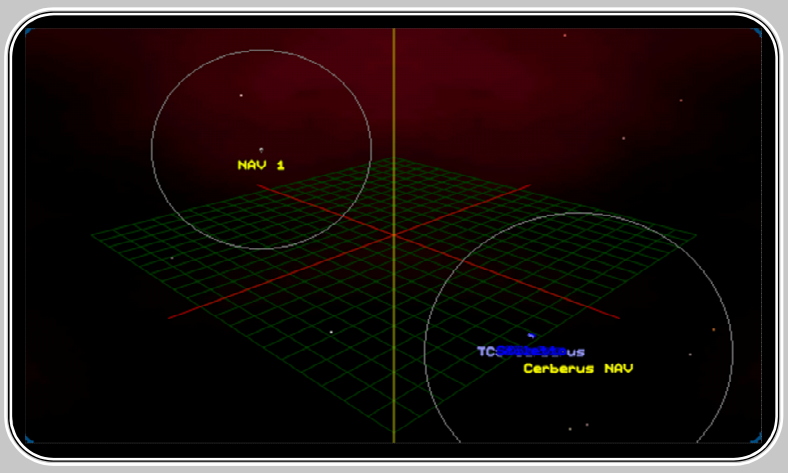
Eliminate 50% of Alien Fighters

Your Ship "Black" Vampire

Wingmen Zero, Maestro

Other Friendly Ships Bravo Wing (Devastators) : Spyder (Wing leader), Stiletto, Amazon. 3 Vampires and 3 Shrikes at NAV 1.

Briefing. Intel believes that the aliens are using the binary star system of Proxima to fuel a new wormhole device. Confed Science Division has deduced that this second wormhole in Proxima, once opened, will remain open until the stars' energy has been depleted. We must reinforce the scattered Confed ships active in Proxima and eliminate the alien presence. Lead *Cerberus* along this NAV route to the Proxima jump point.



Alien Forces

NAV 1 –

Wave 1	1 Orca
	1 Hydra
	6 Manta
Wave 2	6 Stingray
Wave 3	4 Squid
	4 Manta
Wave 4	4 Barracuda
Wave 5	1 Leviathan
	3 Red Manta
	3 Stingray
	3 Manta

Then infinite waves of 1 Devil Ray and 2 Manta until carrier is destroyed

Notes

- Lots of cap-ships. Lots of fighters. It's just as well someone sent some help your way. Defend everything Confed because you'll appreciate the extra firepower.
- Once the Leviathan arrives, take out the red mantas and the stingrays as quickly as possible otherwise they'll head straight for the *Cerberus*. After that, just defend the bombers long enough for them to destroy the carrier. When all is done, you're on your way to the final episode.. Finishing Stroke.

Success / Failure

Success / Failure go to H1a

Episode 7:

FINISHING STROKE

H1b: Proxima – Evasive Recon Patrol

Combat Summary – TCSC 9.GD

Primary Objectives
Eliminate Alien Transports
Patrol All NAV Points

Secondary Objectives
Eliminate Alien Corvettes

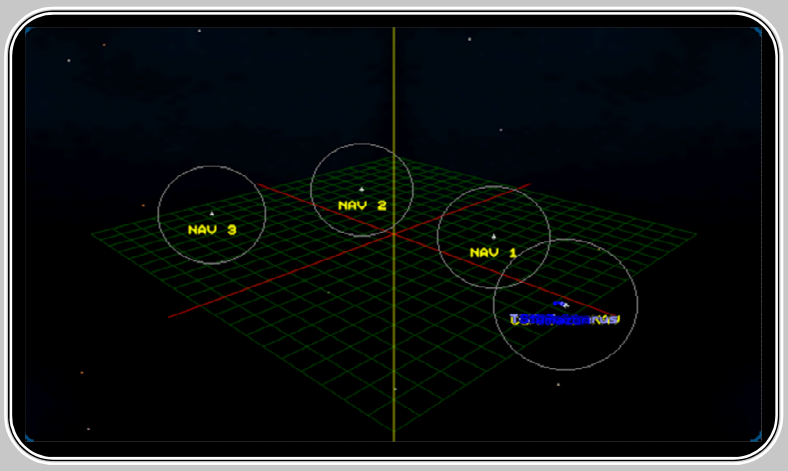
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Devastator

Wingmen Maestro, Stiletto

Other Friendly Ships Bravo Wing (Vampires) : Zero (Wing leader), Spyder, Amazon.

Briefing. *Cerberus* has entered the Proxima system. This is the heart of alien operations in the Vega sector. Our purpose is to control the aliens' stellar-accretion device and thereby keep them from opening a new gate. To do this, we must command Proxima system. Patrol these NAV points and eliminate all enemy forces you encounter. Return to *Cerberus* for further briefing.



Alien Forces

NAV 1 –	1 Triton
	1 Barracuda
	4 Manta
	1 Devil Ray
NAV 2 –	3 Stingray
	2 Manta
NAV 3 –	2 Triton
	2 Barracuda
	3 Stingray
	4 Manta
	2 Lamprey

Notes

- This is a straight forward patrol. The enemy forces aren't overwhelming, and there're just a few transports to knock out. As usual, if you forget to knock out the transport's turrets, the torpedoes probably won't hit.
- Remember your superior missile loadout… unload everything you have on the fighters if they dare to attack you… aim well with the rocket pods and they'll regret it.

