
WING
COMMANDER

Cast



Colonel Peter Halcyon



Major James “Paladin”Taggart



Major Chen “Bossman” Kien



Major Michael “Iceman“ Casey



Major Christopher “Maverick” Blair



Captain Joseph “Knight” Khumalo



Captain Jeannette “Angel” Devereaux



Captain Ian “Hunter” St John



1st Lieutenant Tanaka “Spirit” Mariko



2nd Lieutenant Todd “Maniac” Marshall

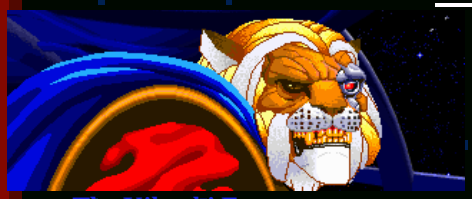


2nd Lieutenant Etienne “Doomsday” Montclair



2nd Lieutenant Zach “Jazz” Colson

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 proved his skill in combat against the Kilrathi. 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 continue our war against the Kilrathi, we bid farewell to a true hero.	**Colonel:** We are gathered here to pay tribute to one of our own, $R $N. These last few battles have been difficult for all of us... ...but 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	Jazz Dies	Iceman Dies	Angel Dies	Doomsday 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:** You were a good pilot, Jazz. I'll miss you as my wingman.	**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, Doomsday. I'm sorry your predictions came true.	**Maverick:** Goodbye, Maniac. I guess you got what you deserved.	**Maverick:** Farewell, Knight. I will always remember you.
Spirit Dies	**Hunter Dies**	**Jazz Dies**	**Iceman Dies**	**Angel Dies**	**Doomsday Dies**	**Maniac Dies**	**Knight Dies**
Colonel: We are gathered here to pay our last respects to a good friend... ...and one of the Terran Confederation's boldest defenders. Lieutenant Mariko Tanaka was a quiet woman, 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 Hunter possessed.	**Colonel:** We now bid farewell to one of our newest pilots, Lieutenant Zach Colson. We barely had the chance to meet this brave, talented flier--- ---a young man that I know could have made many contributions to our war effort--- ---but we'll remember him as we continue the fight against the Kilrathi.	**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. Now she has made the final sacrifice for the Confederation.	**Colonel:** ...Lieutenant Etienne Montclair, whom we all knew as Doomsday. Doomsday was one of our best young pilots, and... ...despite his less-than-optimistic outlook on life and this war... ...he was a good friend to us. He will be missed.	**Colonel:** Second Lieutenant Todd Marshall was one of our youngest pilots... ...and perhaps the most misunderstood of our squadron. Although he often spoke of his desire to die in combat... ...his death is truly our loss. Farewell, Maniac.	**Colonel:** We must now say goodbye to Captain Joseph Khumalo. Knight was always ready 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.

CUSRSQUADRONDA

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

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

Promotion

Colonel: I've been reading the performance records.
You're an outstanding pilot, $C. And because your accomplishments...
You're promoted to $R, effective immediately.
Congratulations, $R $N. Keep up the good work.
Maverick: Thank you, sir.

No Promotion

Ejected From Ship

Continuing Conversation

Colonel: Good. Something else I need to speak to you about...

New Conversation

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.

Did Not Eject From Ship

Squadron Reassignment

Continuing Conversation

Colonel: Just a moment, $C. I have one more thing to tell you.

New Conversation

Colonel: We're having to change some pilot assignments.
Effective immediately, you'll be reassigned.

Killer Bees	Dralthi	Star Slayer	Black Lion
Colonel: You'll be flying Hornets with the Killer Bees again.	**Colonel:** You'll be flying a special ship on an undercover mission. I'm afraid I can't say more than that right now.	**Colonel:** I need you in Star Slayer Squadron, flying a Raptor-class heavy fighter.	**Colonel:** I want you in one of the Rapiers, in Black Lion Squadron.

Maverick: I see, sir. I'll do my best.

Loosing Path

Maverick: I'm curious, sir...why?
Colonel: Each of our ships is designed for a specific kind of combat mission.
That's the main factor in assigning pilots to fighterships for different missions.
Maverick: I understand, sir. I'll do the best I can, no matter what ship I'm assigned to.

Wining Path

Colonel: I'm glad to hear it, pilot.

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

No Squadron Reassignment

CUSRSQUADRONDA

Hangar Deck.
1800 hours, $D.

Bronze, Silver Gold Star Award	Metal of Valor 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 defending our Firekka allies... And leading our forces to victory over the Kilrathi in the Antares Sector...	**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 Valor 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.		

Firekka System – Part 1

Firekka 1

Rec Room

Shotglass: Hey, $C! Any news from downside?
I'd heard that the Firekka leaders will sign the treaty in another couple days.
Can you believe it? A new planet is joining the Confederation---
---and here we are, watching 'em create history right in front of us.
Maverick: I'm scheduled for shore leave in a couple days...I should be on the planet for the treaty signing.
Shotglass: Now that's luck for you. I'll be up here, pouring drinks and watching it on the vidlink.
I have to say, though, those Firekka do look real weird. Kinda remind me of a parakeet I had a few years back.
Except MY parakeet wasn't very smart, an' he wasn't six feet tall, either.

Iceman's Alive	Iceman's Dead
Hunter: $C! Join us for a drink, mate!	**Hunter:** $C! Join me for a drink, mate!

It's great to have a real break, 'specially after that Operation Thor's Hammer.
I was certain that we wouldn't survive that mission.
I'm glad I was wrong, at least this time.
And now we'll spend a month as Honor Guard for the Confederation Diplomatic Corps.
Yeah, this'll be an easy assignment...playing nursemaid to a bunch of diplomats and aliens.
Maverick: I'm looking forward to seeing the Firekka. I've never met a non-human before.
Hunter: Well, you will soon, mate. They seem like good people...intelligent an' honest, very friendly to strangers.
They're just lucky their planet is so far off the trade routes, or the Kilrathi would've enslaved 'em for sure.
But there's so few jump points into this Sector, we were the first to find them.
Which was real lucky for our new feathered mates, hey?

Iceman's Alive

Iceman: I challenge you to a game of Eight-Ball
Hunter: No way, I'm not playing with you. You cheat.
Iceman: Oh, come on! I'll spot you three balls.
Hunter: But all I have is five dollars
Iceman: Your five bucks will get you twenty. Rack 'em

Mission Briefing, $T, $D.
Firekka System, Antares Sector.

Colonel: I hope everyone's been enjoying this trip so far....
...because you're going to have to do some real work again.
We've received reports of a Kilrathi convoy moving through a nearby star system.
We can't risk anything that could disrupt the treaty conference on the planet---
---so you'll patrol and watch for that convoy. And I'll also need some of you---
---to escort the Diplomatic Corps ships to Firekka, where they're needed for the conference.

Iceman's Alive	Iceman's Dead
Iceman: What about our downside leave, sir?	

Colonel: We'll schedule you in shifts for shore leave, so you'll still get your downtime.
These are your assignments...

Iceman's Alive	Iceman's Dead
Colonel: $C, you'll be Alpha Wing, with Iceman as your wingman.	**Colonel:** $C, you're Alpha Wing.

Colonel: You'll fly a Hornet---a fast, maneuverable ship. Escort the TCS *Perez de Cuellar* from the *Claw* to Nav 2...
From there, the Diplomatic Corps ship will mini-jump to Firekka.
We've detected traces of high energy on the direct route to Nav 2.
After the Perez de Cuellar jumps to Firekka, investigate the unknown bogey between Nav 2 and the *Tiger's Claw*.

Colonel Halcyon assigns the other pilots to their duties.

Colonel: Remember, if you run into one or two stray Kilrathi, you should engage the enemy.
But if you see any sign that the convoy has diverted to this system, return to the *Claw* immediately.
And HQ has reported encounters with the Dralthi Mark IIs in the Vega Sector---
---Dralthi with mass drivers and better shields. HQ could use some good vidcamera data on these new ships.
So if you sight any of these new Dralthi, get close and your vidcamera will get that data for us.
And something else I wanted to mention...
Hunter did a bolter yesterday, a two-point 'touch and go' landing.
He managed to snap off one of his ship's laser cannons, break three aerials, and terrify the flight deck crew.
Pilots, we use the ACLS---our auto landing system---for very good reasons.
The next hotshot pilot who tries a manual control landing will be scrubbing decks for a week.
Is that understood?
All right, pilots. Prepare for launch.
Dismissed.

