
WING
COMMANDER

Cast



Colonel Peter Halcyon



Major James “Paladin”Taggart



Major Chen “Bossman” Kien



Major Michael “Iceman“ Casey



Captain Joseph “Knight” Khumalo



Captain Jeannette “Angel” Devereaux



Captain Ian “Hunter” St John



Captain Christopher “Maverick” Blair



1st Lieutenant Tanaka “Spirit” Mariko

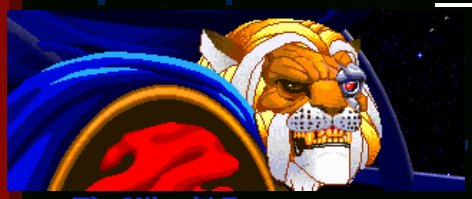


2nd Lieutenant Todd “Maniac” Marshall



Sam “Shotglass”

Kilrathi



The Kilrathi Emperor



Prince Thrakhath

Legend

$N = Last Name
$C = Callsign *dipstik*
$R = Rank *shepdip*
$S = System
$T = Time
$D = Date
$E = Estimated Time and Date
$A = Award
$K = Your Mission Kills
$L = Wingman's Mission Kills

Your Funeral

Colonel: Farewell, $C. You'll be missed.			
Dies Early In Game	**Dies In Mid Game**	**Dies Late In Game**	**Dies In Final Mission**
Colonel: We are gathered here to pay tribute to one of our own, $R $N. It is always sad to lose a pilot... ... but it is especially difficult when he is as young as $C. He died without even a chance to prove himself.	**Colonel:** We are gathered here to pay tribute to one of our own, $R $N. In just a few missions, $C began to turn the tide of this operation. Now his contributions have been cut short. Who can say what $C might have accomplished for the Confederation?	**Colonel:** We are gathered here to pay tribute to one of our own, $R $N. Without a doubt, $C was one of the Confederation's finest pilots. Time after time, he led the Confederation forces to victory. Now, as we press on to victory, we bid farewell to a true hero.	**Colonel:** We are gathered here to pay tribute to one of our own, $R $N. As we all know, this operation has been long and hard. No one fought harder to accomplish our objectives than $C. Now he has made the ultimate sacrifice for the Confederation.

Wingman's Funeral

Spirit Dies	Hunter Dies	Bossman Dies	Iceman Dies	Angel Dies	Paladin Dies	Maniac Dies	Knight Dies
Maverick: Goodbye, Spirit ... I will miss your soft-spoken advice.	**Maverick:** I'll lift a glass to your memory, Hunter. Goodbye.	**Maverick:** I'll try to follow your example of leadership, Bossman. Goodbye.	**Maverick:** Goodbye, Iceman. I'll nail the bastard that got you.	**Maverick:** Au revoir, Angel. I will fight the Kilrathi as you did, with all my heart.	**Maverick:** Goodbye, Paladin. I'll never forget the help you've given me.	**Maverick:** Goodbye, Maniac. I guess you got what you deserved.	**Maverick:** Farewell, Knight. I will always remember you.
Colonel: We are gathered here to pay our last respects to a good friend...							
Spirit Dies	**Hunter Dies**	**Bossman Dies**	**Iceman Dies**	**Angel Dies**	**Paladin Dies**	**Maniac Dies**	**Knight Dies**
Colonel: ...and one of the Terran Confederation's boldest defenders. Lieutenant Mariko Tanaka was never loud or angry in her speech... ...but her actions spoke louder than her words. We will all miss her skill and devotion to the Confederate cause.	**Colonel:** Captain Ian St. John never let the fatigue of battle wear him down. His spirited attitude and passion for duty were without equal. Now that he's gone, you should all strive to find in yourselves ... ...the strength of character that Captain St. John possessed.	**Colonel:** Sadly, we must pay our last respects to a seasoned veteran... ...Major Kien Chen, whom we all knew as Bossman. In our time of uncertainty, Major Chen was always ready to lend himself... ...to anyone who needed guidance. He will be missed.	**Colonel:** Iceman, Major Michael Casey, was one of the best to ever fly a starfighter. His taciturn approach to his duties was fueled by a drive to win... ...whatever the odds. He died as he lived... ...fighting against the enemy to preserve the lives of his fellows.	**Colonel:** I am saddened to note the passage of one of our most devoted warriors... ...our friend, Captain Jeanette Devereaux. She gave everything she was to combat the Kilrathi. She has now made the final sacrifice for the Confederation.	**Colonel:** We now bid farewell to our comrade, Major James Taggart. His tactical knowledge has saved many lives and often thwarted the enemy. We will all miss his skill and friendship ... ...as we continue the fight that he started years ago.	**Colonel:** Second Lieutenant Todd Marshall was one of our youngest pilots... ...and perhaps misunderstood in his methods of battle. Although he often spoke of his desire to die in combat... ...his death is truly our loss. Farewell, Lt. Marshall.	**Colonel:** We must now say goodbye to Captain Joseph Khumalo. Knight was always looking to give support and assistance ... ...whether he was in the cockpit or aboard ship. His rock-solid attitude was a pillar of strength for all of us.

Colonel Halcyon's Office.
$T, $D.

Colonel: $N. Come in, I need to speak with you.
Maverick: Yes, sir?

Number Of Kills	Number Of Missions	No Promotion
Colonel: I've been looking over the performance reviews.	**Colonel:** I've been reviewing your record, and I have good news...	
Colonel: I've decided to promote you, effective immediately. Congratulations, $R $N. Keep up the good work. **Maverick:** Thank you, sir. I'll do my best.		

Ejected From Ship		Didn't Eject From Ship
Continuing Conversation	**New Conversation**	
Colonel: Good. Now, another thing I need to speak to you about...		
Colonel: That ship you just bailed out of cost over a hundred million credits. We'll have to wait until our return to Vega before the *Tiger's Claw* receives a replacement. **Maverick:** I know, sir. But there wasn't anything else I could do.... **Colonel:** If you have no choice but to eject, then do it... ...but don't let me catch you bailing out of a ship you could've flown home. You're about to receive a Golden Sun for ejecting and surviving... But you only get one of those per career. After that, ejecting is just a waste of the Confederation's starfighters. **Maverick:** I won't forget it, sir. **Colonel:** I'm counting on it, $R.		

Squadron Reassignment				No Squadron Reassignment
Continuing Conversation			**New Conversation**	
Colonel: Just a moment, $C. I have one more thing to tell you.				
Colonel: We're having to change some pilot assignments. Effective immediately, you'll be reassigned.				
Killer Bees	**Blue Devil**	**Star Slayer**	**Black Lion**	
Colonel: You'll be flying Hornets with the Killer Bees again.	**Colonel:** You'll be in a Scimitar-class medium fighter, with Blue Devil Squadron.	**Colonel:** I need you in Star Slayer Squadron, flying a Raptor-class heavy fighter.	**Colonel:** I want you in one of the new Rapier-class mediums, in Black Lion Squadron.	
Maverick: I see, sir. I'll do my best.				
Loosing Path			**Wining Path**	
Maverick: I'm curious, sir...why? **Colonel:** We've lost pilots, $C, and a lot of fighters. Until we have more fighters repaired and combat-ready... ...I have to shift personnel to keep the maximum number of ships active. **Maverick:** I understand, sir. I'll do the best I can, no matter what ship I'm assigned to.				
Colonel: Good, pilot. I'm glad to hear it.				

Colonel: That's all, $R. Dismissed.

Hangar Deck.
1800 hours, $D.

Bronze, Silver Gold Star Award	Metal of Honor Award	The Golden Sun Award
Colonel: For excellence in combat with the Kilrathi enemy...	**Colonel:** In consideration of his valorous service to humanity... Leading the forces of the Confederation against the Empire of Kilrah... Taking a decisive role in Operation Thor's Hammer... And commanding the squadron which accomplished the pivotal victory...	**Colonel:** For bravely sacrificing his vessel and endangering his life... In combat with the Kilrathi enemy...
Colonel: ...on or about $E, The Terran Confederation presents the $A to $R $N.		
Bronze, Silver Gold Star Award	**Metal of Honor Award**	**The Golden Sun Award**
Colonel: Your courage is an example to the Confederation's finest defenders.	**Colonel:** You will be counted as one of the greatest heroes of humanity.	**Colonel:** Your dedication honors all of the Confederation.
Colonel: Well done, $C. Congratulations. **Maverick:** Thank you, sir. Filled with pride, you meet the applause of your **crewmates.**		

Goddard System

Goddard A

Rec Room

Shotglass: Well, hiya, $C
Things are happening around here. We've been making a lot of jumps.
A LOT of jumps. You don't have to be an active-duty pilot...
...to realize that something unusual is happening.
Keep your ears open, and let me know what you hear, okay?

Bossman: $C Sit down, have a drink. I was just thinking about a story I'd heard---
---about the *Gwenhyvar*, an Exeter-class ship that disappeared a few years ago.
Iceman: You don't really believe that old fairy tale, do you?
Bossman: I don't think it's a fairy tale, Ice.
Maverick: I've never heard this story, Bossman. What happened to the *Gwenhyvar*?
Bossman: Supposedly the Kilrathi captured it intact in dry dock, with all of its fighter complement and some of the crew....
...and they've used it to deceive and destroy other Confederation ships.
No one who's encountered the *Gwenhyvar* has survived to tell the tale.
Iceman: I'll believe it when I see it.

Iceman: Strange things going on.
I was on the bridge a few hours ago.
Tiger's Claw received a coded transmission...
...from High Command. The Colonel read it...
... and ordered non-essentials off the bridge.
Since then, we've been jumping like crazy.
Bossman: We'll know what's happening soon enough, Iceman.
Iceman: True. Very true.

Mission Briefing, $T, $D.

Colonel: Quiet, everyone. We have a lot of ground to cover.
As you may have noticed, the *Tiger's Claw* has made several jumps today...
...because we've been temporarily ordered out of Vega Sector.
Several hours ago, we received an emergency communication...
... from the Goddard colony in the Deneb sector.
A Kilrathi fleet has attacked the colony, using some kind of new weapon.
Unfortunately, we've lost communications with the colony.
Now we're preparing to jump to Goddard.
Maniac: Sir? Does this mean we don't know what kind of mess we're jumping into?
Colonel: Right. We don't know the full extent of the Kilrathi fleet...
...and we don't know what's happened to the Goddard colony.
For now, NO ONE is to talk about this to the crew. However, we won't be alone...
...as we're scheduled to make a rendezvous with the *Hickok*.
She's a Dilligent-class 'sport loaded with emergency relief supplies for the colony.
Also, we rendezvous with the *Marciano*, a Venture-class corvette.
Mission assignments Alpha Wing will patrol in Hornets...we need you in our fastest ships.
You'll launch immediately when we appear in the Goddard system.
If there are any cats in our vicinity, eliminate them.
Then I want you to go to Nav 1 and scout for any other Kilrathi activity.
Afterwards, proceed to Nav Point 2, where the *Hickok* is preparing to jump to Goddard...
...and provide support for her if the Kilrathi attack.
Once she's jumped, go to Nav Point 3, where you'll meet with the *Marciano*.
Escort the corvette back to the *Claw*, eliminating any threats.

Hunter's Alive	Hunter's Dead
Colonel: $C, you're wingleader, with Hunter as your wingman.	**Colonel:** $C, you'll be flying solo on this one.

The colonel moves on to the other wing and squad assignments.
Your attention snaps back to him as he concludes.

Colonel: That's all. Ladies and gentlemen, prepare for launch.

Mission 1 - Layout

Sector: Epsilon
System: Goddard
Date: ???
Type: Escort
Ship: Hornet
Wingman: Hunter



1) Proceed to Nav 1
2) Proceed to Nav 2 and protect Dilligent as it prepares to jump
3) Proceed to Nav 3 and defend and rendezvous with inbound Venture
4) Escort Venture to *Tiger's Claw*

Enemies:
Nav 1: 4 Salthi + 1 Lumbari
En route to Nav 2: 2 Salthi
Nav 2: 4 Krant
Nav 3: 4 Krant
Back at *Tiger's Claw*: 3 Salthi

Mission Debriefing -- $T, $D.

Colonel: Okay. You'll have to launch again in a few minutes, so let's make this quick.
Your report, $C.