Success / Failure

Success / Failure go to H2a

H1a: Proxima – Reconnaissance Patrol

Combat Summary – TCSC 0.AA

Primary Objectives
Eliminate Alien Transports
Patrol All NAV Points

Secondary Objectives
Eliminate Alien Corvettes

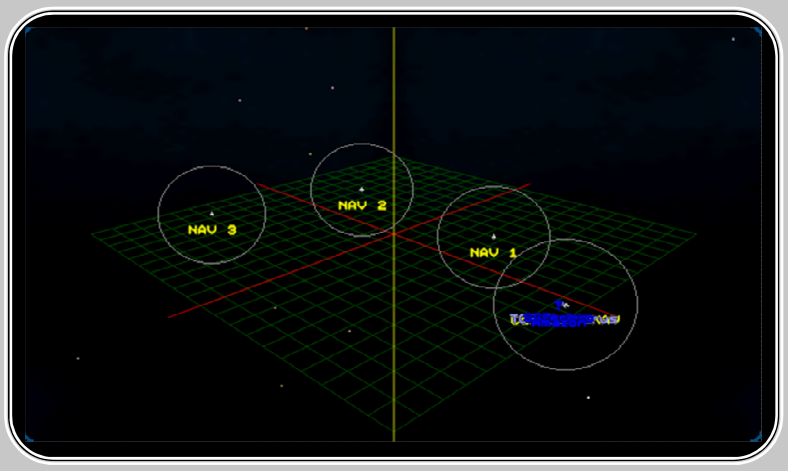
Bonus Objectives
Eliminate 75% of Alien Fighters

Your Ship "Black" Devistator

Wingmen Maestro, Stiletto

Other Friendly Ships Bravo Wing (Vampires) : Zero (Wing leader), Spyder, Amazon.

Briefing. *Cerberus* has entered the Proxima system. This is the heart of alien operations in the Vega sector. Our purpose is to control the aliens' stellar-accretion device and thereby keep them from opening a new gate. To do this, we must command Proxima system. Patrol these NAV points and eliminate all enemy forces you encounter. Return to *Cerberus* for further briefing.



Alien Forces

NAV 1 –	1 Triton
	1 Barracuda
	3 Manta
NAV 2 –	3 Stingray
NAV 3 –	2 Triton
	2 Barracuda
	3 Stingray
	4 Manta

Notes

- This is a straight forward patrol. The enemy forces aren't overwhelming, and there're just a few transports to knock out. As usual, if you forget to knock out the transport's turrets, the torpedoes probably won't hit.
- Remember your superior missile loadout... unload everything you have on the fighters if they dare to attack you.. aim well with the rocket pods and they'll regret it.

Success / Failure

Success / Failure go to H2b

H2b: Proxima – Midpoint Assault

Combat Summary – TCSC 5.HR

Primary Objectives
Escort and Defend the *Cerberus*

Secondary Objectives
None

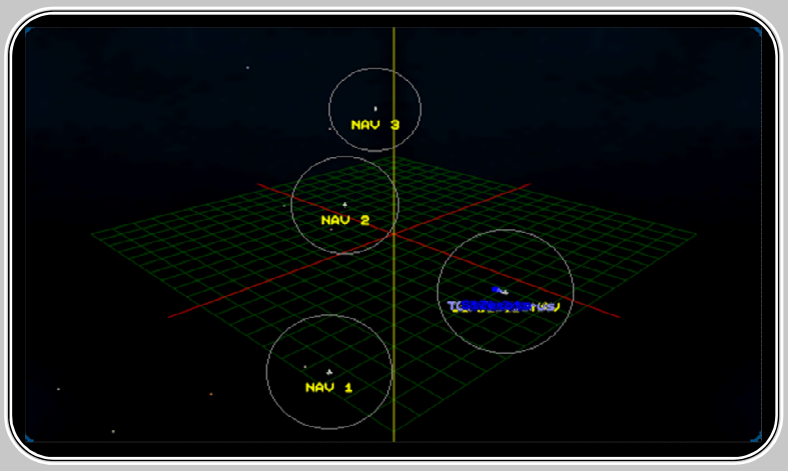
Bonus Objectives
Eliminate 75% of Alien Fighters
Eliminate 75% of Alien Bombers

Your Ship "Black" Vampire

Wingmen Amazon, Spyder

Other Friendly Ships Bravo Wing (Panthers) : Maestro (Wing leader), Zero, Stiletto. TCS *Arkhangelsk* at NAV 3

Briefing. The stellar-accretion device is supported by a large carrier force near the midpoint of Proxima system. In order to launch the proper offensive, *Cerberus* will require escort to this midpoint. Confederate craft from Kreiger system will be reinforcing our assault on this carrier group. Escort Cerberus along this NAV route and eliminate all alien forces.



Alien Forces

NAV 1 –	2 Skate T
	4 Red Manta
	3 Moray
NAV 2 –	4 Red Manta
	4 Lamprey
	4 Devil Ray
NAV 3 –	2 Skate T
	2 Ray
	6 Stingray
	4 Devil Ray

Notes

- Throughout this mission you must concentrate on defending *Cerberus*. Almost everything that gets thrown at you can hurt *Cerberus'* main components, so eliminate everything as quickly as possible leaving minor threats such as the Morays and Lampreys until last.
- The TCS *Arkhangelsk* is under attack at NAV 3, and since it is difficult to defend two capships with such a distance between them, use your NAV map often and eliminate anything which targets the *Arkhangelsk*, leaving your wingmen to defend *Cerberus*.