Mission 1 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Escort
Ship: Hornet
Wingman: Iceman



1. Enter formation with Exeter
2. Escort Exeter to Nav 2, via Nav 1
3. Continue escort to Nav 2
4. Beware unknown bogeys on return

Enemies:
Nav 1: 4 Dralthi
Nav 2: 4 Salthi
En route to *Tiger's Claw*: First wave: 4 Gratha + 1 Fralthi
Second wave: 4 Krant

Mission Debriefing $T, $D.
Firekka System, Antares Sector.

Colonel: I hope you'll have some good information for us, $C...
...because we need some solid vid camera data to track down and ice that convoy.
I don't know why an enemy convoy is in this system, but we'll get rid of it, that's for certain.
Your report, $R?

***Perez de Cuellar* Survives**		***Perez de Cuellar* Destroyed**	
Wingman's Alive	**Wingman's Dies/Solo**	**Wingman's Alive**	**Wingman's Dies/Solo**
Maverick: We escorted the *Perez de Cuellar* to their jump. They're on their way to Firekka now.	**Maverick:** I escorted the *Perez de Cuellar* to their jump. They're on their way to Firekka now.	**Maverick:** We lost the *Perez de Cuellar*. I'm sorry, sir...we did our best.	**Maverick:** I lost the *Perez de Cuellar*. I'm sorry, sir...I did my best.
Destroyed Ralari		**Ralari Escaped**	
Wingman's Alive	**Wingman's Dies/Solo**	**Wingman's Alive**	**Wingman's Dies/Solo**
Maverick: We trashed a Ralari between Nav 2 and the *Claw*. That convoy is definitely cruising through this system, sir.	**Maverick:** I trashed the Ralari between Nav 2 and the *Claw*. That convoy is definitely cruising through this system, sir.	**Maverick:** And we couldn't ice the Ralari between the *Claw* and Nav 2. That convoy is definitely cruising through this system, sir.	**Maverick:** And I couldn't ice the Ralari between the *Claw* and Nav 2. That convoy is definitely cruising through this system, sir.

Colonel's Post-Mission Report	
Wingman Lives	**Wingman Dies**
	I was sorry to hear about Iceman's death. He died in the line of duty, fighting the enemies of humanity.
Your Kills	**No Kills For You**
$C, your recorder shows you took out $K.	$C, you blanked. No kills.
Wingman's Kills	**No Kills For Wingman**
Iceman took out $L himself.	Iceman didn't manage to trash any of those cats.
Wingman's Alive / Solo	**Wingman Dies**
	And then we lost him.

All right. I'm sending your flight recorder disks up to the Bridge---
---with any luck, we'll learn more about that convoy from your information.

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

Firekka 2

Rec Room

Shotglass: Have a drink, $C We've got something to celebrate
I just heard the news from Major Chapman on the *Austin*---
The Confed fleet chased the Kilrathi strike force from Vega Prime
It was kinda weird, actually...there wasn't a major battle or anything like that...
...the cats just closed up shop and left.

Maverick: It sounds like they had somewhere else they wanted to go, Sam.

Shotglass: Makes you wonder, doesn't it? But still, they ran away. That's a victory for our side, isn't it?

If Angel's Alive

Angel: $C Did you hear what happened on this last patrol?
Nearly all the pilots encountered enemy warships.
And one of the Tactical officers said that there might be more Kilrathi in this area.
Fortunately, we are not alone in this sector. If we need more combat pilots---
---they will transfer personnel from the TCS *Austin*.
I truly hope that we will not need those other pilots---
But this could be an excellent chance to compare tactics with them, non?

If Spirit's Alive

Angels Alive	Angel's Dead
Spirit: $C We were just talking about you, Angel and I. She says you are going downside to the planet for shore leave, after our next mission.	**Spirit:** $C I have heard that you are going downside to the planet for shore leave, after our next mission.

Spirit: That will be very exciting...I wish I could go with you.

Maverick: Any chance you can get some shore leave, Spirit?

Spirit: Not in the next few days, my friend. But I hope you will tell us about your trip when you return.

Mission Briefing, $T, $D.
Firekka System, Antares Sector.

Colonel: All right, pilots, let's get started. The first news is that---
---the Scimitar has been officially retired as a Confederation combat fighter.

Iceman's Alive	Iceman's Dead
Iceman: Good. I've always hated that tugboat. Slow, unmaneuverable, a lousy piece of---	

Colonel: Other news Most of you didn't run into any trouble on your last patrol...
...but some of you encountered ships from that Kilrathi convoy...
...including some very tough Kilrathi pilots.
Tactical thinks these might be the DRAKHAI, the Kilrathi Imperial Guards...the elite of enemy fighters.
But what we don't understand is why they're here, or why a convoy is in this unimportant sector.
And after reviewing your flight data, Tactical's not certain that we bagged the entire convoy.
Your assignment today is to patrol the system and track down that convoy.
If you encounter the convoy, do NOT engage. Get vid camera data on them and return to the *Claw*.
If you're close enough to target, your cameras will automatically switch on and get the data we need.
You'll fly Hornets again, so if you run into trouble, you'll be in a fast ship to return here and report.

Iceman's Alive	Iceman's Dead
Wing assignments...Kappa wing will be $C and Iceman.	Wing assignments...$C, you're Kappa wing.

You'll patrol through the asteroid fields to Nav 1---
Continue through Nav point 2, then return here.

The Colonel briefs the other wings.

Colonel: Get ready for immediate launch, pilots. Dismissed.

Mission 2 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Patrol
Ship: Hornet
Wingman: Iceman



1. Proceed to Nav 1
2. Proceed to Nav 2 (Beware unknown bogey)
3. Sight unknown bogeys, return without engaging
4. Beware minefields en route to *Tiger's Claw*

Enemies:
En rout to Nav 1: 3 Dralthi
Nav 1: 4 Krant
Nav 2: First wave: 6 Jalthi + 3 Fralthi
Second wave: 5 Dralthi

Mission Debriefing -- $T, $D.

Colonel: Anything to report, $C?
Maverick: Ran into several Krant at Nav 1.
A real surprise was waiting at Nav 2.
Three Fralthi, sir, and more Kilrathi fighters than I could count.

Targeted Fralthi	Engaged Fralthi
Maverick: I was able to target the Fralthi. Their exact location should be in my flight recorder. But I couldn't kill any of the enemy capital ships, sir. **Colonel:** You weren't ordered to kill them, $R. You did the right thing by returning to the *Claw*. Now we can send out a full squadron, and make sure those ships are iced.	**Maverick:** Then I engaged the Fralthi, sir, and--- **Colonel:** You did WHAT, pilot? You were ordered to return if you sighted the convoy Do you realize that you risked the lives of everyone on this ship? If you'd been killed, attacking those ships--- ---those three Fralthi could've launched a surprise attack on the *Claw*, and probably destroyed her. You're brave, $C, and I'm very impressed with your flying skills... But next time, I'll expect you to obey orders. Understood? **Maverick:** Understood, sir.

Colonel's Post-Mission Report

Your Kills	No Kills For You
From your flight recorder, I see that you took out $K...	And you didn't kill any enemy ships.
Wingman's Kills	**No Kills For Wingman**
... and Iceman took care of $L Kilrathi.	...and Iceman was blanked.
Wingman Lives	**Wingman Dies**
	Then we lost him. A waste of a damn fine pilot.

Take it easy for a while, $N. You're off-duty for a few hours.

Receive Medal	Receive Reprimand	Receive Transfer	No Medal
But I will need to talk to you in my office later.			
Dismissed.			

Meanwhile…



Fnchirr Settlement, Northern Continent, Firekka.
After escorting the diplomats to the planet, Maverick watches as the alien leader and Human ambassador sign the Terran-Firekka treaty. This is a moment of joy and hope for Firekka and Human alike in the midst of the desperate war against the Kilrathi.



Firekka System – Part 2

Firekka 1

Rec Room

Shotglass: $C, let me pour you a drink. I heard from Angel---
---a lot of the pilots ran into Kilrathi ships yesterday...
...including some of those Drakhai, the Kilrathi Imperial Guard.
Maverick: The Bridge officers think it was part of a Kilrathi convoy.
Shotglass: Maybe. But I remember from when I was a pilot...
...those damn cats don't do anything without a good reason.
And there's no reason for them to fly through here. We're in the middle of nowhere.
There's nothing here, nothing at all...
...except us, right?

Bossman: $C, I'm curious...what did you think of Firekka?
Maverick: It's an interesting place. Took me a few days to get used to the lower gravity, though.
Captain Larrhi was my guide downside---he was one of the first Firekka to leave their planet.
He flies Confed transports now. I'm hoping he'll transfer into combat pilot training.
Bossman: I'd like to meet him. Maybe when I get some real leave time....
...I'll bring my wife and daughter here for a vacation.
Maverick: That sounds like a great idea, Kien.