Lumpari Destroyed		**Lumbari Survives**	
Maverick: A Lumbari-class tanker was getting ready to jump out at Nav 1. It's history, sir.		**Maverick:** A Lumbari-class tanker was getting ready to jump out at Nav 1. I couldn't stop it, sir.	
***Hicock* Survives**		***Hicock* Destroyed**	
Wingman's Alive	**Wingman Dies/Solo**	**Wingman's Alive**	**Wingman Dies/Solo**
Maverick: And we were able to keep the Kilrathi away from the *Hicock*. She's headed for the colony now.	**Maverick:** And I was able to keep the Kilrathi away from the *Hicock*. She's headed for the colony now.	**Maverick:** And we weren't able to keep the Kilrathi away from the *Hicock*. I'm sorry, sir.	**Maverick:** And I wasn't able to keep the Kilrathi away from the *Hicock*. I'm sorry, sir.
***Marciano* Survives**		***Marciano* Destroyed**	
Wingman's Alive	**Wingman Dies/Solo**	**Wingman's Alive**	**Wingman Dies/Solo**
Maverick: At Nav 3, we protected the *Marciano* from a squadron of Krants.	**Maverick:** At Nav 3, I protected the *Marciano* from a squadron of Krants.	**Maverick:** At Nav 3, we couldn't prevent the loss of the *Marciano*.	**Maverick:** At Nav 3, I couldn't prevent the loss of the *Marciano*.
Wingman's Alive/Solo		**Wingman Dies**	
		Colonel: And Hunter didn't make it back. **Maverick:** That's right, sir. My fault. I didn't cover him when it counted. **Colonel:** It was his job to cover YOU, $C, AND himself. This time out... ... he failed, and it cost him his life.	
Colonel's Post-Mission Report			
Your Kills		**No Kills For You**	
Colonel: For the record, your recorder credits you with killing $K, $C...		**Colonel:** $C, you came up with no kills. You'll have to do better than that...	
Wingman's Kills		**No Kills For Wingman**	
Colonel: ... and Hunter came up with $L.		**Colonel:** ...and Hunter came up empty.	
Wingman's Alive/Solo		**Wingman Dies**	
		Colonel: Then we lost him. A waste of a damn fine pilot.	
Colonel: All right. You have ten minutes, then get back to Briefing.			
Receive Medal	**Receive Reprimand**	**No Medal**	
Colonel: Oh, as soon as possible, $C, I need to see you in my office.			
Colonel: Dismissed.			

Goddard B

In the RecRoom

Shotglass: Hey there, $R $C Can't offer you anything alcoholic, sorry.
I heard you'll be flying again today.
Most of the pilots are already in the Briefing Room already.
I hear there's still no communication out of Goddard.
But I'm hoping that the Kilrathi only wiped out the colony's comm satellite, not the colony.
I've got a cousin on Goddard. Zach Siegler. He's a shuttle pilot.
And his wife's a Chief Engineer. If you hear 'bout either one of them...
Let me know, and I'll try an' get hold of them myself.
But you better get to Briefing right now, $R.

Mission Briefing, $T, $D
Heading to the Goddard Colony.

Colonel: All right, we don't have much time.
We're making full speed to Goddard.
And the crews are doing emergency repairs on damaged fighters.
Early telemetry indicates that no Kilrathi capital ships...
...stayed behind in the Goddard system, but we've had reports of some smaller ships.
Therefore, you Killer Bees will go search and destroy.
Scour the Goddard system, and engage and destroy any remaining Kilrathi.
Tactical shows bogies heading this way...fighters left behind to hunt for 'sports.

Hunter's Alive	Hunter's Dead
Colonel: Kappa wing is $C and Hunter. You'll start by going after those fighters.	**Colonel:** Kappa wing is $C. I'm counting on you to trash those fighters.

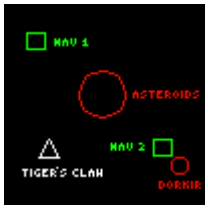
Colonel: Once you've taken care of them, you'll swing out to clear our path into the colony.
Here's the setup...
...you'll jump to Nav Point One, where long range scans show something moving. Delete it.
At Nav 2, you'll find a Dorkir-class troop carrier. They may be trying to leave the system. Don't let them.
When you've accomplished these objectives, return to the *Claw*.
Next is Maniac and Spirit on Beta Wing...

The Colonel briefs the other wings as you consider your orders...

Colonel: Remember, there are a quarter million colonists in danger. Don't make any mistakes, pilots.
Dismissed.

Mission 2 - Layout

Sector: Epsilon
System: Goddard
Date: ???
Type: Strike
Ship: Hornet
Wingman: Hunter



1) Proceed to Nav 1
2) Proceed to Nav 2 (Beware of asteroids en route)
3) Destroy Dorkir and escort
4) Return to *Tiger's Claw*

Enemies:
Nav 1: 3 Krant
Asteroid field: 2 Gratha
En route to Nav 2: 4 Salthi + 1 Lumbari
Nav 2: 2 Krant + 1 Dorkir

Mission Debriefing -- $T, $D.

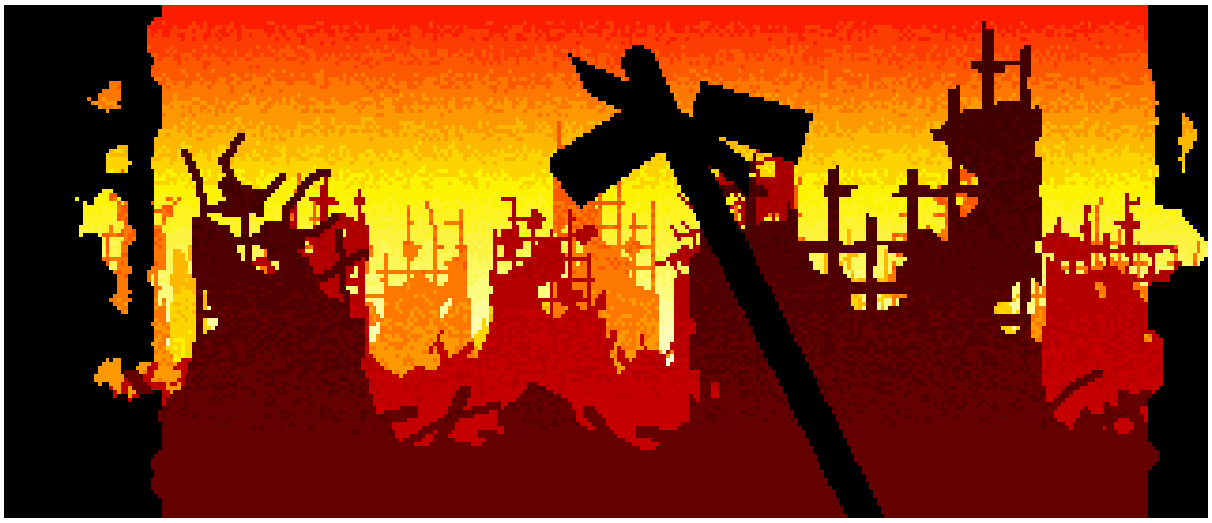
Colonel: Our comm people still haven't been able to raise anyone on Goddard...
... but our landing crews are now nearing the colony itself.
With any luck, we'll know something soon.
All right, then. You cruised out towards Nav Point One, and...?

Lumbari Destroyed		**Lulbari Survives**	
Wingman's Alive	**Wingman Dies/Solo**	**Wingman's Alive**	**Wingman Dies/Solo**
Maverick: That's where we stopped the Lumbari, sir.	**Maverick:** That's where I stopped the Lumbari, sir.	**Maverick:** We couldn't get the Lumbari, sir. I hope that someone else gets a shot at her.	**Maverick:** I couldn't get the Lumbari, sir. I hope that someone else gets a shot at her.
Dorkir Destroyed		**Dorkir Survives**	
Wingman's Alive	**Wingman Dies/Solo**	**Wingman's Alive**	**Wingman Dies/Solo**
Maverick: And at Nav 2, we were able to defeat the Dorkir.	**Maverick:** And at Nav 2, I was able to defeat the Dorkir.	**Maverick:** And we were unable to destroy the Dorkir at Nav 2.	**Maverick:** And I was unable to destroy the Dorkir at Nav 2.
Wingman's Alive / Solo		**Wingman Dies**	
		Colonel: I was sorry to hear about Hunter's death. He died in the line of duty, fighting the enemies of humanity.	
Colonel's After Mission Report			
Your Kills		**No Kills for You**	
Colonel: $C, your recorder shows you downed $K this round.		**Colonel:** $C, you came up with no kills. None. Zero. Not good, son.	
Wingman's Kills		**No Kills For Wingman**	
Colonel: Hunter fried $L himself.		**Colonel:** Hunter was blanked; he came up with no kills. Sloppy, very sloppy.	
Wingman's Alive / Solo		**Wingman Dies**	
		Colonel: And then he was lost.	

Colonel: Okay, now, since we don't know the status of Goddard...
... I need to you stay awake and alert. You're still on duty.

Receive Medal	**Receive Reprimand**	**Receive Transfer**	**No Medal**
Colonel: $C, clean up, then I need to see you in my office.			
Colonel: Dismissed.			

Meanwhile...



The Goddard Colony: 2654.326 12:00 hours.

After the devastating attack by the Kilrathi secret weapon, all that remains of the once proud Human colony are skeletons of buildings. There are no survivors on Goddard… only wreckage and ruins. Testament to the shift in the balance of power now held by the Kilrathi.

Border Zone

Border Zone A

Goddard System, $T, $D.
RecRoom

Shotglass: $C, I've been hearin' some bad rumors.
The Search and Rescue teams are back from planetside.
They were only on the ground for a few hours, and now they're not talkin'.
I can't get any answers from the bridge...
... nothing except Pipe down and do your job.'
And Colonel Halcyon looks like he wants to bite somebody's head off.
So if you get any news on what's going on, pass it my way.
See you later, $C.

Angel: Hello, $C. It was very active this morning, non?
The other wings ran into a horde of Krants and Salthi.
Mon Dieu, what a dogfight
Maniac: I did so many snap-rolls, I'm still dizzy.
Angel: $N, I understand that we will be wingmates today.
I shall see you later at the flight deck, $C. We will give the cats a run for their money, oui?

Maniac: $C, it sure has been tense around here lately.
All the higher-ups have got their shoulders and teeth clenched.
More than usual, I mean.
I've been a little tense, too. Having some trouble sleeping at night.
I keep having this dream, over and over again. We're in action against the furbags...
And up ahead is the biggest Kilrathi ship I've ever seen.
All my guns are gone, my missiles blown, shields at null...
And my hands are shaking, shaking as I pull the throttle...
...'cause all I've got left is a mine in my belly.
So I go into a dive, straight at her side...the missiles are exploding like stars around me...
I hit the Kilrathi ship straight on---
---And then I wake up.
I know it's weird, but I can't stop thinking about that dream...
Angel: I think all of us are under a lot of stress right now, non? But we will survive this, mon ami.

Mission Briefing, $T, $D
Goddard system.

The Commander is uncharacteristically silent.
He studies the papers before him, then speaks quietly.

Colonel: I'm sorry to have to report bad news.
The *Tiger's Claw* arrived too late. The Goddard colony has been completely destroyed.
A quarter of a million Terran colonists have been killed.

The briefing room is completely silent.

Colonel: We're still hunting for survivors, but things don't look good.
My condolences to any of you with relatives on Goddard.
We've tried to reconstruct what happened there. This is what we know...
According to black-box recordings of radio chatter and comm-sat data...
... the Kilrathi arrived at the colony five hours ago.
They brought only a small fleet... but they had some kind of new weapon.
Our best guess is that this was the first use of a Kilrathi technology.
Some kind of energy weapon, something that Goddard's orbital emplacements couldn't deflect.
The Kilrathi weapon wiped out the entire colony. Nothing was left.
According to Goddard's comm-sats, a single energy weapon blast registered on their screens.
That one blast destroyed the colony. And our current defense systems can't counter it.
We don't know whether or not this weapon will be usable against starships, but So we've been in jump-space communication with our High Command.
And our orders have just come in. Listen closely.
We are to proceed at all speed after the departed Kilrathi fleet.
And we are to destroy their vessels and this new weapon.
This means we'll have to FOLLOW their fleet into Kilrathi space...
...keeping a low profile for as long as we can. Then we'll attack their fleet...
...and wipe it out completely. And then get the hell out of there.
Furthermore, you may encounter some technical problems as we enter Kilrathi space.
Our lack of accurate star charts will play havoc with your on-board Nav systems.
So don't be surprised if Nav points, asteroids, or minefield information is not accurate on your Nav screen.
You must fly your assignments diligently. Follow your flight paths to the letter.
All right, these are the mission assignments.
All wings will launch to escort *Tiger's Claw*.
Then you'll fan out to clean enemy ships ahead of us.
Individual wing assignments...

The Colonel gives specific orders to each wing, and then...

Wingman's Alive	Wingman Died
Colonel: Epsilon Wing will be $C and Angel. $C is wingleader.	**Colonel:** Epsilon Wing will be $C.

Colonel: These are your orders, $R...
Once the area around *Tiger's Claw* is clear, cruise to Nav One.
And when that region is clean, return to the *Tiger's Claw*.
Good luck, pilots. Dismissed.

Mission 1 - Layout

Sector: Epsilon
System: Ross 34F
Date: ???
Type: Strike
Ship: Raptor
Wingman: Angel



1) Proceed to Nav 1 (Beware mine field en route)
2) Engage and destroy unknown fighter wing
3) Return to *Tiger's Claw* at top speed

Enemies:
Tiger's Claw: 4 Krant
Nav 2: First wave: 4 Gratha + 1 Fralthi
Second wave: 3 Krant
Back at *Tiger's Claw*: 3 Dralthi

Mission Debriefing -- $T, $D.