Success / Failure

Success / Failure go to H3

H2a: Proxima – Midpoint Arrival

Combat Summary – TCSC 4.XX

Primary Objectives
Escort and Defend the *Cerberus*

Secondary Objectives
None

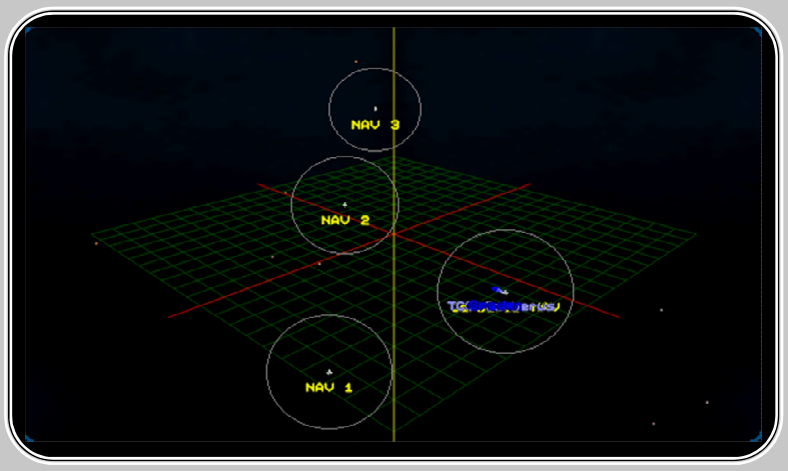
Bonus Objectives
Eliminate 75% of Alien Forces
Eliminate 75% of Alien Bombers

Your Ship "Black" Panther

Wingmen Amazon, Spyder

Other Friendly Ships TCS *Adelaide*, 3 Excalibur's at NAV 3

Briefing. The stellar-accretion device is supported by a large carrier force near the midpoint of Proxima system. In order to launch the proper offensive, *Cerberus* will require escort to this midpoint. Confederate craft from Sirius system will be reinforcing our assault on this carrier group. Escort *Cerberus* along this NAV route and eliminate all alien forces.



Alien Forces

NAV 1 – 4 Manta
NAV 3 – 2 Moray
2 Ray
3 Red Manta
8 Stingray

Notes

- This mission is straight forward, just kill anything that attacks you.. until you reach NAV 3.
- The TCS *Adelaide* is under attack at NAV 3, and since it is difficult to defend two cap-ships with such a distance between them, use your NAV map often and eliminate anything which targets the *Adelaide*, leaving your wingmen to defend *Cerberus*.

Success / Failure

Success / Failure go to H3

H3: Proxima – Alien Science Crew

Combat Summary – TCSC 6.KL

Primary Objectives
Ensure Carrier Elimination
Eliminate 75% of Alien Carrier Gun Turrets

Secondary Objectives
Eliminate 75% of Alien Carrier Missile Turrets
Eliminate Carrier Shield Emitters

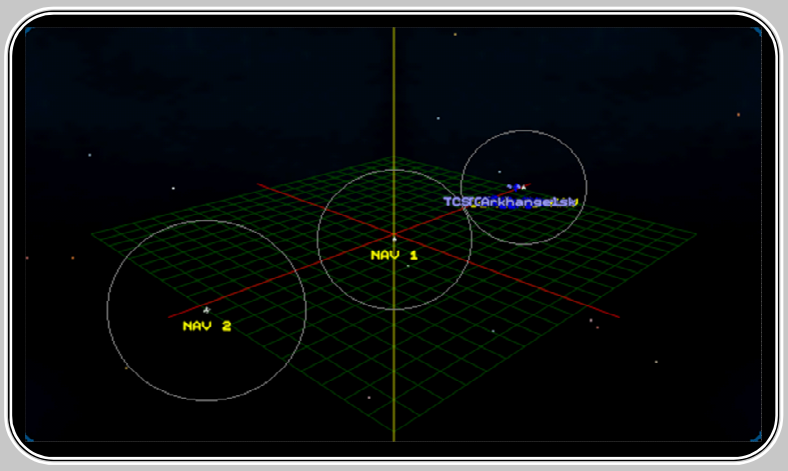
Bonus Objectives
Eliminate 75% of Alien Fighters
Destroy Alien Transport

Your Ship "Black" Shrike

Wingmen Spyder, Maestro

Other Friendly Ships Bravo Wing (Vampires) : Amazon (Wing leader), Zero, Stiletto. Ships you saved in the previous mission.

Briefing. There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1 –
Wave 1 1 Orca
1 Triton
4 Manta
8 Squid
Wave 2 4 Squid
NAV 2 – 2 Leviathan
4 Moray
8 Squid
Plus extra waves of Squid

Notes

- There isn't an extreme amount of fighters in this mission, but if you find yourself hurting, run for the cover of whatever cap-ship you are escorting, if you saved it. The extra firepower from that will help keep the bugs off your back.
- With two carriers, you can't afford to waste any torpedoes or lose any wingmen. You risk not being able to complete the mission otherwise.