Paladin: I'm glad you had a good shore leave, lad.
I thought I'd be flying downside for a wee stay, but they've cancelled all shore leave.
I like visitin' planets. Maybe that's what I'll do, when I retire next month.
Buy a small ship, an' spend my days flying from planet to planet.
I'll have to hock my soul to do it, nae doubt of that...but at least I'd still be flyin' a ship.
Maverick: I think it's a good idea, James. It's probably what I'll do when I retire.
Paladin: Oh, but you've got a few years before that happens, $C.
I'm wagering that you'll have a long career ahead of you...
...a long, very distinguished career. Mark my words on that, lad.
As for me, if piloting m'own ship isn't enough for me---
---I'm sure I'll find some other way to keep a wee bit of excitement in m'life.

Mission Briefing, $T, $D.
Firekka System, Antares Sector.

Colonel: Pilots, we have a dangerous situation developing here.
Tactical has analyzed the flight recorder data from your last missions---
---and we know that we aren't dealing with a 'stray convoy' anymore.
There's a Kilrathi battle fleet moving towards this planet.
Tactical is guessing that it's a small strike force, much smaller than the fleet that attacked the Goddard Colony...
...but we don't know that for certain. And we don't know why they're coming here, either.
There's no strategic or logistic value to the Firekka System at all.
The cats know something we don't, and are doing something we don't understand---
---and we're going to send you out there to find out what it is.
You will fly sweep patrols, and engage the enemy if possible. But back down from overwhelming opposition.
And under NO conditions are you to engage in combat in the planetary atmosphere.
Our fighters aren't equipped for planetary overpressure. One close call with an enemy missile---
---and the pressure differential will explode your ship.
Okay, these are the wing assignments....

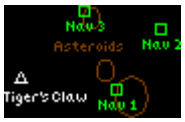
The Colonel gives specific orders to each wing, and then...

Knight's Alive	Knight's Dead
Colonel: Epsilon Wing will be $C and Knight. $C is wingleader.	**Colonel:** Epsilon Wing will be $C.

Colonel: You will follow your programmed navcomp course...
Patrol through Nav One and continue through the asteroids to Nav 2 and 3.
Avoid overwhelming opposition, but engage the enemy if you can. Then return to the *Tiger's Claw*.
That's all, pilots. Dismissed.

Mission 3 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Patrol
Ship: Rapier
Wingman: Knight



1. Proceed to Nav 1 (Beware asteroids)
2. Proceed to Nav 2
3. Proceed to Nav 3
4. Return to *Tiger's Claw*

Enemies:
En rout to Nav 1: 4 Krant
Nav 2: 3 Hhriss + 1 Snakeir
Nav 3: First wave: 3 Gratha
Second wave: 3 Krant

Mission Debriefing, $T, $D.
Firekka System, Antares Sector.

<table>
<tr><th colspan="2">Wingman's Alive / Solo</th><th colspan="2">Wingman Dies</th></tr>
<tr><td colspan="2">Colonel: Your report, $R?</td><td colspan="2">Colonel: The Bridge officers told me about Khumalo, $C.
What did you encounter out there?</td></tr>
<tr><th colspan="2">Destroyed Snakeir</th><th colspan="2">Snakeir Survived</th></tr>
<tr><th>Wingman's Alive</th><th>Wingman Dies / Solo</th><th>Wingman's Alive</th><th>Wingman Dies / Solo</th></tr>
<tr><td>Maverick: We ran into some kind of Kilrathi carrier at Nav 2. It's history, sir.</td><td>Maverick: I ran into some kind of Kilrathi carrier at Nav 2. It's history, sir.</td><td>Maverick: We ran into some kind of Kilrathi carrier at Nav 2, but we couldn't kill it.</td><td>Maverick: I ran into some kind of Kilrathi carrier at Nav 2, but I couldn't kill it.</td></tr>
<tr><td colspan="2">Colonel: Good. That was probably the new Snakeir carrier, $C. HQ reported encounters with them near Ardai.</td><td colspan="2">Colonel: That was probably the new Snakeir carrier, $C. HQ reported encounters with them near Ardai.</td></tr>
<tr><td colspan="4">Colonel: Some of our pilots also ran into another new Kilrathi ship, which HQ is calling the Hhriss Experimental Fighter.
Maverick: I think the Snakeir escorts were some of those Hhriss, sir. They're very tough.</td></tr>
<tr><th colspan="4">Colonel's Post-Mission Report</th></tr>
<tr><th colspan="2">Wingman Lives / Solo</th><th colspan="2">Wingman Dies</th></tr>
<tr><td colspan="2"></td><td colspan="2">And Knight...?
I tried to save him, sir. But I couldn't---
I know, $C. It hurts every time a pilot dies. But that's the reality of war, son.</td></tr>
<tr><th colspan="2">Your Kills</th><th colspan="2">No Kills For You</th></tr>
<tr><td colspan="2">$C, you took down $K.</td><td colspan="2">All right. $C, you came up with no kills. Not good, son.</td></tr>
<tr><th colspan="2">Wingman's Kills</th><th colspan="2">No Kills For Wingman</th></tr>
<tr><td colspan="2">Add Knight splashed $L Kilrathi.</td><td colspan="2">Knight didn't kill any enemy ships this time.</td></tr>
<tr><th colspan="2">Wingman Lives / Solo</th><th colspan="2">Wingman Dies</th></tr>
<tr><td colspan="2"></td><td colspan="2">And then the cats killed him.</td></tr>
<tr><td colspan="4">Okay. Get some rest before your next mission, $R.</td></tr>
<tr><th>Receive Medal</th><th>Receive Reprimand</th><th colspan="2">No Medal</th></tr>
<tr><td colspan="3">And $C, I need to see you in my office later.</td><td></td></tr>
<tr><td colspan="4">Dismissed.</td></tr>
</table>

Firekka 2

Rec Room

Shotglass: Hey, $C. I heard you had a rough flight.
Maverick: Nothing I couldn't handle, Sam.
Shotglass: Glad to hear it. Listen, I was watching Jerry Rivers on the Galaxy Network News---
Maverick: Bad idea, Sam. That show will rot your brain.
Shotglass: Well, this was about the Deneb Sector. Another Kilrathi fleet withdrawal.
All the furball ships just pulled out and left, no reason at all.
I'm a little worried about this...it just doesn't make any sense, y'know?

Knight: Good morning, $C.
I just got back from visiting Maniac in Sickbay.
He wants to return to active duty, but the doctors won't let him.
Spirit: Good. I hope I'll never fly another mission with him again.
Knight: You and every other pilot on this ship, $C
Did I tell you that Colonel Halcyon called me into his office yesterday?
Turns out that Confed HQ thinks I'd be a good flight instructor.
But I can't see myself leaving combat duty to run a training squadron.
This is what's important, $C---what we're doing right here on the *Tiger's Claw*.
Maverick: But training the next generation of fighter pilots...that's important, Joseph.
Knight: I know. I have a few days to think about this...I'll let you know what I decide.

Spirit: Good morning, $C. I hope you had a good flight. I just returned---
---from escorting that research ship, the TCS *Tsiolkovsky*, to their jump out-system.
And I've received the final report from Epsilon Station.
They confirmed that my fiance was captured by the Kilrathi.
Maverick: I'm sorry, Mariko. I wish there was something we could do.
Spirit: I thought that he could be rescued, that there was a chance of it---
---but I cannot lie to myself any longer.
I have never truly hated the Kilrathi, even though they caused my father's death...
...not until now.

Mission Briefing, $T, $D.
Firekka System, Antares Sector.

Colonel: Pilots, we have some very bad news.
We've received confirmation from the Confed High Command...
...that the Kilrathi are withdrawing their strike fleets from other sectors...
...and ALL of those ships are on their way here.
The Confed is already scrambling reinforcements to send to us.
But that'll take time, and time is the one thing we do NOT have now.
Our first priority is the safety of the diplomats on Firekka. We have to evacuate them from the planet.
So I'm sending you to protect their ships as they jump out-system.
These are your individual wing assignments...

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

Knight's Alive	Knight's Dead
Colonel: $C and Knight are Epsilon Wing.	**Colonel:** Epsilon Wing -- $C, you're flying alone.

Colonel: Fly directly to your rendezvous points with the Diplomatic Corps ships.
Your top priority is those diplomatic ships. You'll protect the TCS *U Thant* as it jumps out at Nav 2...
...and the TCS *Trygvie* Lie as it mini-jumps at Nav 3.
If you're attacked by any Kilrathi, return fire and destroy them.
Once we have the Diplomatic Corps officers safe, we'll consider our other options.
Dismissed, pilots.