Wingman's Alive / Solo		**Wingman Dies**	
Colonel: Good. You're both alive. Report, $R.		**Colonel:** Dammit, we can't afford casualties, not on this mission. ...and it would have to be Angel. Report, $R.	
Fralthi Destroyed		**Fralthi Survived**	
Wingman's Alive	**Wingman Dies / Solo**	**Wingman's Alive**	**Wingman Dies / Solo**
Maverick: We encountered a Fralthi at Nav 1. She won't be back, sir.	**Maverick:** I encountered a Fralthi at Nav 1. She won't be back, sir.	**Maverick:** We couldn't take care of the Fralthi at Nav 1, sir.	**Maverick:** I couldn't take care of the Fralthi at Nav 1, sir.
Wingman's Alive / Solo		**Wingman Dies**	
		Colonel: And Angel...? **Maverick:** I wish I could've done something to prevent it, sir. **Colonel:** She knew the risks. Remember that, $R, when you fly your next mission.	
Colonel's After Mission Report			
Your Kills		**No Kills For You**	
Colonel: All right. $C, you knocked down $K.		**Colonel:** All right. $C, you came up with no kills.	
Wingman's Kills		**No Kills For Wingman**	
Colonel: Angel bagged $L.		**Colonel:** Angel didn't toast any cats this time.	
Wingman's Alive / Solo		**Wingman Dies**	
		Colonel: And then we lost her.	
Colonel: Okay. You've got some time to rest before your next mission.			
Receive Medal	**Receive Reprimand**	**No Medal**	
Colonel: $C, I need to see you in my office.			
Colonel: Dismissed.			

Winning Path	**Losing Path**
Border Zone	No Losing Path

Border Zone 2

Heading into Kilrathi Space, $T, $D.
RecRoom

Shotglass: Hey, $C. Glad you made it back in.
You might want to go talk to Paladin and Knight.
I think they're both a little on the edge.
Let me know if you hear anything else about Goddard, okay?

Knight: Good morning, $C.
I don't know about you, but I'm starting to get worried about this affair.
You realize we're heading blind as a bat into uncharted enemy space?
Going after a Kilrathi super-weapon we know nothing about?
Paladin: That's right, $R. Joe here is going to be our morale officer from now on.
Knight: No, thanks... I'd rather fight the Kilrathi

Maniac's Alive	Maniac's Dead
Knight: Let me tell you some of my own dark thoughts, kid. I've been watching Maniac. He says he's been having nightmares... ...and I've seen his hands shaking every time he climbs into the cockpit. I think Todd's losing it. He's always been on the edge, but this looks real bad. I'd keep a close eye on him, if he was my wingman. Otherwise, that crazy laugh of his might be the last thing you hear.	

Paladin: Sit yourself down, lad, an' have a drink. There's a question that's been troublin' me---
The cats hae shown nae mercy to our people. But if we win this war, wha' will we do to them?
Knight: What do you mean, James?
Paladin: Genocide, lad. If we dinna destroy them completely, this war may never end.
An' if we do kill them all, how are we different from them?
If we lose this war, I dinna care what happens, 'cause I won't be alive to see it---
...But what if we win?

Mission Briefing, $T, $D
Heading into Kilrathi Space.

Colonel: At the moment, we're cruising deeper into Kilrathi space.
And we just received a coded, tight-beam message from the High Command.
They're sending a convoy to rendezvous with us. But these ships will appear back at the border...
...right where we had our last scrap with the furballs.
So I'm sending wings to retrieve it.
You'll return to that jump-point, destroying any Kilrathi that you encounter.
At designated jump-points, you'll rendezvous with the Sleipnir convoy...
...Drayman-class 'sports carrying a company of marines each.
As some of you may know, the Sleipner carries the Reavers...
... a division of elite marine units from the Scandinavian nations of Earth.
We need all the help we can get out here, people. Don't screw up.
Each wing will escort their convoy to a jump point in Kilrathi territory.
After the Reavers jump, then return to *Tiger's Claw*.
If we're lucky, this mission will bring us an additional benefit.
The Kilrathi might think that this is only an extensive border attack---
---and not realize that we're heading deep into their space.
Okay, individual wing assignments.

He gives the orders for each wing, then...

Wingman's Alive	Wingman Died
Colonel: Epsilon Wing is $C and Angel.	**Colonel:** Epsilon Wing -- $C, you're flying alone.

Colonel: You'll fly a straight course to the rendezvous point.
If you're jumped by any Kilrathi, don't hesitate to destroy them.
Rendezvous with your convoy at Nav One.
Escort them back to Nav 2, just this side of the hot zone.
When they jump clear, break off and return home.
The Reavers have their own orders. They're on a 'secret mission' as well.
If they're successful, we'll rendezvous with them later.
Dismissed.

Mission 2 - Layout

Sector: Epsilon
System: Ross 34F
Date: ???
Type: Escort
Ship: Raptor
Wingman: Angel



1) Proceed through Border Zone minefields to Nav 1
2) Rendezvous with Drayman convoy
3) Escort Drayman convoy to jump-point at Nav 2
4) Return to *Tiger's Claw*

Enemies:
En route to Nav 1: 2 Krant
Nav 1: 3 Jalthi
Nav 2: First wave: 3 Gratha
Second wave: 2 Krant

Mission Debriefing -- $T, $D.

<table>
<tr><th colspan="2">Wingman's Alive</th><th colspan="3">Wingman Dies / Solo</th></tr>
<tr><td colspan="2">Colonel: Glad to see you back, both of you.</td><td colspan="3">Colonel: Glad to see you back, $C.</td></tr>
<tr><th colspan="2">Wingman's Alive / Solo</th><th colspan="3">Wingman Dies</th></tr>
<tr><td colspan="2"></td><td colspan="3">Colonel: I'm sorry about Angel.
Maverick: I just wish there was something I could've done, sir.
Colonel: She knew the risks. Remember that, $R, next time you fly a mission.</td></tr>
<tr><td colspan="5">Colonel: Listen, quite a few fighters were damaged in this last mission.
So don't be surprised if you find yourself flying a Scimitar on short notice.
Let's review the mission. Your report, $C.</td></tr>
<tr><th colspan="2">Whole Convoy Survives</th><th rowspan="2">Whole Convoy Destroyed</th><th rowspan="2">First Transport Destroyed</th><th rowspan="2">Second Transport Destroyed</th></tr>
<tr><th>Wingman's Alive</th><th>Wingman Dies / Solo</th></tr>
<tr><td>Maverick: We headed out to meet the Reaver convoy at the rendezvous point.
Angel: It was quite a fight, mon Colonel.</td><td>Maverick: I headed out to meet the Reaver convoy at the rendezvous point.</td><td>Maverick: The entire convoy was destroyed. I'm sorry, sir...I did my best.</td><td>Maverick: I lost one of the transports. I'm sorry, sir...I did my best.
But at least the other transport survived.</td><td>Maverick: I lost one of the transports. I'm sorry, sir...I did my best.
But at least the other transport survived.</td></tr>
<tr><td colspan="2">Maverick: The entire convoy survived, sir.
Colonel: Good work, $C.</td><td colspan="3">Colonel: A lot of good soldiers died today because of you, $R.
Later, when I've had some time to calm down, we'll discuss this further.</td></tr>
<tr><th colspan="5">Colonel's After Mission Report</th></tr>
<tr><th colspan="2">Your Kills</th><th colspan="3">No Kills For You</th></tr>
<tr><td colspan="2">Colonel: For the record, $C, you killed $K.</td><td colspan="3">Colonel: For the record, $C, you came up with no kills.</td></tr>
<tr><th colspan="2">Wingman's Kills</th><th colspan="3">No Kills For Wingman</th></tr>
<tr><td colspan="2">Colonel: Angel tagged $L.</td><td colspan="3">Colonel: Angel didn't kill any this time out.</td></tr>
<tr><th>Receive Medal</th><th>Receive Reprimand</th><th>Receive Transfer</th><th colspan="2">No Medal</th></tr>
<tr><td colspan="3">Colonel: And I'll need to see you in my office immediately.</td><td colspan="2"></td></tr>
<tr><td colspan="5">Colonel: That's all. Dismissed.</td></tr>
</table>

Winning Path	Losing Path
Midgard System	Retreat

Midgard System

Midgard A

Midgard System, $T, $D.
RecRoom

Shotglass: What'll you have, $C? I'll set you up with your regular.
Scuttlebutt says that the furbags have a Terran ship with them.
I know the Kilrathi never take hostages... but maybe just this time...
No. Who am I kidding? They don't take prisoners. Ever.
My cousin Zach and his lady are dead as anyone on Goddard...
... and if the cats do have a captured Confederation ship...
You can be sure it's filled with cat food or something. Not prisoners.

Hunter: G'day, $C. I was telling Mariko here how you flew against the furballs.

Spirit: Hunter was indeed very complimentary of your flying skills.
I hope to fly with you again someday soon.

Hunter: Speaking of flying with $C --
$N, if you get assigned Maniac, be bloody careful.
He's been running around the last few days with his head in the clouds.
Says he's going to take out the Kilrathi secret weapon that destroyed Goddard, all by himself.
I get the idea he's got some fantasy of going kamikaze...
... against the bleedin' Sons of Kilrah.
I don't want to see you flame out because of him. Be careful, right?

Spirit: Konnichi wa, $C-san.
I was listening to the newscast this morning.
It appears that there was a Kilrathi attack on Epsilon Station.
My fiance is stationed there...he is an officer in the Medical Corps.

Hunter: I didn't know that, Mariko.

Spirit: I rarely speak of him. It is better to concentrate on our work here.
For now, we must maintain communications silence, so I cannot find out what has happened.
But soon we will return to Terran space, and I will know.

Mission Briefing, $T, $D
Kilrathi System Code-Named Midgard.

Colonel: Good morning. There have been some recent crew reassignments...
... and I'd like to welcome all pilots new to the Blue Devil Squadron.
I hope you like flying the Scimitars. If you don't, I don't want to hear it.
And we have some real trouble. The Kilrathi captured a Confederation ship at Goddard...
...the *Falstaff*, a Drayman-class courier transport, which is carrying....
...information that is vital in our operations against the Kilrathi.
Weapons design specs, troop movements, tactical maps...that data could cripple our mission.
The cats are familiar with some of our security measures...
...Such as our rigging of databank couriers to blow when tampered with.
Odds are good that they're taking it back to their command center...
... so that their own techs can crack it without destroying the ship.
All right. Today's mission is to destroy that transport.
Now, we WILL be tipping our hand that we're actively following their fleet.
That's why we'll use a very small task force.
With luck, we'll be in and out before they realize they've been hit.
Two wings of Blue Devils will be performing the entire mission.
Here are the individual wing assignments

Bossman's Alive	Bossman's Dead
Colonel: $C, you and Bossman are Delta Wing. $C is wingleader.	**Colonel:** $C, you'll fly alone as Delta Wing.

The commander assigns other wings, then reads Delta's mission.

Colonel: Head for Nav 1, and destroy any Kilrathi patrols you encounter.
Once you reach Nav 1, your primary objective is to destroy the *Falstaff*.
Afterwards, head for Nav 2. We've detected a Ralari cruiser there. Eliminate it.
And keep your eyes open for fighter patrols and escort ships, $C...
...because the Kilrathi will use every ship they have to keep the *Falstaff*.
Once we start this, they'll know we're here. This is our one chance for surprise.
Good luck, pilots. Dismissed.

Mission 1 - Layout

Sector: Epsilon
System: Midgard
Date: ???
Type: Strike
Ship: Scimitar
Wingman: Bossman



1) Proceed to Nav 1
2) Destroy captured Drayman
3) Proceed to Nav 2
4) Destroy Ralari and escort
5) Return to *Tiger's Claw* upon completion of strike mission

Enemies:
Tiger's Claw: 2 Jalthi
Nav 1: 4 Krant + 1 Drayman
Nav 2: 2 Salthi + 1 Ralari

Mission Debriefing -- $T, $D.

Colonel: Welcome back, $R.

Wingman's Alive	Wingman Dies	Solo
Colonel: Good flying, Bossman? **Bossman:** Not bad, sir.	**Maverick:** I lost Bossman, sir. I just couldn't--- **Colonel:** I know, $N. But he died honorably, fighting the Kilrathi.	

Colonel: Tell me what happened.

Wingman's Alive	Solo
Maverick: Yes, sir. We launched, and started towards Nav One...	**Maverick:** Yes, sir. I launched, and cruised towards Nav One...

Drayman's Destroyed		Drayman Escapes	
Wingman's Alive	**Solo**	**Wingman's Alive**	**Solo**
Maverick: ...where we engaged the enemy, and destroyed the Drayman.	**Maverick:** ...where I engaged the enemy, and destroyed the Drayman.	**Maverick:** ...but we failed to destroy the Drayman.	**Maverick:** ...but I failed to destroy the Drayman.

Ralari's Destroyed		Ralari Escapes	
Wingman's Alive	**Solo**	**Wingman's Alive**	**Solo**
Maverick: And we met with the Ralari at Nav 2. It was tough, but she's history, Colonel.	**Maverick:** And I met with the Ralari at Nav 2. It was tough, but she's history, Colonel.	**Maverick:** And we couldn't stop the Ralari at Nav 2, sir. This mission was just too difficult.	**Maverick:** And I couldn't stop the Ralari at Nav 2, sir. This mission was just too difficult.

Colonel's After Mission Report

Your Kills	No Kills For You
Colonel: From the flight recorder, I see that you took out $K Kilrathi ships, $C.	**Colonel:** $C, you didn't get any of the cats this time. Not good, son.

Wingman's Kills	No Kill For Wingman
Colonel: And Bossman took down $L.	**Colonel:** Bossman didn't stop any of the ships.

Wingman's Alive	Wingman's Dies
	Colonel: And then the cats killed him. Damn, but I'm going to miss that man. I've seen many soldiers die, $R. But I never get used to it.

Drayman's Destroyed	Drayman Escapes
Colonel: Good work, $R. Your success on this mission will make a real difference in this operation.	**Colonel:** I know you did your best, $R. But losing that transport...we're in real trouble now.

Receive Medal	Receive Reprimand	No Medal
Colonel: I'll need to see you in my office later, $C.		