Success / Failure

Success / Failure go to H4

H4: Proxima – Star Smasher

Combat Summary – TCSC 7.FY

Primary Objectives
Eliminate Alien Command Ship

Secondary Objectives
None

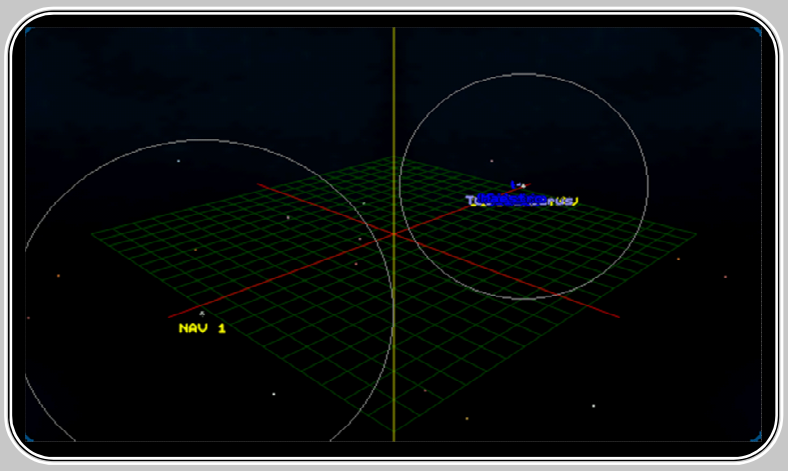
Bonus Objectives
Destroy Alien Transport
Eliminate 75% of Alien Fighters

Your Ship "Black" Devastator

Wingmen Amazon, Zero

Other Friendly Ships Bravo Wing (Vampires) : Spyder (Wing leader), Maestro, Stiletto.

Briefing. Intel Science Division believes that complete destruction of the device may lead to dangerous long-term effects in Proxima. Your goal is to remove the alien presence without eliminating the device. Follow this NAV route to the aliens' staging ground. Clear the area of all hostile craft and await arrival of *Cerberus*.



Alien Forces

NAV 1 –

Wave 1	Accretion device
	1 Tiamat
	(Alien Command Ship)
	2 Triton
	6 Squid
	4 Moray
	2 Devil Ray
Wave 2	8 Squid
Wave 3	8 Squid
Wave 4	4 Moray
	4 Manta
	4 Devil Ray

Notes

- Waves 2, 3 and 4 arrive if the command ship is still active. Wave 4 arrives exactly 6 minutes after your arrival at NAV 1.
- Time is of the essence on this mission. Take too long.. and death is the only option.
- Remember, you have to destroy the command ship, NOT the accretion device.
- All you have to do, it blow up the command ship and finish off the fighters in the area and you're on to the winning end game scene. Simple.

Success / Failure

Successfully destroy command ship, see Win-Win ending.	Destroy accretion device, see Win-Lose ending.	Take too long (about eight minutes after you arrive) at NAV 1, see Lose-Lose ending.

Additional Information

SS Blue Horizon – The Missing Fiction

A fairly important piece of fiction was left off of www.secretops.com, so for your enjoyment, here it is:

INFORMATION SEARCH/REQUEST :
PARAMETERS : *VIRUS INCIDENT REPORTS ALIEN TOXICOLOGY BLUE HORIZON*

CLASSIFICATION R-4

AUTHORIZED PERSONNEL ONLY
CONTENTS:
TCIS DOCUMENT NUMBER 04033201-440-332134

Incident Report: Morpheus System, Deneb Quadrant, Epsilon Sector - 2681.068

ABSTRACT: On or about 2681.063, the passenger liner ***Blue Horizon*** was attacked and destroyed by unknown forces, resulting in the loss of 6388 civilian lives onboard. The Patrol Frigate ***Belliard*** picked up a distress beacon at approximately 2145 local time and responded immediately. At 2321 the ***Belliard*** arrived to find only 112 survivors. The following is a partial report by some of the surviving passengers and crew.

PASSENGER / CREW DEPOSITIONS:
RECORDED BY: MEDICAL OFFICER ALLISON BRIGGS, ***TCS BELLIARD*** (FF-23 MORPHEUS SYSTEM SECURITY 'PATROL FRIGATE')

PATIENT: CLARENCE POSKOLOVITCH, AGE: 54 (***BLUE HORIZON*** – PASSENGER #2238)
OCCUPATION: RETIRED JOURNALIST

STATUS: PATIENT DISCOVERED UNCONSCIOUS WITH MINOR CONTUSIONS AND A DEVELOPING RASH ON UPPER EXTREMITIES. EAGER TO GIVE ACCOUNT OF CIRCUMSTANCES SURROUNDING DESTRUCTION OF ***BLUE HORIZON.***

{Begin Transcription}

Are you getting all this? Okay…Christ…I hope this helps…

I was in the Starlight Casino just before things went terribly, terribly wrong. I had just lost 40,000 credits at one of the gambling tables and was sitting at the bar consoling myself with a Talosian-sunrise when I looked up and saw a flash of light through the domed ceiling.

I didn't realize it a first because I wasn't expecting it, then I recognized it as a jump vortex. As I watched the swirling mass of light and energy expand, I grew excited, having always been a bit of a military buff and knowing how close we were to the naval yards at Speardon.

I had thought I might get a glimpse of a cruiser or maybe even a carrier but what came through the jump point were definitely not Navy ships. Their hulls seemed to almost shimmer in the fading light of the collapsing jump vortex. As I remember, there were three or four large ships but I suppose there could have been more. At any rate,

they sat motionless for a moment as the jump point closed, but soon they began to move, directly towards us. At the center of the group was a large black ship. At that moment, the first officer's voice came over the intercom requesting that all the passengers please consider returning to their cabins. Of course, nobody did, not that they could hear the announcement over the noise of the casino.