Mission 4 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Defend
Ship: Rapier
Wingman: Knight



1. Proceed to Nav 1 (Beware nearby asteroid field)
2. Proceed to Nav 2 and defend Exeter
3. Proceed to Nav 3 and defend Exeter
4. Return to *Tiger's Claw*

Enemies:
Nav 1: 3 Jalthi
Nav 2: 4 Krant
Nav 3: 4 Dralthi
En route back to *Tiger's Claw*: 4 Salthi

Mission Debriefing -- $T, $D.

Wingman's Alive	Wingman Dies
Colonel: I'm glad you both made it back. I have some bad news for you, pilots...we lost Bossman today.	**Colonel:** I'm glad you made it back alive, $R. **Maverick:** I lost Knight, sir. I just couldn't--- **Colonel:** I know, $C. It hurts every time a pilot dies. But that's the reality of war, son. And more bad news, $C...we lost Bossman today.
Colonel: He and Angel were ambushed by several wings of Kilrathi Imperial Guards. They didn't have a chance. **Maverick:** Is Angel okay, sir? **Colonel:** She wasn't badly hurt. They'll let her out of Sickbay in a few hours. We'll postpone the funeral until she and Boss's wife can attend. And I just finished a vidlink conference with the TCS *Austin*. They're withdrawing to a more defensible position. But we'll be borrowing a couple of their combat pilots for the next few days. All right, $C, let's hear your report.	
Wingman's Alive	**Wingman Dies / Solo**
Maverick: We headed out to meet the Diplomatic Corps ships at the rendezvous points.	**Maverick:** I headed out to meet the Diplomatic Corps ships at the rendezvous points.
Maverick: The Kilrathi were waiting to intercept us, Colonel.	

Both Survive	*Trygvie* destroyed	*U Thant* Destroyed	Both Destroyed
Maverick: Both ships survived, sir. They're on their way to Confed HQ now. Good work, $C I knew you wouldn't fail us.	**Maverick:** I lost one of the Diplomatic Corps ships. I'm sorry, sir. But the other ship survived. They should be on their way to Confed HQ now.	**Maverick:** I lost one of the Diplomatic Corps ships. I'm sorry, sir. But the other ship survived. They should be on their way to Confed HQ now.	**Maverick:** I couldn't save the TCS *U Thant* or the *Trygvie* Lie. I'm sorry, sir.
	Colonel: I know you did your best...but some of the most important people in the Confederation were on those ships. We'll discuss this later, $R.		

Colonel's Post-Mission Report	
Your Kills	**No Kills For You**
For the record, $C, you killed $K.	For the record, $C, you came up with no kills.
Wingman's Kills	**No Kills For Wingman**
Knight iced $L.	Knight didn't kill any cats on this mission.

Receive Medal	Receive Reprimand	No Medal
$C, I'll need to see you in my office as soon as possible.		
Dismissed.		

Bossman's Funeral

Halcyon: We are gathered here to pay our last respects to a good friend, and one of the Terran Confederation's boldest defenders. The Terran Confederation has lost a seasoned veteran, and one of its best leaders, Major Kien Chen, whom we all knew as Bossman. Many of us, myself included, turned to Major Chen for advice. In our time of uncertainty, Major Chen was always ready to lend himself to anyone who needed guidance. Now we must find our own answers. He will be missed. Company… Atten-*shun*! Prepare arms…
Maverick: I hope someday I'll make you proud, Bossman. I'll try to follow your example of leadership. Goodbye.
Halcyon: Fire!

Firekka System – Part 3

Firekka 1

Rec Room

Shotglass: Hello, $C. Drinks are on the house today.
Here's a toast to Bossman, one of the last great pilots.
I'm just glad I'm not Colonel Halcyon...
...how do you explain to a woman with a young baby...
...that she's a widow?

Angel's Alive	Angel's Dead.
Shotglass: You might want to go talk to Angel, $C. I don't think the lady's handlin' this very well.	
Shotglass: Maybe it's just that I've seen too many pilots die in this war... ...it doesn't hit me as hard as other people.	

Angel: Forgive me, $C, but I do not wish to talk to you right now.
Maverick: Angel...
Angel: Non. Bossman died today, flying at my wing.
There is nothing you can say which will change that.

Angel's Alive	Angel's Dead.
Paladin: Sit down, lad. I want you to talk to Jeannette--- **Angel:** There is nothing that any of you can say to me now. Bossman is dead, and it is my fault. **Paladin:** Listen to me, lass. We all know the risks when we're flyin' out there. Believe me, there was nothing you could do. You an' him, against all those Kilrathi? We're lucky we only lost Bossman, an' not the both of you. **Angel:** I am sorry, my friend, but I do not believe you. **Maverick:** Angel, you're one of the best pilots in the Confederation. But Paladin's right. Sometimes you just can't win. **Angel:** But I should have saved him, and I did not. I have tried not to care about Bossman, and you, and the others in this squadron--- ---knowing that any of you could be killed at any moment--- But we all know that it is impossible not to care. Please, I wish to be alone now.	**Paladin:** Sit down, lad. I dinna know if you've heard--- ---Bossman was killed a few hours ago, fightin' the Kilrathi. I just wish I'd had a chance to say goodbye to the man.

Mission Briefing, $T, $D.
Firekka System, Antares Sector.

Colonel: Pilots, we've had an unusual new development. Confed HQ has received a coded vidlink transmission---
---from a Kilrathi commander in the approaching battle fleet.
Captain Ralgha and his top officers are requesting asylum from the Confederation.
And they're bringing a Fralthi and twenty Kilrathi fighterships with them.
Your assignment is simple. Make sure those officers and ships arrive here intact.
The TCS *Austin* pilots have already rendezvoused with the stolen Fralthi.
So there's a human crew aboard as well, just in case those cats change their minds.
Most of you will be escorting the individual Kilrathi starfighters---
---but I need someone to bring in the Fralthi.
Maverick: I know I can do it, Colonel.

Spirit's Alive	Spirit's Dead
Colonel: All right, $C. You and Spirit will fly this one as Omicron Wing.	**Colonel:** Okay, $C, but you're alone for this one, as Omicron Wing.

Colonel: This is your flight plan---
Head to the rendezvous point at Nav 1---
---checking your route for enemy fighters. The Kilrathi don't know that Ralgha is defecting---
But we can't take any chances. You'll meet the Fralthi at Nav 1, and escort him home.

The Colonel quickly assigns the other pilots.

Colonel: Good luck, pilots. Dismissed.

Mission 5 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Escort
Ship: Raptor
Wingman: Spirit



1. Proceed to Nav 1
2. Defend captured Fralthi
3. Escort captured Fralthi to *Tiger's Claw*

Enemies:
En route to Nav 1: 2 Hhriss
Nav 1: 5 Krant + 1 Fralthi
Nav 3: 4 Dralthi
En route back to *Tiger's Claw*: 5 Dralthi

Mission Debriefing -- $T, $D.

<table>
<tr><th colspan="2">Wingman's Alive</th><th colspan="2">Wingman Dies / Solo</th></tr>
<tr><td colspan="2">Colonel: Glad to see you back, both of you.</td><td colspan="2">Colonel: Glad to see you back, $C.</td></tr>
<tr><th colspan="2">Wingman's Alive / Solo</th><th colspan="2">Wingman's Dies</th></tr>
<tr><td colspan="2"></td><td colspan="2">Colonel: And Spirit...?
Maverick: I tried to save her, sir. But I couldn't---
Colonel: I know, $N. But she died fighting the Kilrathi...an honorable death.</td></tr>
<tr><td colspan="4">Colonel: All right, $C, let's hear your report.</td></tr>
<tr><td colspan="4">Maverick: I headed out to the captured Fralthi. The Kilrathi must've known what Ralgha was planning---
---because there was a reception committee waiting for him.</td></tr>
<tr><th colspan="2">Fralthi Survives</th><th colspan="2">Fralthi's Destroyed</th></tr>
<tr><td colspan="2">Maverick: But I brought the Fralthi in, sir. They should be docking with us now.
Colonel: Excellent We'll transmit a message on a coded frequency that we know the cats have cracked---
---saying that the Fralthi was destroyed in a minefield. With any luck, they won't try to recapture it.</td><td colspan="2">Maverick: I couldn't save the Fralthi, sir. The opposition was just too fierce.
Colonel: Your incompetence cost us a prize ship, $C, and the human and Kilrathi crew.
At least Captain Ralgha managed to eject, and the other pilots brought in the captured fighterships---
---so this mission wasn't a total loss.</td></tr>
<tr><th colspan="4">Colonel's Mission Report</th></tr>
<tr><th colspan="2">Fralthi Survives</th><th colspan="2">Fralthi's Destroyed</th></tr>
<tr><td colspan="2"></td><td colspan="2">I see from your flight recorder that you iced an enemy Fralthi. Not bad, $R.</td></tr>
<tr><th colspan="2">Your Kills</th><th colspan="2">No Kills</th></tr>
<tr><td colspan="2">$C, your log shows you splashed $K Kilrathi.</td><td colspan="2">No kills, $C? What were you doing out there?</td></tr>
<tr><th>Wingman's Kills</th><th colspan="2">No Kills</th><th>Solo</th></tr>
<tr><td>Spirit took down $L Kilrathi.</td><td colspan="2">And Spirit didn't kill any cats this trip.</td><td></td></tr>
<tr><th colspan="2">Captured Fralthi Survives</th><th colspan="2">Captured Fralthi's Destroyed</th></tr>
<tr><td colspan="2"></td><td colspan="2">Maverick: I apologize for my failure, Colonel.</td></tr>
<tr><th colspan="2">Wingman Lives / Solo</th><th colspan="2">Wingman Dies</th></tr>
<tr><td colspan="2"></td><td colspan="2">And then we lost her. Damn it, the Claw can't afford casualties right now.</td></tr>
<tr><th>Receive Medal</th><th>Receive Reprimand</th><th>Receive Transfer</th><th>No Medal</th></tr>
<tr><td colspan="3">I need to talk to you in my office later, $R.</td><td></td></tr>
<tr><td colspan="4">You have a few hours before your next mission, $C. Get some rest, son.
Dismissed.</td></tr>
</table>