Colonel: Dismissed.

Midgard B

Midgard System, $T, $D.
RecRoom

Shotglass: Hello, $C. Drinks are on the house today.
I don't really have anything much to celebrate, y'see.
I was holdin' onto this faint hope that my cousin Zach had made it...
... that somehow he was alive, hiding out on that Drayman.
I knew it wasn't true, but I couldn't stop thinking about it.
It was making me crazy, but now I know the truth.
It's all over. Zach is dead.
As dead as everyone else on Goddard. So the drinks are on me---
---until we're all too drunk to think.

Bossman: Good morning, $C. I've been thinking about the *Gwenhyvar*...
Maniac: Bossman keeps tellin' that the Phantom Exeter is real.
Bossman: There are a lot of ships who've flown missions and never been heard from again....
...with no Kilrathi ships in the area, only our own.
That's why I think the *Gwenhyvar* is real...
...and she's out there, somewhere.
Maniac: And I think you're nuts, Boss.
Bossman: And you're supposed to be sane, Maniac?

Maniac: Hey, $C. Still alive?
I was certain you were going to die out there today.
We're all going to die, you know. It's just a matter of time.
But I know I'm being saved for something. Something wonderful.
Everyone here teases me because I'm such a hot pilot, and I'm not afraid to say it.
But they'll see. They'll all see...
...and they'll remember ME as the man who aced the Kilrathi secret weapon.
Won't that be great?

Mission Briefing, $T, $D
Kilrathi System Code-Named Midgard.'

The Commander checks his notes, then speaks

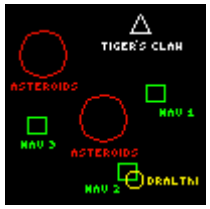
Colonel: Yesterday's mission, though crucial, tipped off the Kilrathi to our presence.
They don't know the size of our fleet, and they can't be sure...
... that we're actually following them. Let's try to keep it that way.
Lady Luck is riding with us, though. The Reavers operating in this area...
...have captured an intact Dralthi class fighter.
They're flying her back to the *Claw* for our techs and intel boys.
There's a lot of Kilrathi tactical data in that ship, pilots.
That data could make the difference for us. I need someone to escort it in.
Maverick: I know I can do it, Colonel.
Colonel: Okay. $C, you're Gamma Wing. Pick your wingman.

Bossman's Alive	Bossman'Dead
Maverick: I'll fly with Bossman again, sir.	**Maverick:** I think that I can handle this one on my own, sir.

Colonel: Fine. Here's the setup.
Head to the rendezvous point via Nav 1.
Nav 2 is your real destination. Make sure there's no danger for our Dralthi fighter...
...who will meet you there. Escort him home.
One thing. Tactical recommends that Nav 1 should be avoided for the trip home.
You are to return by way of Nav 3 and use the asteroids for cover.
Good luck, $C. Squadron dismissed.

Mission 2 - Layout

Sector: Epsilon
System: Midgard
Date: ???
Type: Defend
Ship: Scimitar
Wingman: Bossman



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Rendezvous with captured Dralthi
4) Proceed to Nav 3
5) Return to *Tiger's Claw*

Enemies:
Nav 1: 2 Gratha + 1 Ralari
Nav 2: 3 Dralthi
Nav 3: 4 Dralthi + 1 Fralthi
Back at *Tiger's Claw*: 5 Dralthi

Mission Debriefing -- $T, $D.

<table>
<tr><th colspan="2">Wingman Survives</th><th colspan="2">Wingman Dies / Solo</th></tr>
<tr><td colspan="2" rowspan="2">Colonel: I'm glad you both made it back.
Bossman: It was tough, sir. But $C is a good wingleader, much better than he used to be....</td><td colspan="2">Colonel: I'm glad you made it back alive, $R.</td></tr>
<tr><td>Wingman Dies</td><td>Solo</td></tr>
<tr><td colspan="2"></td><td>Maverick: I lost Bossman, sir. I just couldn't---
Colonel: I know, $N. But he died honorably, fighting the Kilrathi.</td><td></td></tr>
<tr><td colspan="4">Colonel: Let's hear your report, $C.</td></tr>
<tr><th colspan="2">Ralari Destroyed</th><th colspan="2">Ralari Escapes</th></tr>
<tr><td colspan="2">Maverick: A Ralari was waiting at Nav 1. Scratch one destroyer, sir.</td><td colspan="2">Maverick: A Ralari was waiting at Nav 1. Couldn't get the destroyer, sir.</td></tr>
<tr><th colspan="2">Dralthi Survives</th><th colspan="2">Dralthi Destroyed</th></tr>
<tr><td>Wingman Survives</td><td>Wingman Dies/Solo</td><td>Wingman Survives</td><td>Wingman Dies/Solo</td></tr>
<tr><td rowspan="2">Maverick: And we were able to make contact with the captured Dralthi and lead him here.</td><td rowspan="2">Maverick: And I was able to make contact with the captured Dralthi and lead him here.</td><td>Maverick: And we couldn't find the captured Dralthi, Colonel.</td><td>Maverick: And I couldn't find the captured Dralthi, Colonel.</td></tr>
<tr><td colspan="2">Maverick: We needed that Dralthi, $N, we needed it very badly.
I just hope that we can achieve our mission without that data.</td></tr>
<tr><th colspan="4">Colonel's After Mission Report</th></tr>
<tr><th colspan="2">Your Kills</th><th colspan="2">No Kills For You</th></tr>
<tr><td colspan="2">Colonel: As for your numbers, $C, your log shows you bagged $K.</td><td colspan="2">Colonel: As for the numbers...you came up empty, $C.</td></tr>
<tr><th colspan="2">Wingman's Kills</th><th colspan="2">No Kills For Wingman</th></tr>
<tr><td colspan="2">Colonel: And as usual, Bossman scored. $L Kilrathi.</td><td colspan="2">Colonel: And Bossman came up empty.</td></tr>
<tr><th colspan="2">Wingman Survives</th><th colspan="2">Wingman Dies</th></tr>
<tr><td colspan="2"></td><td colspan="2">Colonel: And then we lost him...he'll be sorely missed.</td></tr>
<tr><th>Receive Medal</th><th>Receive Reprimand</th><th>Receive Transfer</th><th>No Medal</th></tr>
<tr><td colspan="3">Colonel: $R...drop by my office after you've taken a break.</td><td></td></tr>
<tr><td colspan="4">Colonel: Dismissed.</td></tr>
</table>

Winning Path	Losing Path
Jotunheim System	Retreat

Jotunheim System

Jotunheim A

Jotunheim System, $T, $D.
RecRoom

Shotglass: Hi, $R $C. I'll pour you one of your usual.
Looks like you're survivin' this okay.
I just keep thinkin', we're so damn alone out here.
The *Tiger's Claw* could be destroyed, and no one would ever know what really happened.
Sorry, $C. I'm tired, haven't been sleeping much lately. Let me get that drink for you.

Knight: Let me tell you, $C, I have a bad feeling about this campaign.
A REAL bad feeling.
Everyone's getting more and more tense, the farther we go into Kilrathi space.
Maniac's not the only one who's getting close to the edge.
And I keep hearing rumors that this is a suicide mission...
... and that we aren't supposed to make it back.
Do you think it's true? No, it HAS to be nonsense.
The Colonel wouldn't do that to us....
...would he?

Spirit: Would you care to join me for a drink, $C?
There is no more news of Epsilon Station, or my fiancé.
But I will not think of that now. Shotglass believes we may fly in asteroid fields today.
I hope he is right. There is something I wish to try.
Have you ever seen Iceman in an asteroid field? No?
He does some amazing things.
If his front shield is gone, he will turn tail...
... and let his enemy come up behind him.
He performs evasive maneuvers and uses his thrusters...
... and sets course straight for a large asteroid.
At the last moment possible, he rolls out.
The Kilrathi does not always follow successfully.
Of course, Iceman prefers to do this in Hornets or Rapiers, not Raptors.

Mission Briefing, $T, $D.
Kilrathi-Controlled Space, Code-Named Jotunheim.'

Colonel: To start, several of you have been reassigned to Raptors.
And here's what's happening now....
The fleet we're following has made an abrupt course change towards an asteroid field.
We've also received a coded communication from the last surviving Reaver ship.
We'll be bringing them home and downloading the data from their ship's log.
Your mission will be to fly to several Nav points, find the Drayman, and escort her home to the *Claw*.
Individual wing assignments...

Spirit's Alive	Spirit's Dead
Colonel: $C and Spirit, you're Beta Wing. Spirit, try to keep $C out of trouble, okay? **Spirit:** I will do what I can, Colonel.	**Colonel:** $C, you're going to be Beta Wing.

Colonel: $C, check out the three Nav points, then return to the Claw. WITH the Drayman, please.
There may be Kilrathi activity at any Nav point...so stay alert.

The commander explains the other wing assignments.

Colonel: That's it. Be careful out there, everyone. Don't get sloppy.
Dismissed.

Bimorgameslikwincamandertoo

Mission 1 - Layout

Sector: Epsilon
System: Jotunheim
Date: ???
Type: Escort
Ship: Raptor
Wingman: Spirit



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Proceed to Rendezvous point at Nav 3
4) Rendezvous with returning Drayman
5) Escort Drayman to *Tiger's Claw*

Enemies:
Nav 1: 6 Salthi + 1 Fralthi
Nav 2: 4 Gratha
Nav 3: First wave: 4 Krant
Second wave: 3 Krant

Mission Debriefing -- $T, $D.

Colonel: Welcome back, $C. Let's hear your report.

Fralthi Destroyed		Fralthi Escaped	
Wingman's Alive	**Wingman Dies/Solo**	**Wingman's Alive**	**Wingman Dies/Solo**
Maverick: We encountered and shot down a Fralthi at Nav 1, sir. I couldn't leave that kind of firepower near us.	**Maverick:** I encountered and shot down a Fralthi at Nav 1, sir. I couldn't leave that kind of firepower near us.	**Maverick:** We encountered a Fralthi, Colonel, and tried to ice it without any luck.	**Maverick:** I encountered a Fralthi, Colonel, and tried to ice it without any luck.

Drayman Survives		Drayman Destroyed	
Wingman's Alive	**Wingman Dies / Solo**	**Wingman's Alive**	**Wingman Dies / Solo**
Maverick: And we met with the Drayman at Nav 3. They should be docking with us at any moment.	**Maverick:** And I met with the Drayman at Nav 3. They should be docking with us at any moment.	**Maverick:** I did my best, sir...but we lost the Drayman.	**Maverick:** I did my best, sir...but I lost the Drayman.
		Colonel: Do you know how many soldiers were on that Drayman, $R? After this debriefing, I don't want to see your face for awhile.	

Colonel's After Mission Report

Your Kills	No Kills For You
Colonel: All right, your flight recorder says that you killed $K, $C.	**Colonel:** The recorder says that you were blanked out there, no kills.
Wingman's Kills	**No Kills For Wingman**
Colonel: Spirit came away with $L confirmed Kilrathi.	**Colonel:** Spirit didn't manage to ice any cats this trip.
Wingman Survives	**Wingman Dies**
	Colonel: And then we lost her, damn them all. I should never have sent her out there, knowing that her mind was on her fiancé at Epsilon... ...and not the battle.

Colonel: Okay, $N, get some rest.

Receive Medal	Receive Reprimand	No Medal
Colonel: I'll need to see you later, in my office.		

Dismissed.

Jotunheim B

Jotunheim System, $T, $D.
RecRoom

Shotglass: Hey, $C. Heard the latest?
I haven't heard anything, either. We've been sitting here for hours an' hours....
Just waiting. It's starting to make me a little crazy. Some of the pilots, too.
I keep tellin' the pilots not to worry, the Colonel knows what he's doing...
... but what if he doesn't?

Angel: Hello, $C. I heard you saw plenty of action today.
The Kilrathi are using very smart tactics against us. I've been recalculating our odds of surviving this mission.

Paladin's Alive	Paladin's Dead
Paladin: I wish you wouldn't sound so admirin' of 'em, lassie.	

Angel: We may be their enemies, but we cannot ignore their strengths.
They know this area of space. They are smart and tenacious.

Paladin's Alive	Paladin's Dead
Paladin: Aye, but the longer we're here, the better we know this part of space. And we're smart and tenacious, too. And we're becomin' just like them. Just like the Kilrathi....	

Paladin's Alive	Paladin's Dead
Angel: But we will survive, Taggart, and that is what matters.	**Angel:** But we will survive, $C, and that is what matters.

Bimorgameslikwincamandertoo

Paladin: Pull up a seat, lad. Have you heard the latest from Tactical?
They've finished their computer analysis of the Kilrathi secret weapon.
There's nothing we can do to deflect that damned energy blaster---
---once they've aimed it at a planet-based colony, but at least---
---we'll nae have to worry about them using it against our ships.
Tactical says that the weapon would be useless against fighters or a starship like the *Tiger's Claw*.
That we'd be out-of-range before the cats finished priming it.
That's a wee bit reassuring, isn't it?
Those lads in Tactical are impressive, wi' how they figure these things out on their comp-sims.
Of course, their guesses aren't always correct....
Like that time they told us the new Dralthi ships wouldn't have enough range to attack---
---the Epsilon Prima system. We lost five pilots because of that mistake.
Tactical's usually very accurate...
...but I'd nae wager your life on that, laddie.

Mission Briefing, $T, $D.
Kilrathi-Controlled Space, Code-Named 'Jotunheim.'