I sat at the bar for a moment, watching the black shape grow imperceptibly larger and larger. After a few minutes, I decided to heed the first officer's advice and headed for the starboard lift at the edge of the domed hall. As I stepped in, I turned and looked up in time to see a twinkle of light coming from the tips of the center ship. The twinkles grew closer and brighter before my eyes and I really wished the lift doors were faster. Just as the massive transparent doors closed, I watched in horror as an alien fighter punched through the domed ceiling of the casino, instantly vaporizing half the occupants of the room before burning through to the decks below. The whole ship shook with the force of the impact, throwing me against the back of the lift, knocking me unconscious.

I woke up on the floor of the lift with a headache the size of New Detroit. I stood up slowly and looked out through the doors of the lift. The lift doors opened, and I braced for the sickening suction I thought would drag my guts out, but I saw that emergency containment fields were active over the holes through the decks, which made me breathe a little easier. Always weird to see though… anyway…The casino, or what was left of it, was an empty, charred wreck. Chunks of the fighter's hull stuck in the walls just outside the lift. I couldn't resist touching the surface. It was an iridescent mother-of-pearl, and, well, moist. It felt like a tortoise shell covered with spit. I don't know if it was a remnant of the energy that powered it, but it made my fingers tingle. I snapped back to reality then and looked around for any survivors.

They were all dead, every last one of them, either incinerated or spaced. I felt a sudden wave of nausea sweep over me, I don't know if it was the Talosian-sunrise, the partial concussion, or watching hundreds of people die in a fraction of a second, but I collapsed to the floor and began retching uncontrollably. After a few moments I managed to regain my composure, stood slowly and pressed the button for E-deck.

I didn't really expect anything to happen, but surprisingly the lift began moving slowly. As the lift slid down the side of the ship, I could see dark shapes swarming all around the bulbous hull. The lift came to a stop on E-deck and the doors slid open, revealing a dark corridor, lit only by the murky glow of the emergency lights. I could make out the panicked screams of other passengers from somewhere down the hall. As I came to a bend in the corridor, I tripped over something and landed face first on the deck in a pool of water. Only it wasn't water, it was too thick, too sticky, its taste too salty on my lips. It was blood…I'm assuming human. I propped myself up on my hands and knees and turned to look at what it was that I had tripped over. In the darkness I could barely make out the body of a young man in what was left of a stewards uniform. He looked as though he had been impaled multiple times by a large blunt object. I backed slowly away from him, suddenly feeling a tremendous need to get as far away from his body as I could and turned back down the corridor towards the voices. As I came to another bend in the corridor I could begin to make out separate voices ahead. As I ran, the voices grew clearer and I could hear someone shouting over

the others. I turned another corner and almost immediately ran into the back of a tall thin man in uniform.

He was the one I had heard so clearly down the corridor. He spun towards me with the look of a man who was ready to kill and yet expecting to die before getting the chance. In his right hand he held a rather large knife, which looked as though it had seen recent use on something. Slowly the look on his face turned from fear and rage to astonished horror as he looked me over. I understood why when I looked down and noticed that I was almost completely covered in blood. I stated that the blood was not mine and started to explain what had happened when he cut me off. He asked me where I had come from and when I told him I had just come from the casino he looked as though he didn't believe me. Again, I started to explain, and again he cut me off saying that it didn't really matter and that if I wanted to get off this ship alive I should shut up and get in line with the rest of the passengers. I stood motionless for a second before he grabbed me by the shoulder and shoved me into a crowd of people.

Some of them looked as though the had just been pulled from their cabins, some from the ballrooms and some of them looked as if they had just been pulled from the wreckage of a burning ship. The man in uniform began yelling again, directing the people in the crowd to stay together as we moved. The crowd shifted constantly as the man led us through the darkened corridor. At one point I came face to face with a young woman I had met days earlier in the casino, we had talked for hours that day, but now her face was blank as she looked at me and there was no recognition in her eyes. I started to say something but she turned away from me and we became separated almost as quickly as we had met as the crowd moved on. After perhaps ten minutes or so the corridor gave way to a huge opening, it was one of the ships shuttle bays. The bay was partially filled with smoke…

I've seen a lot, you know? I've covered the decimation of entire colonies by Kilrathi shock troops. I was on board a support vessel during the nightmare that was Hell's Kitchen twenty years ago. I've seen more death than most marines. I've just never been there while it went down in front of my face. I've also been away from it for a while…You have to build up a tolerance for this stuff. Drives me crazy that my best story comes the year after I decide to "take it easy".

Anyway, I remember that we were herded into trembling lines, trying really hard not to trample our way onto the lifeboats that were being prepped. There were plenty of the things left, and they were mostly automated, so it only took about ten minutes for us to get strapped in, and ready to be launched like a pinball from the bay.

I don't know who designed these things, but they were as comfortable as a T'kirsa summer. We all felt our weight triple as we launched, about half of the group passed out under the force. There were viewports all over the thing providing us with a sickly view of what was happening.

There were a couple of Excalibur class fighters that were trying to defend us. They didn't stand a chance. I watched three of them burn before the lifeboat was hit by something. I don't know if it was a stray gunbolt, debris, or…whatever…but our boat went into a spin, the lights went out, and I lost consciousness quickly.

Then I'm here, strapped in this bed, with an itch that won't stop. I can't tell you how happy I was, I thought I'd never see my wife again, I can't wait to tell her I'm okay.