uwilluvthesekretmissensframjahnandstev
onleasuperpilotlikmarccanwinthismissinhaha

Firekka 2

Rec Room

Shotglass: Let me pour your usual, $C. Listen, we had a couple Bridge officers in here---
---they're talkin' about how we may have to retreat from the Firekka System.
Maverick: I think they're right...tanglin' with an entire battle fleet would be tough, even for the *Tiger's Claw*.
Shotglass: And those officers were also talking 'bout who'll be transferred off the *Claw*, and who'll be stayin' here.
And the biggest rumor of 'em all is that---
---Colonel Halcyon may be promoted and transferred to Tactical.
Maverick: I wonder who'll be in charge of our fighter squadron then?
Shotglass: Well, let me get that drink for you now, $C.

Bimorgameslikwincamandertoo

If Angels Alive

Angel: Hello, $C.
I have been writing a letter to Bossman's wife.
I want her to understand what happened.
Maverick: Angel...it wasn't your fault. You have to understand that.
Angel: Je comprends, mon ami. But it is a very hard truth to face.
I have always thought of myself as different from you and the others---
---that if I did not care about anything but myself, and perfecting my skills---
---I could never be hurt, never feel pain or fear. But I was so very wrong, non?
If you would, $C...just sit with me for a while.
I think I need your company right now.

If Maniac's Alive

Maniac: Hey, $C They finally let me out of Sickbay
I was hoping that we'd fly a mission together---
---but I have to be back in Sickbay in another hour.
But I'm sure they'll send me back to active duty soon---
---and we'll fly a mission together then, right?
I know how much you always want to be my wingman, $C---
---and I know that we're going to do something important.
I don't know what it is yet---
---but I'm sure we'll wipe out a lot of the furballs before they kill us.
Won't that be great?
Well, I guess I'll have one more drink before I go back to Sickbay.

Mission Briefing, $T, $D.
Firekka System, Antares Sector.

Colonel: All right, everyone. I think you realize just how serious our situation is here---
---and it's just become a lot worse.
We've received reports of two additional Kilrathi battle fleets...
...that have crossed the border at Tau Ceti and are on their way here.
And I have something here to read to you. It's a transcript of a vidlink message...
...we received from the approaching Kilrathi fleet two hours ago.

Thrakhath: 'Warriors of the human ships, hear me now. You are trespassing---'
'---on the holy ground of Lord Sivar. If you remain, the Sons of Kilrah will destroy you.'
'We must prepare the Way of Lord Sivar, and no unbelievers may remain here alive.'
'But because you are brave warriors, I shall grant you this
'You have one planetary rotation to leave this system.'
'Leave here now, and no harm will come to you---'
'---until we meet again in honorable combat.'
'Thus speaks Prince Thrakhath, Firstborn of the Firstborn, Heir to Kilrah.'

Colonel: We know that this Prince Thrakhath is the grandson of the Kilrathi emperor, and possibly their best fighter pilot.
And we know that Sivar is a Kilrathi war god...that's why we used that codename for the dreadnought that attacked Goddard.
But we don't know is what this 'Way of Lord Sivar' could be.
Pilots, we're going to stay here, even though it's obvious---
---that there's not much we can do against a massed enemy fleet of this size.
Our first step will be to 'retreat' to a nearby star system.
With luck, the Kilrathi will believe that we've left the Antares Sector.
And then we'll wait for new orders from Confed HQ.
Your mission is to clear our flight path.
I don't want any heroics out there. Just good, competent flying.
Odds are good that you'll encounter the first Kilrathi strike fleet moving into this system.
If you do, then engage and destroy.
The *Austin* is already leaving this area. We'll rendezvous with her later.
With luck, we'll be able to inflict some serious damage on this Prince Thrakhath and his fleet.
Maverick: What about the Firekka, sir?
Colonel: We're going to start a major evacuation, $C, as soon as other Confed ships arrive.
These are your wing assignments…
Paladin and Hunter are Alpha Wing. Follow your Nav course, pilots.

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

The commander assigns other wings, then reads Beta's mission

Colonel: We've detected several Firekka evacuation transports leaving the system, led by Captain Larrhi.
One transport is headed for the jump point at Nav 3. Protect that ship.
And then patrol the rest of your Nav points for enemy ships.
We don't know what Kilrathi ships are out there, pilots, so be careful.
Dismissed.

blahblahblahcanthesayanythinginteresting

Mission 6 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Escort
Ship: Raptor
Wingman: Spirit



1. Proceed to Nav 1 (Scan asteroids for enemy craft)
2. Proceed to Nav 2
3. Defend Drayman if under attack
4. Escort Drayman to jump point at Nav 3
5. Patrol Nav 4 for enemy craft
6. Return to *Tiger's Claw*

Enemies:
Nav 1: 2 Jalthi
Nav 1: 3 Krant
Nav 2: 4 Salthi
En route back to *Tiger's Claw*: 4 Gratha

Mission Debriefing -- $T, $D.

Wingman's Alive / Solo	Wingman Dies
Colonel: Welcome back, $R.	**Maverick:** I lost Spirit, sir. I just couldn't--- **Colonel:** I know, $N. But she died fighting the Kilrathi...an honorable death.
Colonel: Do you have anything to report? **Maverick:** Yes, sir. One of the Firekka transports was under attack at Nav 2---	
Drayman Survives	**Drayman's Destroyed**
Maverick: ---the Kilrathi tried to intercept, but they didn't have a chance. The transport made the jump out-system, sir.	**Maverick:** ---the Kilrathi intercepted and destroyed it. Couldn't stop them, sir.
Maverick: A wing of Gratha was attacking the *Austin* on her way out-system, sir. But she jumped out-system before the Kilrathi could inflict any real damage.	
Colonel's Mission Report	
Your Kills	**No Kills**
From the flight recorder, I see that you took out $K Kilrathi ships, $C.	$C, you didn't get any of the cats this time. You're usually better than that, son.

Wingman's Kills	No Kills	Solo
And Spirit iced $L.	Spirit didn't ice any of the enemy ships.	

Wingman Lives / Solo	Wingman Dies
	And then we lost her. Damn it, the *Claw* can't afford casualties, not now.

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

Corsair System – Part 1

Corsair 1

Rec Room

Shotglass: Hi, $R. I just heard 'bout those Kilrathi defectors.
Hard to believe, that some of those cats would actually want to be on our side.
They brought that Captain Ralgha and his officers through here, a couple hours ago.
An' I kept thinkin'...this is the same kind of guy that ordered the attack on Goddard.
He commanded a Fralthi...who knows how many of our people he's killed?
He could've murdered thousands of our soldiers, taken out dozens of our ships.
An' here he is, askin' us to protect him from the Kilrathi Empire.
Hell, we've already got what we need from him. We could just toss him out the airlock---
---an' no one would know any different, right?
They're sending all those furballs to Confed HQ for debriefing.
Good riddance, if you ask me.