Colonel: Pilots, it's cat-and-mouse time.
After taking a low, slow, evasive track around the asteroid fields...
... our quarry has now come up to speed and taken a straight course.
We can't think of any reason for this tactic, unless they're leading us into an ambush.
And we're going to follow them, right into their trap.
Iceman: We're doing WHAT, sir?
Colonel: We're going to take the bait, pilots, but on our own terms.
We're going to launch all fighter wings...
...on different routes through the asteroid fields.
...Tactical thinks that the ambush is set up at Nav Three...
The wings will travel via Nav 1 through the asteroids at Nav 2...
And ambush the ambush at Nav 3. Destroy them, and return.
Wing assignments. Same as last time...

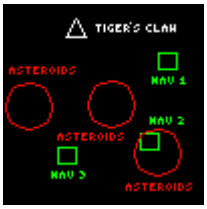
The Colonel quickly lists off the assignments, including yours.

Spirit's Alive	Spirit's Dead
Colonel: Alpha Wing, $C and Spirit.	**Colonel:** $C, you're on your own this time.

Colonel: Any questions? What is it, Taggart?
Paladin: Colonel, the other pilots and I think that Maniac is nae fit for duty.
Colonel: Maniac, what do you have to say about that?
Maniac: Sir, if I can't fly, then I'm nothing. I'd rather be dead. Please don't ground me.
Colonel: All right, get out there and fly. Dismissed.

Mission 2 - Layout

Sector: Epsilon
System: Jotunheim
Date: ???
Type: Strike
Ship: Raptor
Wingman: Spirit



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Proceed to Ambush intercept point at Nav 3
4) Return to *Tiger's Claw*

Enemies:
Nav 1: 4 Salthi + 1 Dorkir
Nav 2: 3 Krant
Nav 3: 5 Gratha + 2 Fralthi

Mission Debriefing -- $T, $D.

Colonel: They're still analyzing your flight recorder data, $C. But I'd like to hear your report right now.

Dorkir Destroyed		**Dorkir Escapes**	
Maverick: A Dorkir-class communications ship was cruising through Nav 1. It's permanently off the airwaves, sir. **Colonel:** Excellent That's going to cripple their intelligence reports.		**Maverick:** A Dorkir-class ship was cruising through Nav 1, sir, but I'm afraid she escaped.	
Fralthi Destroyed		**Fralthi Escapes**	
Wingman's Alive	**Wingman's Dead / Solo**	**Wingman's Alive**	**Wingman's Dead / Solo**
Maverick: Next, we set our sights on a Fralthi, sir, and took her down.	**Maverick:** Next, I set my sights on a Fralthi, sir, and took her down.	**Maverick:** And we couldn't bring down the Fralthi, Colonel.	**Maverick:** And I couldn't bring down the Fralthi, Colonel.
		Colonel: I hope the other wings performed better than you, $R.	

Colonel's After Mission Report	
Your Kills	**No Kills For You**
Colonel: You had $K recorded kills, $C.	**Colonel:** Your flight recorder shows no kills, $R.
Wingman's Kills	**No Kills For Wingman**
Colonel: Spirit bagged $L Kilrathi.	**Colonel:** Spirit didn't toast any Kilrathi.
Wingman Survives	**Wingman Dies**
	Colonel: And then we lost her, damn them all. I should never have sent her out there, knowing that her mind was on her fiance at Epsilon... And not the battle.
Wingman Survives	**Wingman Dies**
Colonel: All right. Take it easy for a while, both of you.	**Colonel:** All right. Take it easy for a while.

Receive Medal	**Receive Reprimand**	**No Medal**
Colonel: And then I want to see you in my office, $C.		
Colonel: Dismissed.		

Jotunheim C

Jotunheim System, $T, $D.
RecRoom

Shotglass: Hey, $C Bar's closed...the Colonel needs every pilot in Briefing, right away.

Mission Briefing, $T, $D.

Colonel: Quiet, everyone. We have an emergency situation here. We've received a distress call from the *Johann*, an Exeter-class ship--- ---that was attacked by the Kilrathi several hours ago. They've drifted right into Kilrathi territory. I need someone to guard them while they complete--- ---enough repairs so they can reach the *Tiger's Claw*. Unfortunately, I also need most of you here to protect the *Claw* from another possible ambush.	
Spirit's Alive	**Spirit's Dead**
Spirit: $C and I can take care of this situation, Colonel.	**Maverick:** I can take care of this situation, Colonel.
Colonel: Good. Here's your mission data.... You'll launch immediately and go to Nav 1. If the *Johann* has drifted past that point, intercept them at Nav 2. Defend them from any Kilrathi in the area while they repair their ship.... And then escort them back to the *Tiger's Claw*.	
The Colonel assigns the other wings to different patrol duties.	
Colonel: That's all. Pilots, prepare for launch.	

Mission 3 - Layout

Sector: Epsilon
System: Jotunheim
Date: ???
Type: Patrol
Ship: Raptor
Wingman: Spirit



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Rendezvous with Exeter
4) Return to *Tiger's Claw*

Enemies:
***Tiger's Claw*: 4 Gratha**
Nav 1: 4 Jalthi
Nav 2: 5 Rapiers + 1 Exeter
En route back to *Tiger's Claw*: First wave: 4 Krant
Second wave: 5 Gratha

Mission Debriefing -- $T, $D.

Colonel: I'm VERY curious to hear your report, $C. Where is the *Johann*? Why in the hell didn't you bring it back?

Wingman's Alive	Wingman's Dead	Wingman's Alive	Wingman's Dead
Maverick: We couldn't get to the *Johann*, sir. There were just too many Kilrathi fighters.	**Maverick:** I couldn't get to the *Johann*, sir. There were just too many Kilrathi fighters.	**Maverick:** It wasn't the *Johann* waiting for us at Nav 2, sir. It was the *Gwenhyvar*.	**Maverick:** It wasn't the *Johann* waiting for me at Nav 2, sir. It was the *Gwenhyvar*.

Colonel: The *Gwenhyvar* I never thought that story was for real. What happened, $N?

Destroyed *Gwenhyvar*		*Gwenhyvar* Escapes	
Wingman's Alive	Wingman's Dead	Wingman's Alive	Wingman's Dead
Maverick: It was real, sir, and they tried to kill us. But it's dusted now.	**Maverick:** It was real, sir, and they tried to kill me. But it's dusted now.	**Maverick:** It is real, sir, and they tried to kill us. But it escaped...we couldn't destroy it.	**Maverick:** It is real, sir, and they tried to kill me. But it escaped...I couldn't destroy it.

Colonel's After Mission Report

Your Kills	No Kills For You
Colonel: Well, here's your recorder information. You had $K kills, $C.	**Colonel:** You didn't manage any kills, $R.
Wingman's Kills	**No Kills For Wingman**
Spirit bagged $L Kilrathi.	**Colonel:** Spirit didn't toast any Kilrathi.
Wingman Survives	**Wingman Dies**
	Colonel: And then we lost her, damn them all. I should never have sent her out there, knowing that her mind was on her fiancé at Epsilon... And not the battle.

Colonel: Okay, take it easy for a while.

Receive Medal	Receive Reprimand	Receive Transfer	No Medal
Colonel: And I need to see you in my office later, $C.			
Colonel: Dismissed.			

Winning Path	Losing Path
Bifrost System	**Retreat**

Bifrost System

Bifrost A

Bifrost System, $T, $D, RecRoom

Shotglass: $R Good to see you.
I heard about the *Gwenhyvar*. I never believed that old story, either.
Anyhow, you heard the latest news? Grapevine says we lost sight of the enemy ships.
They're out there somewhere, and we can't find them.
We fly all this way into Kilrathi space, and lose so many people...
...and for what? There's no way we can afford to turn back now.
We'd better find those cats, kill them and get out of here fast---
---or we'll be as dead as my cousin, and the rest of the colonists on Goddard.

Hunter: 'ello, mate. Seen enough action yet?

Paladin's Alive	Paladin's Dead
Hunter: I was telling the Old Man here that Zeta Wing lost a couple pilots today.	**Hunter:** I was telling Shotglass here that Zeta Wing lost a couple pilots today.

Hunter: One of them just went bonkers, flew right at a Fralthi---
And went up in an explosion that didn't even dent the side of that catbox lorry.
If we keep losing pilots, there won't be enough of us to fly...
...and then it'll be over.

Paladin's Alive	Paladin's Dead
Paladin: And I was just tellin' this haggis-brained lad... That there are a few pilots in our OWN squadron that need new pilots' suits. Good white ones, with extra-long sleeves.	

Paladin: Good to see ye again, lad.
Listen, do us all a favor, would ye?
A lot of the pilots have been hearin' that we lost the Kilrathi fleet.
They're expectin' us to turn tail and run back for Terran space.
Some of 'em are tickled pink about it.
Some of 'em are thinking about proppin' a gun 'gainst their chin an' pulling the trigger.
You tell 'em it's all damned foolishness.
Colonel Halcyon is a very canny man, the best in the space navy.
If anyone can find the Kilrathi, he can.
So if anyone asks you, this is what you should tell them
This operation isn't over, and we haven't lost it yet.

Mission Briefing, $T, $D,
somewhere in Kilrathi open space.

Colonel: Pilots, we have trailed our target to this system.
We're not sure of the location of the Kilrathi fleet with the secret weapon, but we know they're in the area.
The fleet is probably going to call for reinforcements. Probably Fralthi, with destroyer escorts.
Two Fralthi with additional heavy ships, if they know where to catch us...
... will reduce *Tiger's Claw* to molten slag.
Personally, I'd prefer not to command a slagged ship.
So we're going to have to launch an attack on them very, very soon.
We don't know exactly where they are. But we do have some good data....
The ships in this strike fleet were designed to be fast and maneuverable. Which means they aren't carrying much fuel.
This means that they're probably headed towards...any guesses, pilots?
Maverick: A supply depot, sir?
Colonel: Tactical agrees with you on that guess, $C. That's where we think their fleet is headed.
We're going to get to the supply depot first and take it out.
You're going to fly scouting missions. With the information you'll bring back...
...we should be able to locate the supply depot.
Here's the setup. Make sure you scout each of these Nav points.
Just follow your mission flight plans; engage the enemy if you find him.
But back down from overwhelming opposition. We need the information more than we need a few dead heroes.
We also have unconfirmed reports of a large ship of an unknown Kilrathi design type.
This ship will register as a blue target, until we can update your targeting computers.
But it's definitely one of theirs. Get camera information on it, if you can.

You listen as the commander explains mission assignments.

Paladin's Alive	Paladin's Dead
Colonel: Psi Wing will be $C and Paladin, with $C as wingleader.	**Colonel:** Psi Wing will be $C. Good luck, $R.

Colonel: Dismissed.

Mission 1 - Layout

Sector: Epsilon
System: Bifrost
Date: ???
Type: Patrol
Ship: Raptor
Wingman: Paladin



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Proceed to Nav 3
4) Return to *Tiger's Claw*

Enemies:
Nav 1: 3 Jalthi
Nav 2: 4 Krant + 1 Ralari
Nav 3: 6 Jalthi

Mission Debriefing -- $T, $D.

Colonel: All right, $C. Your report, please.

Destroyed Ralari		Ralari Escaped	
Paladin's Alive	**Paladin's Dead/Solo**	**Paladin's Alive**	**Paladin's Dead'Solo**
Maverick: We had a rough fight at Nav 2, sir, but we took out a Ralari.	**Maverick:** I had a rough fight at Nav 2, sir, but I took out a Ralari.	**Maverick:** We couldn't get the Ralari at Nav 2...I recommend that we avoid that area.	**Maverick:** I couldn't get the Ralari at Nav 2...I recommend that we avoid that area.

Found Unknown Ship		Did Not Find Unknown Ship	
Paladin's Alive	**Paladin's Dead/Solo**	**Paladin's Alive**	**Paladin's Dead/Solo**
Maverick: At Nav 3, we found another Kilrathi capital ship She's huge, sir, bristling with weaponry.	**Maverick:** At Nav 3, I found another Kilrathi capital ship She's huge, sir, bristling with weaponry.	**Maverick:** And we couldn't get close enough to any other capital ships to target and log data on them, sir.	**Maverick:** And I couldn't get close enough to any other capital ships to target and log data on them, sir.
Paladin's Alive	**Paladin's Dead / Solo**		
Maverick: We tried to destroy her, but were forced to break off and return.	**Maverick:** I tried to destroy her, but was forced to break off and return. Not bad, $R.		
Colonel: This should help us track down that supply depot. Good work.			

Colonel's After Mission Report

Your Kills	No Kills For You	
Colonel: And your numbers show that you bagged $K. Good shooting, son.	**Colonel:** The numbers say that you came back with no kills, $R. Maybe you need more trainsim time.	
Wingman's Kills	**No Kills For Wingman**	
Colonel: And Paladin bagged $L. Good work.	**Colonel:** Paladin was blanked. Sloppy work for such a good pilot.	
	Paladin's Alive	**Paladin's Dead**
	Paladin: Sorry about that, sir. I dinna know what happened to me out there.	

Wingman Survives	Wingman Dies
	Colonel: And he was killed in the fight. Damn...he was so close to retiring. I wanted to drink at his retirement party...and see how someone can get out of this damned war alive.

Colonel: Now we'll get the information from your cameras, and see what we can learn from that.

Receive Medal	Receive Reprimand	No Medal
Colonel: And $C, I'll need to see you in my office later.		