This rash is temporary, right? It feels like poison oak, but at the same time kind of okay…I can't explain it, but I feel pretty good.

The other doctor, um, what's his name? He said everything should be okay in a couple of days and that we're going to be dropped off at that starbase. I can't wait. Are we done here? I really can't think of anything else that's important right now, except that I need some more water…I haven't been this thirsty in a while.

* Chief Medical Officers Note: Subject died as a result of extreme complications caused by an unknown viral agent 14 hours after pick-up.

Patient: Sh'Kari Mueller, Age: 28 (***Blue Horizon*** - Passenger #1114)
NO ADDITIONAL INFORMATION AVAILABLE *AWAITING REVIEW*
Records Pending
* Chief Medical Officers Note: Subject died as a result of internal bleeding due to trauma.

Patient: Viktor Kasashi, Age: 74 (***Blue Horizon*** - Passenger #0032)
NO ADDITIONAL INFORMATION AVAILABLE *AWAITING REVIEW*
Records Pending
* Chief Medical Officers Note: Subject died as a result of unknown biological agent.

Patient: Demson Washington, Age: 51 (***Blue Horizon*** - First Officer)
NO ADDITIONAL INFORMATION AVAILABLE *AWAITING REVIEW*
Records Pending
* Chief Medical Officers Note: Subject in deep coma.

Note: Shortly after her rendezvous with the ***Blue Horizon*, all contact with the ***Belliard*** was lost. She was found adrift two days later with all hands missing. For reasons that are as of yet unknown, the ***Belliard's*** interior airlocks were open and all compartments were exposed to space. It is assumed that this is related to either the unknown viral agent reported in the CMO's log or the forces that attacked the ***Blue Horizon***.

Secret Ops Game Altering Codes

Although use of the following codes is inadvisable, is cheating and can ruin your experience of the game, the following codes are usable in the game and enabled by typing them in spaceflight.

goodtarget – highlights ships exactly as they would appear in turret view

moretunes – enables you to select the in game music

shoehorn – enables debug mode. Once this code is typed, the following key combinations are active.

Ctrl-F12 – Destroys current target.

Ctrl-I – Toggles invulnerability, although this is in this options menu anyway.

Ctrl-C – Toggles your ship as collidable.

In Ink

Point of Origin Vol. VIII, No. 2 (2) - October 30, 1998

Most of the treats have been showing up in relation to Wing Commander and Secret Ops. USA Today writer Tom Ham wrote, "The graphics of Secret Ops are nothing short of brilliant. The intuitive interface lets beginning wing commanders, as well as veteran pilots, jump right into the action. Tight controls and great use of stereo sound round out this truly engrossing space adventure."

Many publication elected not to review the game because of the segmented availability of the product. However, those that did had high praise for ORIGIN. Hot Games.Com gave Secret Ops a score of 5 out of 5. "Secret Ops is one of the greatest blasters you can currently get on your PC, it's as simple as that. Stunning visuals, furious action and an overwhelming sense of atmosphere really draw you in."

Another strong review came from Games Domain Review. "Whatever Origin's reasons are (for giving it away free), Secret Ops is a windfall for any space combat fan."

Voodoo Magazine (the official 3Dfx magazine) said this about Secret Ops, "If you've been a dedicated Wing Commander player, now's your chance to get something back from Origin."

Even the Austin American-Statesman was getting in on the act. "Light years ahead," said business writer Omar Gallaga. "Origin breaks new ground again with its free gaming saga. The company has proved it can change the way software works."

The good news wasn't just limited to Secret Ops. Computer Shopper magazine, which reaches more than half a million readers selected Wing Commander Prophecy as among its Top 100 Products of the Year. WCP was among 13 games and game gear products selected in the Top 100, among them Unreal and The Curse of Monkey Island. Editors wrote this about WCP, "You'll need a fast CPU and a late-model 3-D accelerator to see the game at its best, but if your system has the horsepower, you won't believe your eyes."

LIGHT YEARS AHEAD:

Origin breaks new ground again with free game saga

By Omar L. Gallaga

Soap operas have been around since radio and the Star Wars movies introduced space operas.

Now, Origin Systems Inc. adds interactivity to serial entertainment with an online version of its Wing Commander series. The game, called Secret Ops and released this week, allows players to download a new episode from the Web for seven weeks.

Neil Young, general manager of Origin, said the company is hoping to break new ground in "episodic entertainment" on the Web.

"This is really a prototype of this kind of delivery system for us," Young said. "What's cool about this is it's the first time that anybody has done anything episodic in the interactive gaming space."

Secret Ops picks up where Wing Commander: Prophecy left off. The team of about 50 developers decompressed after wrapping up "Prophecy" and then moved on to work on Secret Ops for six months.

After downloading the game itself, players will be able to come back each week for seven weeks to download new installments in the storyline. In all, there are 56 missions.

In addition to the Secret Ops game, users will be able to read e-mails and bulletins relating to the storylines on the Web site. Any game company touting a game as revolutionary is like saying you've reinvented the wheel. But Origin has proved it can change the way software works with last year's Ultima Online, a mammoth project that created online virtual worlds for players to interact with.

In putting that game together, Origin, a unit of Electronic Arts Inc. of San Mateo, Calif., overcame system problems, network crashes and complaints from users about slow gameplay. As Ultima Online's mulitplye worlds grew, the problems were eventually fixed and the game is still going strong, with about 90,000 active subscribers.