Jazz: So you're $R $N? I hear you're a real hotshot pilot, the best on the *Tiger's Claw*.
Iceman: $C, this is Lieutenant Zach Colson.
Jazz: Call me Jazz. I'm a combat pilot on the TCS *Austin*, and a jazz pianist on the side.
But what I'd really like is to be transferred to a ship like the *Tiger's Claw*.
I'm already imagining what I could do if I was stationed here. It'd be great.
You guys definitely need a piano in your Rec Room, though. Just like we have on the *Austin*.
I usually play there several nights a week. You should come over and listen sometime.
Maverick: Thanks, Jazz. I think I'll do that.

Iceman: Hello, $C. Sit down and join us.
We were just talking about your last campaign, the Goddard mission.
Maverick: Operation Thor's Hammer. That was a real tough assignment.
Iceman: I was certain that we wouldn't survive it.
But we succeeded in our secret mission, against all odds.
Jazz: It's a pity you couldn't do anything for those people on Goddard, though.
Iceman: We arrived too late to help them. But we avenged them.
None of those Kilrathi scum who destroyed Goddard survived.
So there was true justice in the end.

Mission Briefing, $T, $D.
Corsair System, Antares Sector.

Colonel: First, I'd like to welcome the two TCS *Austin* pilots who'll be flying with us...Jazz and Doomsday.
Other news...Hunter stole one of our captured Dralthi and went on a joyride to the TCS *Austin*.
He arrived just in time to save the *Austin* from a wing of Hhriss.
I was going to begin immediate court-martial proceedings, but HQ thinks he's a hero.
And Hunter's little adventure has given the Bridge officers something to think about---
We need to take most of those captured Dralthi back to Confed HQ...but we CAN use some of them in combat.
So as of this mission, some of you will be flying Kilrathi ships on special assignments.
Iceman: You're expecting us to go into combat in one of the Flying Pancakes, sir?
Colonel: Individual wing assignments...

Jazz's Alive	Jazz's Dead
Colonel: $C, you're Beta Wing. Jazz, you'll be his wingman. **Jazz:** No problem, Colonel.	**Colonel:** $C, you're going to be Beta Wing.

Colonel: All right. We have a little time before those other Kilrathi battle fleets arrive---
---and we'll make good use of it. We still don't have any clue why---
---the Kilrathi are swarming towards this system. We need more data.
And that's your assignment...to infiltrate behind enemy lines and get that information.
We've equipped these fighters with communications computers that will simulate a real Kilrathi pilot.
When you touch base at your Nav points, the computer simulation will begin transmitting---
---and will contact any capital ships to request certain information.
Once the computer's acquired the data---
---then get out of there fast. We don't know how long these computers can deceive the Kilrathi.
We think there are several capital ships maneuvering through your Nav 1.
You'll fly to that Nav point, transmit to the capital ships, and then get the hell out of there.
The idea is to get in and out again, and return WITH that information.

The Colonel continues with the other wing assignments.

Colonel: The techs have refitted these Kilrathi ships with some human control mechanisms---
---and added our own targeting systems. But we still don't know how they'll fly in combat---
---so watch your six. And remember...the techs began installing ejection seats in the Dralthi---
---but ran into unsolvable technical difficulties. You won't be able to eject from a Dralthi.
That's all, pilots. Dismissed.

Mission 1 - Layout

Sector: Antares
System: Corsair
Date: ???
Type: Patrol
Ship: Dralthi
Wingman: Jazz



1. Proceed to Nav 1 (Beware asteroids)
2. Infiltrate behind enemy lines, bring back comm data
3. Return to *Tiger's Claw* (use caution through asteroid fields)

Enemies:
En route to Nav 1: 5 Hhriss
Nav 1: First wave: 4 Jalthi + 2 Snakeir
Second wave: 4 Krant

Mission Debriefing -- $T, $D.

<table>
<tr><th colspan="4">Targeted Cap Ships</th><th>Did Not Target Cap Ship</th></tr>
<tr><td colspan="4">Maverick: I was able to move in close and target two Snakeir carriers at Nav 1, sir.
Colonel: Excellent, $C We'll get that data to Tactical right away.</td><td rowspan="2">Maverick: I couldn't get close enough to any capital ships to target them. I'm sorry, sir.</td></tr>
<tr><th>Did not attack Cap Ships</th><th>Destroyed Both Snakier</th><th>Destroyed Snakeir 1</th><th>Destroyed Snakeir 2</th></tr>
<tr><td></td><td>Maverick: And I succeeded in destroying both carriers.
Colonel: That wasn't your mission, $C...but it'll deal a very demoralizing blow to the enemy. Good work.</td><td>Maverick: Then I attacked the carriers, and succeeded in killing one of them.
Colonel: That wasn't your mission, $C...but it'll deal a very demoralizing blow to the enemy. Good work.</td><td>Maverick: Then I attacked the carriers, and succeeded in killing one of them.
Colonel: That wasn't your mission, $C...but it'll deal a very demoralizing blow to the enemy. Good work.</td><td></td></tr>
<tr><th colspan="2">Wingman's Alive</th><th colspan="3">Wingman Dies / Solo</th></tr>
<tr><td colspan="2">Maverick: Flying the Kilrathi fighter didn't work very well for us.
We were ambushed by several enemy ships. It was a tough fight, sir.</td><td colspan="3">Maverick: Flying the Kilrathi fighter didn't work very well for me.
I was ambushed by several enemy ships. It was a tough fight, sir.</td></tr>
<tr><th colspan="5">Colonel's Mission Report</th></tr>
<tr><th colspan="2">Your Kills</th><th colspan="3">No Kills</th></tr>
<tr><td colspan="2">$C, your flight recorder says that you killed $K.</td><td colspan="3">The recorder says that you were blanked, no kills.</td></tr>
<tr><th colspan="2">Wingman's Kills</th><th colspan="3">No Kills</th></tr>
<tr><td colspan="2">Jazz took out $L Kilrathi.</td><td colspan="3">Jazz came back with no kills.</td></tr>
<tr><th colspan="2">Wingman Lives</th><th colspan="3">Wingman Dies</th></tr>
<tr><td colspan="2"></td><td colspan="3">And then we lost him, damn them all.</td></tr>
<tr><td colspan="5">All right. We transmitted a message indicating that you ran into some rocks in that asteroid field.
With any luck, the Kilrathi will believe that you were destroyed.
Get some rest, $N.</td></tr>
<tr><th>Receive Medal</th><th colspan="2">Receive Reprimand</th><th>No Medal</th></tr>
<tr><td colspan="3">And I'll need to see you later, in my office.</td><td></td></tr>
<tr><td colspan="4">Dismissed.</td></tr>
</table>

Corsair 2

Rec Room

Shotglass: Hello, $C. What can I get for you?
Maverick: Just one of my usual, Sam.
Shotglass: No problem. $C…I've been feeling really uneasy 'bout something---
We've been hiding in this Corsair System from all of those Kilrathi fleets…
…an' we've been lucky; those cats seem to believe we left the area…
…but what if our luck changes?
Five battle fleets against the *Claw*? That's unfriendly odds, $R.

Knight: Listen, $C…I was just talking to Dr. Khalsa about those Kilrathi renegades.
They debriefed Captain Ralgha with neo-scopalamine, and they learned some interesting stuff.
He couldn't say what, of course, just that it would help us against the enemy.
I'm a little worried, though. I mean, this guy could be a Kilrathi agent---
---trained for trank-chem interrogations. What if he was lying?
If we go into a battle with bad tactical data, it's all over for us.
Even if we have good data, we're in trouble. All those battle fleets against the *Tiger's Claw*?
Knight: The mission at Goddard was against ONE battle fleet, and that was nearly impossible.
Like Shotglass says, those aren't friendly odds.
We should be safe here in the Corsair System. But if we go back to Firekka…what then?

If Spirit Is Alive

Spirit: $C. I just saw Colonel Halcyon in the corridor, a few minutes ago.
He was speaking with Ralgha, the Kilrathi captain.
Do you know, I had never seen a Kilrathi before?
I thought I would hate him, because of what his people have done to us.
But I did not feel anything at all. Not hatred, or anything else.
Only empty. Completely empty.
Sometimes I feel like we've been fighting forever, that this war will never be over.
Maverick: The Kilrathi started this war, Spirit. But I know we'll end it, someday.
Spirit: I hope so, my friend. I truly hope so.

Mission Briefing, $T, $D.
Corsair System, Antares Sector.