Colonel: Dismissed.

Bifrost B

Bifrost System, $T, $D.
RecRoom

Shotglass: Hey, $C. Here's your usual.
I heard everyone had a rough patrol.
But the grapevine says that all that Kilrathi activity...
... HAS to mean there's an installation nearby.
If it's not the station we're looking for...
... it'll be something else that we can grind into the dust.
I want you to nail some of those furballs for me today, $C. For me, and Zach.

Angel: Hello, $C. Care to sit down?
I was just reviewing tactics for attacking capital ships.
Ralari, Fralthi, or starbases, it's all the same.
If there are defenders, take them out first.
If possible, use only your guns on the defenders.
Save your missiles for the primary target. You will need them, non?
Try it the other way around, and the defenders will eat you alive.

Spirit: Good day, $R $N. Have you come here to cheer me up?
The Colonel thinks that I am depressed. It is not so.
We live in uncertain times. And I have always known that Death walks beside each of us.
But if we destroy the Kilrathi fleet and their secret weapon, I will celebrate.
I will get very drunk, and swear quite loudly, and act much like Maniac or Hunter.
At least for an hour or two.
Or maybe not. What if my fiance were to learn of such behavior?

Mission Briefing, $T, $D.

Colonel: We've got a lot to do and only a little time, so I'll keep this brief.
First, you'll be flying Scimitars...the techs are repairing the other ships.
And we've pinpointed the quadrant of the Kilrathi supply depot. Your mission is simple and strategic...
Go to Nav 1 and Nav 2. Eliminate any inbound Kilrathi warships...
Then head for the depot at Nav 3. Destroy it, and return to *Tiger's Claw*.
But be careful. You can bet your lives that the depot will be guarded.
Wing assignments

The Commander lists the other wing teams, then addresses you.

Paladin's Alive	Paladin's Dead
Colonel: $C, you and Paladin are Theta Wing again.	**Colonel:** $C, you're Theta Wing. I sure wish you had Paladin with you for this one. **Maverick:** I'll be flying for both of us, sir.

Colonel: Get ready for immediate launch. Dismissed.

Mission 2 - Layout

Sector: Epsilon
System: Bifrost
Date: ???
Type: Strike
Ship: Scimitar
Wingman: Paladin



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Proceed to Nav 3
4) Destroy Kilrathi supply depot
5) Return to *Tiger's Claw*

Enemies:
Nav 1: 3 Salthi
Nav 2: 4 Krant + 1 Lumbari
Nav 3: First wave: 4 Jalthi + 1 Fuel Depot
Second wave: 5 Gratha

Mission Debriefing -- $T, $D.

<table>
<tr><td colspan="4">Colonel: Report, Theta Wing.</td></tr>
<tr><th colspan="2">Lumbari Destroyed</th><th colspan="2">Lumbari Escaped</th></tr>
<tr><td colspan="2">Maverick: Ran into a Lumbari at Nav 2. That tanker is dusted, sir.</td><td colspan="2">Maverick: Couldn't get close enough to the Lumbari at Nav 2...I'm sorry, sir.</td></tr>
<tr><th colspan="2">Supply Depot Destroyed</th><th colspan="2">Supply Depot Survived.</th></tr>
<tr><td colspan="2">Maverick: And then I headed for that supply depot. It was tough, sir. One of the toughest missions I've ever flown.
Colonel: Enough theatrics, $C...what happened?
Maverick: It's history, sir.
Colonel: Excellent, $R I knew you wouldn't let us down.</td><td colspan="2">Maverick: And I couldn't take out that supply depot. Colonel, I did my best.</td></tr>
<tr><th colspan="4">Colonel's After Mission Report</th></tr>
<tr><th colspan="2">Your Kills</th><th colspan="2">No Kills For You</th></tr>
<tr><td colspan="2">Colonel: And you nailed $K of those cats.</td><td colspan="2">Colonel: No confirmed Kilrathi kills, $R. You're usually better than that.</td></tr>
<tr><th colspan="2">Wingman's Kills</th><th colspan="2">No Kills For Wingman</th></tr>
<tr><td colspan="2">Colonel: Paladin took down $L Kilrathi.</td><td colspan="2">Colonel: Paladin came up with zero.</td></tr>
<tr><td colspan="2" rowspan="2"></td><th>Wingman's Alive</th><th>Wingman Dies/Solo</th></tr>
<tr><td>Colonel: I did m'best, sir. The Kilrathi were fightin' something fierce out there.</td><td></td></tr>
<tr><th colspan="2">Wingman Survives</th><th colspan="2">Wingman Dies</th></tr>
<tr><td colspan="2"></td><td colspan="2">Colonel: And then he was killed in the fight. Damn...he was so close to retiring.
I wanted to drink at his retirement party...and see how someone can get out of this damned war alive.</td></tr>
<tr><th colspan="2">Supply Depot Destroyed</th><th colspan="2">Supply Depot Survived.</th></tr>
<tr><td colspan="2"></td><td colspan="2">Colonel: Just so you know...another wing took out the supply depot. But you should have nailed it yourself, mister.</td></tr>
<tr><th>Receive Medal</th><th>Receive Reprimand</th><th>Receive Transfer</th><th>No Medal</th></tr>
<tr><td colspan="3">Colonel: $C, I need to see you in my office later.</td><td></td></tr>
<tr><td colspan="4">Colonel: Dismissed.</td></tr>
</table>

Bifrost C

Bifrost System, $T, $D.
RecRoom

Shotglass: You pilots really deserve a pat on the back. Getting that supply station was what everybody needed.
Have you looked around? Everyone's more alert...
...walking tall, looking good.
I think we were all half-dead until that station went up in flames.
Now... now, the pilots have hope. Hope that maybe we can win.
That's what they needed.

Bossman: $C Any bets on which one of us is going to bag the ship with the Kilrathi secret weapon?
That'll be something to have on your permanent record.
So-and-so of *Tiger's Claw* is credited with the kill...
... of the Kilrathi ship that destroyed Goddard Colony.'
I just hope that our boys in Tactical get a clean view on the kill.
I'd hate to ship with a carrier-load of pilots...
... all of whom think they'd put in the final missile.

Iceman: Sit down, $C.
It's coming down to the wire.
The enemy fleet is going to head straight to us now, right into our trap.
I want that ship with the secret weapon, the one that destroyed Goddard.
If we're wingmates on the strike against that ship...
... don't get between me and her.
That ship is going down, no matter what.
No matter what.

Mission Briefing, $T, $D.
Site of the Destroyed Kilrathi Supply Depot.

Colonel: Two Killer Bees captured a Kilrathi courier ship yesterday, when we were attacking the supply depot.
We now have a schematic, less than two days old...
... of the Kilrathi strike patrol assignments in Vega Sector.
What this means is that if we do manage to get back home safely...
... we're going to be able to nail those cats in Vega Sector.
A round of applause and cheers echo through the briefing room.
The other news is that the Bees identified the Kilrathi ship with the secret weapon...
...a super-dreadnought, which we've code-named the *Sivar*.
This may be the same ship that was sighted by our pilots, not far from our own position.
That ship will be our main target, pilots. We're going to lure her to this location...
And destroy her completely, AND the Kilrathi secret weapon.
But now we need to concentrate on today's mission.
The *Tiger's Claw* is now positioned where the base station was.
This means that we're probably going to intercept some incoming ships.
Now, a lot of them will be short on fuel, or in desperate need of repairs.
But we can't bet that any ship coming in will be an easy kill.
And we can't AFFORD for any of them to tell the *Sivar* that we're here.
So shoot to kill, pilots. Ignore ALL radio communications from the Kilrathi.
They can send out an emergency beacon to the *Sivar*...
... while they stay on the horn with you, pretending to negotiate.
More good news You've been reassigned to Rapiers for this mission.

Iceman's Alive	Iceman's Dead
Iceman: About damned time...	

Colonel: We need our newest, best starfighters for these missions.
Each wing will have an individual assignment; listen for your name.

You wait as the Colonel assigns the other wings.

Iceman's Alive	Iceman's Dead
Colonel: Sigma Wing will be $C and Iceman, with $C as wingleader.	**Colonel:** Sigma Wing will be $C, flying solo.

Colonel: You're running a Comet-Style Patrol mission. Remember those?
Launch, then move out to 1500 klicks and circle the *Tiger's Claw*...
... a few times. If you see any cats, attack and destroy.
When you're sure the area is clear, run out to Nav One.
This area is one of the closest jump points...
... and we can expect some incoming Kilrathi to pop up here.
Shoot over to Nav 2 next, clear it of bogies, and head for Nav 3.
Once you've eliminated any enemy forces there, return to the *Claw*.
Immediately upon your return, Epsilon will launch and head to Nav One.
In other words, we're doing a constant rotation of wings.
Until we know where the enemy is coming from, these Nav points will be under constant observation.
Dismissed.

Mission 3 - Layout

Sector: Epsilon
System: BiFrost
Date: ???
Type: Patrol
Ship: Rapier
Wingman: Iceman



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Proceed to Nav 3
4) Return to *Tiger's Claw*

Enemies:
Nav 1: 3 Krant + 2 Lumbari
Nav 2: 3 Gratha + 1 Ralari
Nav 3: 4 Jalthi + 1 Fralthi
Back at *Tiger's Claw*: 3 Krant

Mission Debriefing -- $T, $D.

Wingman's Alive / Solo	Wingman's dies
Colonel: Welcome back, $C. Report.	**Colonel:** Welcome back, $C. Damned sorry about Iceman. Tell me what happened.
Maverick: Yes, sir. At Nav 1, I saw a Krant patrol coming in, escorting a pair of tankers. From the way they moved, I think they were low on fuel... ... a routine refueling wing returning from its mission.	

Two Lumbari Destroyed	One Lumbari Destroyed	No Lumbari Destroyed
Maverick: Both of the tankers are trashed, Colonel.	**Maverick:** Those furballs fought like the devil, sir, but I got one of the Lumbari anyway.	**Maverick:** I was badly mauled, sir, and didn't kill either of the tankers. **Colonel:** You're kidding Two poorly defended tankers and you come back blanked. I'm starting to worry about your ability to perform, $C.
Maverick: A Ralari and its Gratha escort were cruising through Nav 2. They had apparently just jumped into the system.		

Ralari Destroyed	Ralari Escapes
Maverick: The Ralari is splashed, sir.	**Maverick:** I missed the Ralari, sir. Sorry.
Maverick: The real show, sir, was at Nav 3. A Fralthi-class cruiser was jumping in with a Jalthi escort. My guess is they were responding to a distress call from the former depot.	

Fralthi Destroyed	Fralthi Escapes
Maverick: Those mothers are tough, but that Fralthi is toasted.	**Maverick:** I just couldn't get in enough times to take down the Fralthi, sir. She's still out there.

All Enemy Destroyed	Some Enemy Escaped
Colonel: Wonderful, $C. I'm glad you contained the news of our presence. Now the fleet's likely to continue her present course. Damn good job, mister.	**Colonel:** This mission was a total failure, $C. I'm glad you contained the news of our presence so well. Now the fleet's likely to divert to another system. And I hope you're happy, mister.... Because personally... ...I'm about ready to send your butt back to Proxima Centauri for good

Wingman Survived	Wingman Dies
	Colonel: Even worse, Iceman was lost. Damned shame. We're so close to the *Sivar*... and he'll never see it.

Colonel's After Mission Report

Your Kills	No Kills For You
Colonel: Your kills totaled $K, $C.	**Colonel:** At any rate, you didn't kill a single ship. Why do I keep sending you out?

Wingman's Kills	No Kills For Wingman
Colonel: Iceman killed $L himself. Good work.	**Colonel:** Iceman was blanked.

Wingman Survived	Wingman Dies
	Colonel: Now, with Iceman gone...I'm going to have to look to you, $C, to blow that damn dreadnought.

Receive Medal	Receive Reprimand	No Medal
Colonel: $C, later, see me in my office.		
Colonel: Dismissed		

Bimorgameslikwincamandertoo

Winning Path	Losing Path
Valgard System	**Retreat**

Valgard System

Valgard A

Valgard System, $T, $D.
RecRoom

Shotglass: Bar's closed, $C. No drinking allowed, Colonel's orders.	
Paladin's Alive	**Paladin's Dead**
Shotglass: He wants everyone at 100 percent, even Paladin.	**Shotglass:** He wants everyone at 100 percent, so I'm takin' a day off.
Shotglass: I'm outta here soon. See you later	

Mission Briefing, $T, $D.
Deep in Kilrathi Space.

Colonel: We have good news and bad news. The good news is, the *Sivar* is near. And she's low on fuel.... ...because we've tracked and destroyed all of the fuel tankers in this area. So we know she has to be on her way here. But we won't wait for her. We're going to saddle up, head back along the Lumbari's course, and find the enemy fleet. They're probably moving; we may have to hunt around a bit. So we're launching all the wings along slightly different courses.	
Iceman's Alive	**Iceman's Dead**
Colonel: $C Stay alert. Once again, you're with Iceman, as Mu Wing.	**Colonel:** $C Stay alert. You're Mu Wing... ... and I want you to fly as if Iceman were in your cockpit, in your head. No mistakes, cool and cruel. Got that? **Maverick:** Got it, sir.
Colonel: Launch and cruise to your Nav One. If you meet any Kilrathi on arrival... ... dispose of them, and continue to Nav Two. Destroy any cats. Then head to Nav 3. Get rid of any enemy ships and head for home. Your return flight should be via Nav 1. That way you'll avoid the minefields entirely. If you run into the *Sivar*, hit your squawk-box and let US know. Questions? Yes, Angel?	
Angel: Good luck, my friends, and godspeed.	
Colonel: All right, pilots. Let's launch. Dismissed.	