"We just have a real focus in our economy on online leadership right now," Young said, "We're just really excited about the potential for online gaming in general."

Like Ultima Online, Wing Commander: Secret Ops has had to leap an early hurdle. On its debut Thursday, game files were found to be infected with the CIH virus, which can rease a user's hard drive. Origin removed the files after two and a half hours, cleaned them up and reposted them later that afternoon.

The company offered links on its site to anti-virus software available on the Web for users who thought they may have downloaded infected files. It said the virus originated from a computer at Origin that was transmitting the files to the server.

The Wing Commander series, started in 1990 by creator Chris Roberts (now head of Austin's Digital Anvil), has sold 5 million units. Young said Wing Commander's popularity made it a good bed to introduce a new kind of gaming structure. Early indications suggest players are anticipating the game because of its popularity and because it's free, said Alan Duncan, associate editor at Gamespot.com, a gaming news Web site.

"People are getting really hyped up about it," Duncan said. "Whenever there's something new in the series, people automatically get attached to it. It's got a pretty big following."

Duncan said one challenge for gamers will be just getting the game. The basic game is a 63 megabyte-sized download -- the file will take at least four hours to retrieve on a fast modem connection. An additional file adding speech to the game is another 51 megabytes.

Duncan said some players may be turned off by the download time and may wait for a CD-based version of the game. Secret Ops will be included with Wing Commander: Prophecy in a package called Wing Commander: Prophecy Gold to ship at the end of the year.

For gamers who can't wait, several sites will offer the game for free. Young said the bandwidth required to make the game available will be achieved by using mirror sites. Among the sites carrying Secret Ops will be C-Net's Download.com, Happy Puppy and Gamespot. With seven to 10 mirror sites, about 500,000 user's will be able to download and play the game, Young said.

Wing Commander has gone through many incarnations since its debut. Originally a graphical space combat simulator, the game evolved to include full motion video sequences. Actors appearing in the series included Mark Hamill and Malcolm McDowell.

A movie based on the Wing Commander series is being produced by Digital Anvil with Roberts directing. Filming of the movie was completed in February in Luxembourg. Roberts company is doing postproduction work on the film and should have it completed by November, a spokesman for Digital Anvil said.

Interviews with the Secret Ops Team

Sean Murphy (Artist)

Q. *What exactly is involved in creating a new spacecraft?*

A. First step is to determine what the craft is needed for in the game - a bomber will be different from a spacecraft carrier or a fighter or a freighter. Then we begin sketches to try to come up with some initial approaches – very general ideas that will be the foundation of the design. From there we modify and tweak the look through several progressive sketches, eventually settling on something we all hopefully agree on. We then begin building the ship, a process which usually sees some final modifications and polishes to the design. And voila!

Q. *Is there any particular inspiration for your WC art?*

A. I particularly try to create a real-world look to the art I create, to make it look like something that would logically evolve from the way things are designed and built today. I look at construction equipment, modern military craft (not just airplanes, but tanks, helicopters, even things like hovercraft), and the like. If I had to pick one movie that most closely approximated the WC feel it would be Aliens

Q. *Have you ever designed things that don't quite make it into the final game?*

A. All the time.

Damon Waldrip (Senior graphic designer/technical art advisor)

Q. *What type of art do you do?*

A. Design, concept drawings, 3D modelling & texturing (both cinematic & game art), lighting, animation, pretty much everything. in the world of computer games, an artist has to be a kind of jack of trades. however, each of us has our specialties. Mine are two: one is modeling, the other is more on the technical side, working closely with the programmers to ensure that the art is well and properly integrated into the game engine.

Q. *What exactly is involved in creating a new spacecraft?*

A. At first, making many sketches to come up with a look that works. then, perhaps a 3D mock-up. then a final drawing. then, generally, a cinematic model is built: a high-detail 3D spline model with high-detail textures. then the game art is built. This involves building some polygonal versions somewhat simpler than the heavily detailed cinematic version, using the cinematic model as a template. rendered images of the cinematic model are used for textures. there are usually several details levels which must be built. (these save processor time by swapping out as the camera moves closer to, or farther from the ship). then, damaged art must be made for when the ship or its component parts blow up. then, collision extents must be built. (these are simpler polygonal approximations of the ship, used for collision detection.)

Q. *Is there any particular inspiration for your WC art?*

A. It varies. anything. everything. plants, animals, microscopic critters, all of nature, cars, buildings, and even other spacecraft. Imagine that.

Q. *Have you ever designed things that don't quite make it into the final game?*

A. Oh yes. Ouch. Not even funny. but, thankfully, this happens far less often with experience.

Cinco Barnes (Lead designer)

Q. *What does a designer do? What did you do for Secret Operations?*

A. The designer works closely with the art and programming staff to generate the 'look' and 'feel' of the gameplay. Once the overall goals for the game are decided, the design team focuses on the creation of the game story, the fictional dialogue and the mission content. During the greatest portion of development, designers work through an editor called "MED" using a proprietary scripting language (that operates a lot like C++). With this editor and the powerful language associated with it, designers are able to create all of the game conditions that make for an exciting mission. On "Secret Ops" I was the Lead Designer. My responsibilities were to create the story, dialogue and mission objectives as "broad brush strokes" for the rest of the design team to flesh out later.