Colonel: Pilots, we've been lucky so far, and avoided any major confrontations with the Kilrathi---
---because the cats have been busy with this 'Lord Sivar' business.
And now we know what that is, and just why this 'Way of Lord Sivar' is so important.
Captain Ralgha and his officers have provided us with a detailed description---
---of the Kilrathi military-religious ceremony known as the Way of Sivar.
The Kilrathi believe that they have to sing the praises of their war god---
---once every year, on a planet chosen by the Sivar priestesses.
If they fail to do so, then the war god will not favor the Warriors of Kilrah in battle---
---and their enemies are destined to destroy them.
Firekka is the planet they've chosen for this year's ceremony.
And that's why every available ship in the Kilrathi fleets will be arriving here soon.
There's more to this, unfortunately. The Kilrathi believe that the ceremony can't be tainted---
---by the presence of unbelievers. Unless we do something to save them---
---the Firekka will be forcibly converted to the Sivar cult.
And the Kilrathi will murder any Firekka who refuse.
A planet of several million intelligent beings...we can't allow that to happen.
Based on Ralgha's information, Confed HQ has formulated a plan that may save the Firekka---
---and deal a very demoralizing blow to the Kilrathi at the same time.
Hunter: Are you certain we can trust this renegade's information, sir?
Colonel: Ralgha volunteered for a trank-chem debriefing, Hunter. We know he isn't lying.
Our plan is to disrupt the Sivar ceremony. Two battalions of marines will be arriving soon to help us.
The *Tiger's Claw* pilots will escort them in, and then the marines will land on the planet.
With the native Firekka warriors, they'll launch an assault against the Sivar warrior-priestesses.
If we can succeed in this one mission, pilots, it may have major repercussions throughout the Kilrathi war machine.
But first, we need more information. I'm sending some of you out in the captured Kilrathi ships---
---back to the Firekka system, where you'll intercept Kilrathi military communications.
From that data, we'll calculate the safest place and time for the marines to land on the planet.

Jazz's Alive	Jazz's Dead
Colonel: Mu Wing will be $C and Jazz.	**Colonel:** $C, you're on your own this time.

Colonel: Here's your assignment....
Stay alert when you're flying this course---you'll probably run into Kilrathi patrols.
If they realize you're Confed and attack, then you should defend yourself. Otherwise, don't blow your cover.
Go to Nav 1, and your comm computer will automatically begin to intercept the comm data. Then return via Nav 2.

The Colonel quickly reads the other wing assignments.

Colonel: Be careful, everyone---we don't know whether or not they believe that all the captured fighters were destroyed.
Dismissed, pilots.

Mission 2 - Layout

Sector: Antares System: Corsair Date: ??? Type: Patrol Ship: Dralthi Wingman: Jazz	

1. Go to Nav 1 to intercept enemy communications
2. Proceed to Nav 2
3. Return to *Tiger's Claw*

Enemies:
En route to Nav 1: 3 Jalthi
Nav 1: 2 Rapiers + 3 Dralthi
Nav 2: First wave: 2 Jalthi
Second wave: 2 Rapiers

Mission Debriefing -- $T, $D.

Wingman's Alive	Wingman Dies / Solo
Colonel: Welcome back, $C. Did you and Jazz run into anything tough? **Maverick:** Nothing we couldn't handle, Colonel.	**Colonel:** Welcome back, $C.
Colonel: I'd like to hear your report, $R $N.	

Reached Nav 1		Did Not Reach Nav 1
Wingman's Alive	**Wingman Dies / Solo**	
Maverick: We managed to reach Nav 1 without too much difficulty, sir.	**Maverick:** I managed to reach Nav 1 without too much difficulty, sir.	**Maverick:** Couldn't get to Nav 1 to intercept those enemy communications, sir.
Wingman's Alive	**Wingman Dies / Solo**	
Maverick: But Kilrathi-piloted Rapiers and some Dralthi were waiting for us	**Maverick:** But Kilrathi-piloted Rapiers and some Dralthi were waiting for me.	
Maverick: Those Rapiers were probably the last surviving wing from the Johann...it was very tough, sir. I just hope that communication interceptor didn't break when I was flying that high-speed Immelmann.		

Wingman's Alive	Wingman Dies / Solo
Maverick: There was another enemy wing waiting for us at Nav 2.	**Maverick:** There was another enemy wing waiting for me at Nav 2.
Maverick: And I don't think we should use these captured fighters again, sir--- ---the enemy are using some kind of recognition code---	
Wingman's Alive	**Wingman Dies / Solo**
Maverick: ---and they obviously recognized us as Terran pilots.	**Maverick:** ---and they obviously recognized me as a Terran pilot.
Colonel: I'll tell that to Tactical...maybe we can intercept and use those recognition codes.	

Colonel's Mission Report	
Your Kills	**No Kills**
You had $K recorded kills, $C.	Your flight recorder shows no kills, $R.

Wingman's Kills	No Kills	Solo
Jazz bagged $L Kilrathi.	Jazz didn't toast any Kilrathi. **Maverick:** He kept the enemy away from me, Colonel. That's more important than any kill.	

Wingman Lives / Solo	Wingman Dies
	And then we lost him, damn them all.
Wingman Lives	**Solo**
All right. Take it easy for a while, both of you.	All right. Take it easy for a while, $C.

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

Firekka System – Part 4

Firekka 1

Rec Room

Shotglass: Did you hear the latest, $C? They caught Maniac on the flight deck---
---wearin' nothing but his pajamas, an' trying to sneak aboard a Raptor.
The MPs took him back to Sickbay. He was kickin' and screamin' the whole way.
Damn, but that boy is crazy.
But at least you won't have to fly with him anymore, $R.

If Hunter's Alive

Doomsday's Alive	Doomsday's Dead
Hunter: Hello, mate. Care to sit down and join us?	**Hunter:** Hello, mate. Care to sit down and join me?

Hunter: I was just thinking about my older brother, Dennis.
Major Dennis St. John, of the Terran Confederation Marines.
He was so proud to be commanding his first post, a Marine base on a little backwater colony somewhere.
The Kilrathi showed up a week ago. When they left, there were no survivors.
An' did I tell you that I have a younger sister, mate? She'll be eighteen in another two months.
Eighteen, and the sheila's already volunteered for the Navy.

Doomsday: Good day, $C. I am Lt. Etienne 'Doomsday' Montclair.
Maverick: Doomsday, I have to ask---
Doomsday: Yes, I can see that you're curious. What you see is the markings of a Maori warrior.
Let me tell you, $C...I have considered our position here in the Firekka System.
Even if we were to retreat immediately, I doubt we would survive.
This is undoubtably the worst tactical situation I've ever seen.
Aboard the *Austin*, many people laugh about my grim predictions.
Despite my certainty that we will eventually be defeated by the Kilrathi---
---we have survived to succeed thus far. But this time, I am certain there is no escape for us.
Maverick: We won't give up easily, Doomsday. Maybe you'll be surprised how this mission will end.
Doomsday: Perhaps, $C. Perhaps.

Mission Briefing, $T, $D.
Near the Firekka System, Antares Sector.

Colonel: All right, pilots. We've been keeping our distance from the Firekka System---
---waiting for the right moment to start our assault.
That time is now.
Today you're going to escort in the Marine tranports---
---and then we'll launch the assault on the Kilrathi troops on Firekka.
Because of the risk of a communications leak in this operation---
---the Marine convoys have not transmitted their exact position.
But one Drayman has already docked with the *Tiger's Claw*---
---so we have a good idea where those Marine transports will arrive.
You'll fly in Hornets...fast, maneuverable ships. Follow your Nav course and clear the jump points of any enemy ships.
And don't screw this one up, pilots. The entire mission depends upon---
---the safe arrival of those Marines and the guns they're bringing for the Firekka warriors.
These are your wing assignments...

You listen until the Colonel calls your name

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

The Colonel quickly assigns the other wingmen.

Colonel: That's all, pilots. Get out there and find those transports.
Dismissed.

Mission 1 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Escort
Ship: Hornet
Wingman: Doomsday



1. Proceed to Nav 1
2. Rendezvous with Drayman transport for escort
3. Escort Drayman to jump point at Nav 2
4. Return to *Tiger's Claw* upon Drayman's successful jump

Enemies:
En route to Nav 1: 4 Salthi
Nav 1: First wave: 2 Gratha
Second wave: 4 Salthi
Nav 2: 5 Dralthi

Mission Debriefing -- $T, $D.

Colonel: All right, $C. Report.

Both Transports Survive	Transport 1 Survives	Transport 2 Survives	Both Transports Destroyed
Maverick: Both transports mini-jumped out to the Firekka System, sir. No problems. **Colonel:** Excellent, $C I knew you wouldn't fail us.	**Maverick:** I was able to protect one of the transports, sir. But I couldn't keep the Kilrathi from the other ship.	**Maverick:** I was able to protect one of the transports, sir. But I couldn't keep the Kilrathi from the other ship.	**Maverick:** I couldn't save either of the transports, sir.
	Colonel: We lost a lot of good soldiers today because of you, $C.		