Mission 1 - Layout

Sector: Epsilon
System: Valgard
Date: ???
Type: Patrol
Ship: Rapier
Wingman: Iceman



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Proceed to Nav 3
4) Return to *Tiger's Claw* via Nav 1

Enemies:
Nav 1: 4 Krant + 1 Lumbari
Nav 2: 3 Jalthi + 1 Dorkir
Nav 3: First wave: 4 Krant + 2 Fralthi
Second wave: 4 Gratha
Third wave: 2 Jalthi
Back at Nav 1: 3 Gratha + 1 Ralari

Mission Debriefing -- $T, $D.

Colonel: Welcome home, $C. Skip the fighter count, tell me if you iced any capital ships.
Yes, sir. Nav One had a loaded Lumbari tanker with a Dralthi escort.

Lumbari's Destroyed		Lumbari Escapes
Wingman's Alive	**Wingman Dies/Solo**	
Maverick: Iceman and I iced the Lumbari, sir. She had to be headed for the *Sivar*, and we couldn't let those supplies get through.	**Maverick:** I iced the Lumbari, sir. She had to be headed for the *Sivar*, and I couldn't let those supplies get through.	**Maverick:** The tanker got away, sir. I logged her course, though. **Colonel:** O.K. We'll note her course as a possible route to the *Sivar*.

Maverick: And Nav 2 got hot pretty quickly.
There was a wing of Jalthi -- and a Dorkir-class transport.

Dorkir 's Destroyed	Dorkir Escapes
Maverick: The Dorkir was well-guarded...but it's history.	**Maverick:** The Dorkir was too well-guarded...couldn't get in and take her down.

Colonel: Were there any other ships out there, $R?
Yes, there was one hell of a reception committee at Nav 3, Colonel.
Krant and Gratha, even a wing of Jalthi nearby...all under the guns of a pair of Fralthi.

Both Fralthi Destroyed	One Or Both Fralthi Escaped
Maverick: BOTH of the Fralthi are toasted, Colonel.	**Maverick:** Couldn't get both of the Fralthi, Colonel.

Maverick: On the way back, I found more Kilrathi ships waiting at Nav 1...
...a Ralari with Gratha nearby.

Ralari Destroyed	Ralari Escapes
Maverick: The Ralari is deleted, sir.	**Maverick:** Had to pass on the Ralari, sir. Didn't have a clean shot for the kill.

Colonel's After Mission Report

Your Kills	No Kills For You
Colonel: The recorder credits you with killing $K, $C.	**Colonel:** You came up empty, $C. What the hell were you doing out there, mister?
Wingman's Kills	**No Kills For Wingman**
Colonel: They show Iceman with $L.	**Colonel:** They show Iceman with none.
Wingman Survived	**Wingman Dies**
	Colonel: And then the cats killed him...damn, but I never thought that might happen. Ice was the perfect fighter, never made a single mistake...until now.

Colonel: That's all, $R. Why don't you hit the showers, take it easy for a while?

Receive Medal	Receive Reprimand	No Medal
Colonel: Oh...and I'll need to see you in my office later.		
Colonel: Dismissed.		

Bimorgameslikwincamandertoo

Valgard B

Valgard System, $T, $D.
RecRoom

Shotglass: Hey, $C, glad to see you're all right.
I keep hearin' that the situation is bad and gettin' worse....
I think the stress is getting to everyone.
I've seen a lot of off-duty pilots in here, getting drunker than skunks. And fighting each other...
Two techs and a pilot tried to kill each other in here, two hours ago.
And some people are just going crazy, like Maniac.
I'm tellin' you, if we don't finish off those Kilrathi soon and get out of this place....
...we might end up killing each other, and save the Kilrathi some work.

Angel: $C I am glad to see that you are well.
I had heard that you were injured on your last mission.
There are too many rumors floating around this ship. Mon dieu, some of the stories I have heard
I, for one, cannot believe that this is a suicide mission.
Soon we will complete this mission, and return to our duties in Vega Sector.

Spirit: Hello, $C. I have been sitting here, thinking.
My fiance...what if he has been captured, like those poor souls aboard the *Gwenhyvar*?
Captured, and forced to betray his own people, over and over again?
It is a fate too horrible to contemplate.
I will tell you now, if I were to be captured....
...I think I would rather die.
Better that than the dishonor and shame of what happened to the *Gwenhyvar's* crew.

Mission Briefing, $T, $D.
Valgard System.

Colonel: Listen closely, pilots, because we don't have much time.
Our success against the supply depot has left a large number of Kilrathi fighters without a home base.
Tactical says those ships are heading here. They'll be very low on fuel...they may try to take the *Tiger's Claw* intact.
Pilots, you'll stay close to the *Tiger's Claw* and defend.
As soon as those ships are destroyed, land immediately. We'll be jumping from this location....
...before more of these orphaned fighters can arrive.
Wing assignments

The Commander lists the other wing teams, then addresses you

Iceman's Alive	Iceman's Dead
Colonel: $C, you and Iceman are Mu Wing again.	**Colonel:** $C, you're Mu Wing.

Colonel: Get ready for immediate launch. Dismissed.

Mission 2 - Layout

Sector: Epsilon System: Valgard Date: ??? Type: Defend Ship: Rapier Wingman: Iceman	
1) Defend *Tiger's Claw* from Enemy Attack	

Enemies:
***Tiger's Claw*: First wave: 4 Krant**
Second wave: 3 Jalthi
Third wave: 3 Gratha
Fourth wave: 3 Krant

Mission Debriefing -- $T, $D.

Colonel: Glad to see you back alive.			
Colonel's After Mission Report			
Your Kills		**No Kills For You**	
Colonel: The recorder shows you nailed $K of those cats, $R. Good work.		**Colonel:** No confirmed Kilrathi kills, $R. What were you doing out there?	
Wingman's Kills		**No Kills For Wingman**	
Colonel: And Iceman took down $L Kilrathi.		**Colonel:** And Iceman came up with zero.	
Maverick: It was a rough fight out there, Colonel.			
Wingman Survived		**Wingman Dies**	
		Colonel: And then those damned cats killed him. Ice was the perfect pilot, never made a mistake...until today.	
Colonel: Well, you'd better get some rest while you can, $C.			
Receive Medal	**Receive Reprimand**	**Receive Transfer**	**No Medal**
Colonel: And I need to see you in my office later.			
Colonel: Dismissed.			

Vigrid System

Vigrid A

Vigrid System, $T, $D.
RecRoom

Shotglass: You look like you're havin' a good day, $C.
'Course, knowing that the *Sivar* is sitting out there, running out of power...well, it helps.
Scuttlebutt has it that we're just about ready to go for the kill.
I hope that we get that shot soon...for Zach and Trisha.
Ah, but waiting's always the worst part...Bottoms up, $C.

Knight: Hey, $C. I heard that you just got assigned to the Black Lion squadron.
That means you'll be flying with me. Let's be careful out there, okay?
Well, I just hope that we're going after that dreadnought soon.
We're so deep into enemy territory, so far from our own lines...
...the *Sivar's* not the only one who can't resupply.

Iceman: Good job out there against the furballs, kid.
We'll go for the big one, real soon now.
Remember missiles. Don't use 'em up too fast, kid.
Your guns will sting, and take out the smaller targets for you...
..but there's nothing like a missile to finish the job.

Mission Briefing, $T, $D.
Unknown sector named 'Vigrid'.

Colonel: Attention! We need to get everyone on the flightline, fast.
Our tactical data has pinpointed the *Sivar*...and the Kilrathi know where we are.
They're sending a massive strike against the *Tiger's Claw*.
It will be all hands on deck..and in space.
Here's the setup...
Sensors show a large strike force massing at Nav 1.
Our guess is that they'll have at least one heavy ship, with multiple fighters.
Whatever's there, it has to be stopped before it jumps to our position.
When you're sure the area is clear, head back to the *Claw*.

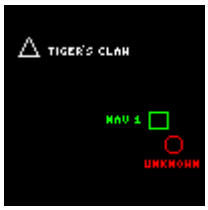
Knight's Alive	Knight's Dead
Colonel: $C and Knight get the duty. Your designation is Omicron Wing.	**Colonel:** $C, you'll have to do this one your own. I can't spare anyone to help you.

The Colonel assigns all other wings to other jumppoints, forming a shield around the 'Claw.

Colonel: Questions? All right, then...keep alert, and don't make any mistakes. Dismissed.

Mission 1 - Layout

Sector: Epsilon
System: Vigrid
Date: ???
Type: Patrol
Ship: Rapier
Wingman: Knight



1) Proceed to Nav 1
2) Destroy unknown Kilrathi vessel
3) Defend the *Tiger's Claw* from enemy attack

Enemies:
Nav 1: First wave: 3 Jalthi + 1 Ralari
Second wave: 5 Krant
En route back to *Tiger's Claw*: First wave: 5 Gratha
Second wave: 3 Gratha
Third wave: 3 Gratha

Mission Debriefing -- $T, $D.

Wingman's Alive	**Wingman's Dies**
Colonel: Welcome back, $C. Report, and keep it short.	**Colonel:** Welcome back, $C. I've heard about Knight. Give me your report, and keep it short.
Maverick: Yes, sir. I launched and ran out to Nav 1 to engage the strike force. When I first arrived, it didn't seem all that bad...just a Ralari with Jalthi. I should have guessed that another wing was on its way in. **Colonel:** Fine. Did you trash the Ralari or not?	
Ralari's Destroyed	**Ralari Escapes**
Maverick: Yes, sir, I did.	**Maverick:** No, sir, I didn't. **Colonel:** I see. Just so you know, I diverted Maniac and Beta Wing to fix your mistake.
Colonel: No need to discuss the fighters outside, $C. Between you and our gunners, they're history.	
Colonel's After Mission Report	
Your Kills	**No Kills For You**
Colonel: For the record, you killed $K.	**Colonel:** You struck out, $R...no kills.
Wingman's Kills	**No Kills For Wingman**
Colonel: Knight got $L himself.	**Colonel:** Knight got none...not his usual numbers.

Receive Medal	**Receive Reprimand**	**No Medal**
Colonel: Okay, $C, I want to see you in my office later.		
Colonel: Dismissed		

Vigrid

Vigrid System, $T, $D.
RecRoom

Shotglass: Hey there, $C Hurry up and get to the Briefing Hall.
It's time to finish this pleasure cruise, one way or the other.
Best of luck to you, $R $N

Bossman: Good day, $C. I'm glad to talk to someone besides our resident lunatics.
I've been writing a letter home...just in case we don't make it back.
Have you seen the latest holopics of my family, $C?
Maverick: No, Boss...can't say that I have.
Bossman: I'd like to show them to you later. I miss them very much.
I hope that this mission ends soon, so we can return to Vega.

Maniac: Hey there, $C. I'm sure that I'll be flying against the *Sivar* soon.
In case I don't succeed...you'll have to take out that ship for me.
I know that I'll be the one to do it. Just like in my dream...
But if I die too quickly, then it's up to you, $C.
Use your missiles first. But if nothing else works, I want you to hit them at ramming speed.
Just in case, y'know?

Mission Briefing, $T, $D.
Unknown sector named 'Vigrid'.

Colonel: Everyone present? Good.
We're now ready to go after the *Sivar*.
This is the best shot we'll get at her, so let's make it count.
I've had difficulty deciding which pilot I should send first...
...because they're likely to meet the greatest resistance.
After our first strike launches, the *Claw* will move to a new vantage point...
...where we will launch the remaining wings.
With any luck, the *Sivar* won't expect attack from two separate vectors.
All through this mission, the *Sivar's* been escorted by a substantial fleet.
We've picked off that fleet, ship by ship....
But we can't be sure we've nailed all of them. So be VERY careful out there.
...I don't want to lose any more. On this mission---

Hunter's Alive	Hunters Dead
Colonel: Hunter, none of this is personal. Keep it on a business level. **Hunter:** If you say so, sir.	
Angel's Alive	**Angel's Dead**
Colonel: Angel, give 'em hell... but don't accept any in kind. **Angel:** Je comprends, mon colonel.	
Maniac's Alive	**Maniac's Dead**
Colonel: Maniac, I want you stay alive during this one. I know about your nightmares--- **Maniac:** But, sir--- **Colonel:** They're just dreams, kid. This is what's real. And I need you alive, to fight the cats again. Understand? **Maniac:** Yes, sir	
Bossman's Alive	**Bossman's Dead**
Colonel: Bossman, stay cautious... just don't be TOO cautious. **Bossman:** No problem, sir.	
Knight's Alive	**Knight's Dead**
Colonel: Knight, you've always been a pro. Don't get sloppy now. **Knight:** I'm on-line and up to speed, sir.	
Spirit's Alive	**Spirit's Dead**
Colonel: Spirit, if you harbor any romantic notions about self-sacrifice--- **Spirit:** No, sir. Anything I sacrifice today will bear fur and whiskers. **Colonel:** Glad to hear it.	
Paladin's Alive	**Paladin's Dead**
Colonel: Paladin, flying a desk IS better than breathing vacuum. Just trust me on that one, okay? Paladin: Are you just sayin' that so you can get drunk at my retirement party, sir?	
Iceman's Alive	**Iceman's Dead**
Colonel: Iceman... uh... just do what you always do. **Iceman:** Forget the goodbyes, sir. Let's get this show on the road.	