Q. *What kind of qualifications does one need to become a designer?*

A. In order to become a successful designer, one will need to understand the mechanics of a good game. In this business it is easy to be confused (often intoxicated) by the memes and conventions of television and movies as an alternative to understanding the subtly complicated modes of gameplay/story interaction. Although understanding of mass media disciplines are crucial to building a believable script, they come in at a distant second to the understanding of CORE FUN. The most qualified game designers continually ask themselves and ask of their designs: What is the FUN THING that I do all of the time in this game? What is my production team doing to bring this FUN THING to fruition? The qualified designer is capable of eliminating the unnecessary in effort to focus on the elements of production that support the central FUN idea of the game.

Pete Shelus (Programmer)

Q. *What was involved in programming Secret Ops? How much of a jump from WCP is it?*

A. Secret Ops is sort of an evolutionary step from Prophecy. One of the first things we did was modify the existing Prophecy code base to allow for the episodic mission system. We learned a lot doing that, and we are already working on some new ideas to make the episodic system even better for future releases. The rest of the programming consisted of resolving issues that remained from Prophecy, adding and improving game functionality, and optimization.

Q. *Do you see a multiplayer WC game in the future?*

A. Multiplayer WC is something that we would certainly like to see. We're spending a great deal of time working out exactly what would make a great multiplayer space combat game. It's a little tricky building something that will be fun because space is a very empty place. Combat usually regresses to just 'jousting' with the other players, so we're reassessing the game mechanic and the environments in which you fly in order to make sure that the multiplayer Wing Commander experience is a great one.

Top Ten

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If you were part of the online Wing Commander community back then, you were probably laughing at "Ten Signs that you're addicted to Wing Commander Prophecy." It was posted to alt.games.wing-commander and reprinted at the Wing Commander Home Sector on February 23, 1998 by Captain Johnny and Sean Murphy. Those were darn good times.

"Ten Signs that you're addicted to Wing Commander Prophecy."

1. You keep hitting the 'C' key to talk to people.
2. When using your dustbuster, you pretend it's a Marine LC.
3. You 'autoslide' when walking.
4. Whenever you see a roach, you start looking for his wingman.
5. You make 'afterburner' noises when passing cars on the freeway.
6. When pulling into a parking garage, you wait for the 'AUTO' light to appear on your dashboard.
7. You use the power mirrors in your car like turrets.
8. You get upset when you can't get a torpedo lock on the truck in front of you.
9. You think Mark Hamill is a darn fine actor.
10. You end every conversation with "Break and attack!"

GAME CREDITS

WING COMMANDER: SECRET OPS

Executive Producer ..... Rod Nakamoto
Project Director ..... Peter Shelus
Associate Producer ..... Adam Foshko
Administration ..... Cindy Wallingford

Design

Lead Designer ..... Cinco Barnes
Designers ..... John 'Majestic' Guentzel,
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Programmer ..... Jason Hugh

Sound Department

Sound by RA/VE Group
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Music

"Prophecy," "Galactic Hives," Ahead," "Tones from the Spheres," "Alien Space Junk," "Quram,"
"Ashes to Life," "Colony 328," "Darwin was Right"
All songs composed by Jean-Luc De Meyer, Dominique Lallement and Robert Wilcocks
© 1997 Les Editions Confidentielle (SABAM) and Electronic Arts Music Publishing Inc. (ASCAP)
© 1997 Edel America Records
All songs performed by Cobalt 60
Cobalt 60 appears courtesy of Edel America Records
Recorded at Origin, Texas, Earth, May '97
Engineered and Mixed by Robert Wilcocks

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Thank you for playing Wing Commander: Secret Ops.
Break and Attack!!

The Wing Commander: Secret Ops Development Team

ORIGIN is proud to announce some exciting news about the next Wing Commander project. Late this summer, ORIGIN Systems is going to redefine online entertainment once again with the release of Wing Commander: Secret Ops, an entire game set in the Wing Commander universe and only available through the Internet.

Secret Ops will be a stand alone product with 56 new single player missions split into seven downloadable episodes. This method of releasing game content online in an episodic fashion is unprecedented in our industry. Certainly it emphasizes ORIGIN's commitment to breaking new ground in the creation and delivery of game content on the Internet. ORIGIN will post a new Secret Ops episode on the Wing Commander web site, http://www.secretops.com, each week beginning later this summer. On the days leading up to each episode, ORIGIN will post new fiction from the Secret Ops story which will set the stage for the downloadable missions. Each set of missions will be the fly-by-the-seat-of-your-pants, adrenaline-pumping action you've come to expect from a Wing Commander game. But this time it will only be available via the Internet.

Secret Ops continues the thrilling story from Wing Commander: Prophecy, released late last year. Propelled through brand new game engine cinematics, the Secret Ops story will leave players on the edge of their seats anticipating the next episode. It will include new, more enhanced weapons from Prophecy and larger more intensified battles. There will also be new Confed bases and remote stations to explore and even cameos from past Wing Commander ships (a secret we'll pass along to you at a later date).

And there's even more great news. To ensure that everyone has an opportunity to experience this unique event, ORIGIN is giving away Secret Ops absolutely free (except for standard Internet connection charges). It's ORIGIN's way of saying "thank you" to our valued customers and supporters. In the coming weeks, you'll see and hear even more about this special event. For now, we'd like to point you to this quick preview of Wing Commander: Secret Ops. Located at http://www.secretops.com.

Stay tuned.
Rod Nakamoto
Executive Producer, Maverick Productions/ORIGIN Systems

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