Colonel: $C, no astrobatics, nothing fancy. Do the job and get out of there alive.
Maverick: Aye, aye, sir.

You consider what the Commander said.
He was saying goodbye to the pilots... just in case.

Knight's Alive	Knight's Dead
Colonel: $C You're teamed with Knight again, as Omega Wing.	**Colonel:** $C You're Omega Wing. Now that we've lost Knight... ... I'm counting on you to come through for us. I won't let you down, sir.

Colonel: Here's the scenario.

Head first to Nav 1. Try to destroy any of the remaining support fleet.
They are NOT your main objective, though...that's the *Sivar*, at Nav Two.
If you are able to destroy the *Sivar*, hit your afterburners and come home.
Rendezvous with the *Tiger's Claw* at Nav 3.
Questions? No? Good luck, $C. We'll see you at Nav 3.
Dismissed.

Mission 2 - Layout

Sector: Epsilon
System: Vigrid
Date: ???
Type: Strike
Ship: Rapier
Wingman: Knight



1) Proceed to Nav 1
2) Proceed to Nav 2
3) Destroy the *Sivar*
4) Rendezvous with *Tiger's Claw* at Nav 3

Enemies:
Nav 1: First wave: 2 Krant + 1 Fralthi
Second wave: 2 Krant
Nav 2: First wave: 6 Krant + 1 *Sivar*
Second wave: 5 Jalthi
Third wave: 6 Gratha
Nav 3: 4 Krant

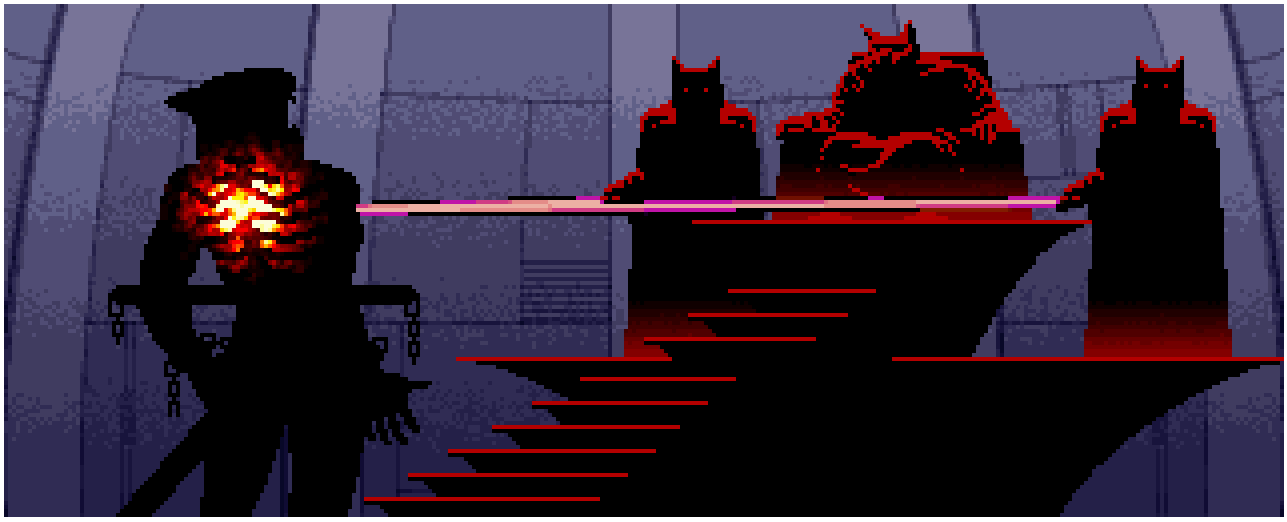
Mission Debriefing -- $T, $D.

Destroyed *Sivar*	***Sivar* Escaped**
Colonel: We've got the kill on record, $C. Congratulations. Personally, I knew that you'd come through for us. I will see to it that Confederation High Command rewards you for this.	**Colonel:** No kill, $C. And the *Sivar's* sure to have reinforcements and supply coming in. So we're bugging out, and bugging out empty. After all this time, all the pilots who died... we're running away.
Colonel: What do you have to add to the report? **Maverick:** Not much, sir. The *Sivar* had a strong fighter escort. My guess is that the heavier ships ... ... have already maneuvered out of system. Maybe they thought they could intercept the *Tiger's Claw* and prevent our strike.	
Destroyed Fralthi	**Fralthi Escaped**
Maverick: Like the Fralthi at Nav 1...that ship is dusted, sir.	
Reached Nav 3	**Did Not Reach Nav 3**
Maverick: But the *Sivar* still had a wing of Krant, Jalthi, and Gratha on ready-five.	
Colonel's After Mission Report	
Your Kills	**No Kills For You**
Colonel: The recorder shows you with killing $K, $C.	**Colonel:** The recorder shows you with no kills, $C.
Wingman's Kills	**No Kills For Wingman**
Colonel: It shows Knight with $L.	**Colonel:** It shows Knight with none.
Wingman Survived	**Wingman Dies**
	Colonel: And Khumalo died in this battle... I'm going to miss that man.
Destroyed *Sivar*	***Sivar* Escaped**
Maverick: Yes, sir. But I managed to bag the *Sivar*... Compared to that... nothing else matters much, does it? **Colonel:** Damn right, $C. You've struck a fatal blow to their plans for conquering humanity.	**Maverick:** Yes, sir...I just wish I could've iced the *Sivar*. **Colonel:** None of the other wings were able to take her down either, $C. This operation has been tough, and painful. We've lost too many friends and allies.
Colonel: Now it's time to go home.	
Receive Medal	**Receive Reprimand**	**No Medal**
Colonel: I'll need to see you in my office later, $C.	
Colonel: But for now... Dismissed.	

Meanwhile...

Winning Path	Loosing Path
In the Throne Chamber of the Emperor of Kilrah. The former Grand Admiral of the Kilrathi Empire stands before his master. There is nothing to be said. The Admiral is loyal to Kilrah, and his Emperor – and he knows the price of his failure. His Emperor has demanded an apology for the defeat of the Kilrathi strike fleet… and an apology must be given. An echo of the Admiral's dying scream lingers in the air… then silence.	The Kilrathi Slave Mines. With the retreat of the Tiger's Claw and the failure of her mission, the Kilrathi use their new weapon to establish dominance over Confederate defenders. Thousands of Humans are enslaved and taken to the Kilrathi Illudium mines, forced to work in misery until dying from the radiation in the ore… their toil fuelling the Kilrathi advance toward the Human homeworlds.

The End
For Now...





Retreat

Retreat A

$T, $D. Retreating from Kilrathi Territory
RecRoom

Shotglass: $C How's it goin'?
I can't believe we're pullin' out. We never finished our job.
We're just letting the people at Goddard die for nothing. NOTHING
Old Man Halcyon better not walk through here...I'd tell him to...
...oh, what's the use? We did all we could to win.
I just hate losing to those fleabags.

Angel: Bonjour, $C. I am very upset about our defeat.
Up to this point, we had been pressing the attack...
...and now we run like frightened children.
I have spoken with the Colonel about our chances of surviving our retreat.
And the odds do not favor us. Mon Dieu, I have never felt so helpless.
I only wish that I had done more to help our chances.

Spirit: Hello, $C. Will you join me?
I am trying to console Jeanette, but she is most adamant in her anger.
Everywhere I go, there is only talk of failure and defeat.
We have not lost the war yet, only this one operation has failed.
I cannot believe that we will bow our heads to the Kilrathi ever.
Keep that close to your heart, $C. It will give you inner strength.

Mission Briefing, $T, $D.
Retreating from Kilrathi Territory

Colonel: All right, everyone. Listen up and listen good.
As you know, our failure to achieve success against the Kilrathi...
...has necessitated our withdrawal from Kilrathi space.
We have to assume that the Kilrathi will pursue and attempt to destroy us.
The most likely scenario involves a strike against the *Claw* near the border.
This gives them the most time to prepare for our arrival.
If we can disrupt their scouts enough, we just might avoid their main retaliatory forces.
Okay, here's your assignments.
You'll fly to each of the three Nav points.
...with the goal of destroying any Kilrathi you encounter.
Remember, this is our only plan to get us out alive.

You wait until your name is called.

Maniac's Alive	Maniac's Dead
Colonel: Iota Wing will be $C and Maniac, $C as wingleader.	**Colonel:** Iota Wing will be $C. You'll have to fly alone this run.

Colonel: That's everyone. Stay sharp, people.
Dismissed.

Retreat Mission 1 - Layout

Sector: Epsilon
System: Border
Date: ???
Type: Strike
Ship: Raptor
Wingman: Maniac

1) Proceed to Nav 1
2) Proceed to Nav 2
3) Destroy the Nav3
4) Rendezvous with *Tiger's Claw*

Enemies:
Nav 1: 2 Jalthi
Nav 2: Strike Force1: 2 Gratha + 1 Ralari
Strike Force2: 2 Gratha + 1 Ralari
Nav 3: 5 Krant + 1 Snakier

Mission Debriefing -- $T, $D.

Colonel: Okay, $C. Let's hear it.
Maverick: Yes, sir. The run out to Nav One was uneventful...
...but once I arrived, there was a wing of Krant escorting a Fralthi, heading for the Claw.
Colonel: Obviously you made it back...how'd you do?

Destroyed Fralthi	Fralthi Escaped
Maverick: Toasted the Fralthi, sir.	**Maverick:** I fought as hard as I could, Colonel, but didn't kill the Fralthi. I did what damage I could to the fighters before breaking off.

Maverick: At Nav Two, there were a mass of Dralthi. I counted ten at least.
I killed as many as I could, then headed on.
Colonel: Understood, $C. Go on.

Maverick: Yes, sir. I went for Nav 3 next...
...and when I got there, there were two Ralari with Gratha wings on patrol.

Destroyed First Ralari	First Ralari Escaped
Maverick: The first Ralari wasn't too difficult to take out, sir.	**Maverick:** The damn Gratha kept me from taking the first destroyer out, sir.
Destroyed Second Ralari	**Second Ralari Escaped**
Maverick: And the second Ralari is dusted, sir. No problem.	**Maverick:** I didn't kill the second Ralari, Colonel. She's still operational.
Destroyed All Capital Ships	**At Least One Capital Ship Escaped**
	Colonel: OK, $C. I'll see that the other wings take out what you missed.

Colonel's After Mission Report

Your Kills	No Kills For You
Colonel: The numbers for you are as follows $K bagged by you...	**Colonel:** The numbers for you are as follows None bagged by you, $C...
Wingman's Kills	**No Kills For Wingman**
Colonel: ...and Maniac got $L.	**Colonel:** ...and Maniac was blanked. I'm surprised.
Wingman Survived	**Wingman Dies**
	Colonel: And Marshall...I had hopes for that kid. At least you're still alive, $R.

Receive Medal	Receive Reprimand	No Medal
Colonel: $C, I need to see you in my office later.		
Colonel: Dismissed.		

Retreat B

$T, $D. Nearing the Kilrathi-Terran Border.
RecRoom

Shotglass: $C What are you doing here? We're in a Code Red alert
You'd better head to Briefing. We'll talk after the show.

Mission Briefing, $T, $D.
Nearing the Kilrathi-Terran Border.

Colonel: We're at full alert, everyone.
Our retreat across the border won't be as clean as we'd hoped.
We are already tracking several inbounds approaching from multiple vectors.
Each of which could mean our destruction.
All of you will launch immediately, one wing after another to stop them.
There are only two ways this can go, people...
...either the *Claw* survives, or it doesn't.
If we survive, we'll be jumping as fast as possible on a course for Vega sector.
Questions?
No? Okay, wing assignments.

Maniac's Alive	Maniac's Dead
Colonel: $N and Marshall are Upsilon Wing, $N is still wingleader.	**Colonel:** $N, you're Upsilon Wing. I can't spare you a wingman.
The other wings are assigned quickly and efficiently.	
Colonel: That's all. Prepare to launch. Dismissed.	

Retreat Mission 2 - Layout

Sector: Epsilon
System: Border
Date: ???
Type: Defend
Ship: Raptor
Wingman: Maniac



1) Defend *Tiger's Claw* from Enemy Attack

Enemies:
Tiger's Claw: 3Dralthi
Second wave: 3 Dralthi
Third wave: 5 Salthi
Fourth wave: 3 Hhriss

Mission Debriefing -- $T, $D.

Wingman's Alive	Wingman's Dead
Colonel: Welcome back, gentlemen.	**Colonel:** Welcome back, $C.
Colonel: I've got to get to the bridge for the jump...fill me in quickly on your kills.	
Your After Mission Report	
Your Kills	**No Kills For You**
Maverick: Yes, Colonel. I killed $K.	**Maverick:** Yes, Colonel. I didn't kill anything, sir. **Colonel:** That's why we're fleeing, $C. Your inability to perform.
Wingman's Kills	**No Kills For Wingman**
Maverick: Maniac knocked out $L.	**Maverick:** Maniac was blanked.
Wingman Survived	**Wingman Dies**
	Colonel: And Marshall...I had hopes for that kid. I'm glad you survived, $R.

Receive Medal	Receive Reprimand	No Medal
Colonel: $C, I need to see you in my office later.		
Colonel: Dismissed.		