Colonel's Mission Report

Your Kills	No Kills
I see you took down $K, $R.	I see you came back with no kills, $R.

Wingman's Kills	No Kills	
And Doomsday bagged $L. Good work.	Doomsday was blanked.	
	Doomsday's Alive	**Doomsday's Dies**
	Doomsday: Sorry about that, sir. I'm usually much better than that.	

Wingman's Alive	Wingman Dies
	And the cats killed him. Damn it, the *Austin* and the *Tiger's Claw* can't afford casualties, not now.

Angel's Alive	Angel's Dead
Something else, $R. I sent Angel and Sorcerer to escort the TCS General Powell, one of the marine transports.	Something else, $R. I sent a wing to escort the TCS General Powell, one of the Marine transports.

That Drayman never arrived at the jump point. Did you see any sign of it on your patrol?
No, sir, I did not.

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

Wingman's Alive	Wingman Dies / Solo
Dismissed, pilots.	You're dismissed, pilot.

Firekka 2

Rec Room

Shotglass: Bar's closed, $C There's some kind of emergency on the Bridge
Don't know what it is, but I do know that one of the marine transports didn't arrive on schedule.
You'd better go to Briefing right away, $R

Mission Briefing, $T, $D.
Near the Firekka System, Antares Sector.

Colonel: Pilots, we have an emergency here. Some of you may have heard that the TCS *General Powell*---
---never arrived at her rendezvous point. We thought we'd lost her...a Drayman with 150 marines and a crew of 25.
But we received this emergency communication ten minutes ago

'This is Major Kristi Marks of Company Zebra. The Kilrathi captured the *Powell* eight hours ago.'
'We've broken out of the cargo hold and are attempting to retake the ship.'
'We've sustained heavy casualties and need immediate assistance. These are our current coordinates '160123, 153763, 898324, Terran Standard. Please send help ASAP. Repeat, please send---'

Colonel: That message was cut off during transmission. And we've received no further communications.
We think the cats will try to take the Powell out-system...
...and we've calculated several courses between the Powell's last coordinates and the closest jump points.
Each of you will follow your Nav course until you find the Powell. If she mini-jumps, go to your next Nav point and continue pursuit.
When you find the Powell, escort her back to the *Tiger's Claw* immediately.
Whatever you do, DO NOT attack the Drayman. We can't risk losing that ship.
But if there are any Kilrathi fighters escorting her... don't let any of them escape, pilots.
Wing assignments

The Commander lists the other wing teams, then addresses you

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

Colonel: You'll fly Dralthi again...Tactical believes we've cracked the Kilrathi recognition codes---
---so with luck, you'll be able to get close to the Drayman before the cats realize you're Terrans.
Wait until you see the Kilrathi fire upon the Drayman before you blow your cover.
That's all, pilots. You'll launch in four minutes. Dismissed.

thisisalinofgenericfonetics

Mission 2 - Layout

Sector: Antares
System: Firekka
Date: ???
Type: Escort
Ship: Dralthi
Wingman: Doomsday



1. Patrol Nav 1 for missing Drayman
2. Patrol jump point at Nav 2 for missing Drayman
3. Escort Drayman to *Tiger's Claw*

Enemies:
En route to Nav 1: 6 Gratha
Nav 1: 5 Hhriss
Nav 2: 4 Jalthi
En route to *Tiger's Claw*: 5 Krant

Debriefing -- $T, $D.

Colonel: Report, $C.
Maverick: I think the Kilrathi didn't realize that we would try to rescue the Drayman.
Our Marines had apparently retaken the ship...
And the cats were trying to kill that transport with everything they had...

Drayman Survives	Drayman's Destroyed
Maverick: But I brought the Powell back, sir.	**Maverick:** I couldn't bring the Powell back, sir. **Colonel:** All of those soldiers lost, because of you. **Maverick:** I'm sorry, sir. I did the best I could.

Colonel's Mission Report

Your Kills	No Kills
From your flight recorder, I see you nailed $K of those cats.	No confirmed Kilrathi kills, $R. What were you doing out there?

Wingman's Kills	No Kills	Solo
Doomsday took down $L Kilrathi.	Doomsday came up with zero.	

Wingman Alive / Solo	Wingman Dies
	And then the cats killed him. Damn it, the *Austin* and the *Tiger's Claw* can't afford casualties, not now

Drayman Survives	Drayman's Destroyed
Major Marks asked me to relay her thanks for the rescue. She's in Sickbay with the wounded marines. You might want to stop by there before Company Zebra leaves for Firekka.	

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

Wingman's Alive	Wingman Dies / Solo
You're dismissed, pilots.	You're dismissed, pilot.

Corsair System – Part 2

Corsair 1

Rec Room

Shotglass: I just heard a bad rumor, $R...
There may not be any reinforcements arriving here.
My guess is that HQ thinks we're overextended, an' doesn't want to risk any more ships.
All I know for certain is that the *Austin*'s pulling out.
An' I'm hopin' we'll follow them, as soon as the marines are off the planet.
There's a huge enemy fleet near Firekka. Sooner or later, they'll find us hidin' here.
An' then what? We can't win against those odds.
Well, let me get a drink for you. I keep thinkin' about that old Chinese saying....
...and wonderin' if there'll ever be an end to all of these interestin' times.

Jazz: Well, Maestro, I guess this is good-bye.
I'm glad I had a chance to serve aboard the *Tiger's Claw*.
I've learned a lot here. And I've been doing a lot of thinking---
---'bout what I'm going to do when I'm back on the *Austin*.
I think my experience here is going to change my entire career.
Maverick: Glad to hear it, Jazz. And I hope we'll see each other again.
Jazz: I'd bet on it, $C.

Doomsday: Good day, $R. I don't know if you'd heard or not...
...Jazz and I are going back to the *Austin*.
It has been a pleasure to serve with you, $C.
Maverick: You're a good wingman, Etienne. I hope we'll fly together against the Kilrathi again, someday.
Doomsday: Perhaps. If the Kilrathi do not destroy us first. Or our ships do not malfunction and self-destruct.
Or we aren't assigned to desk jobs on the opposite sides of the galaxy. Or---

Mission Briefing, $T, $D.
Corsair System, Antares Sector.

Colonel: Pilots, the good news, Four Marine assault shuttlecraft did a successful splashdown landing on Firekka.
They've left their ships submerged, and are now planning the attack with the Firekka leaders.
The bad news, we've detected several wings of Kilrathi fighters on a final approach to the *Tiger's Claw*.
An enemy patrol wing must have tracked our transports back to this system.
We have to destroy them, pilots, before they can confirm our position in this system.
We're launching all wings immediately. Clear this area of any fighters---
---and then patrol your Nav points for any enemy capital ships.

You wait as the Colonel assigns the other wings.

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

Colonel: Get out there and stop those fighters, pilots. Dismissed.

Mission 1 - Layout

Sector: Antares
System: Corsair
Date: ???
Type: Patrol
Ship: Raptor
Wingman: Hunter



1) Defend *Tiger's Claw* from incoming Kilrathi craft
2) Proceed to Nav 1 (Patrol asteroids for enemy craft)
3) Patrol Nav 2 for unknown bogey
4) Patrol Nav 3 for large unknown bogey
5) Return to *Tiger's Claw*

Enemies:
Tiger's Claw: First wave: 4 Dralthi
Second wave: 5 Salthi
Nav 2: First wave: 3 Gratha + 1 Ralari
Second wave: 4 Dralthi
Nav 2: 4 Jalthi + 1 Snakeir

Mission Debriefing -- $T, $D.

<table>
<tr><th colspan="2">Wingman's Alive / Solo</th><th>Wingman Dies</th></tr>
<tr><td colspan="2">Maverick: Welcome back, $C. Let's hear your report.</td><td>Maverick: I lost Hunter, sir. I tried to save him, but...
Colonel: I know you did your best, $N. Tell me what happened.</td></tr>
<tr><th colspan="2">Destroys Fleet</th><th>Some of Fleet Escapes</th></tr>
<tr><th>Wingman's Alive</th><th>Wingman Dies / Solo</th><td rowspan="2">Maverick: The fighters were tough, sir. After tangling with them, I couldn't go after the strike fleet.
Colonel: That's not good enough, $C I expect a hell of a lot better from you, mister.</td></tr>
<tr><td>Maverick: We went after that strike fleet, sir.</td><td>Maverick: I went after that strike fleet, sir.</td></tr>
<tr><th colspan="2">Ralari's Destroyed</th><th>Ralari Escapes</th></tr>
<tr><td colspan="2">Maverick: The Ralari at Nav 2 is history.</td><td></td></tr>
<tr><th colspan="2">Snakeir's Destroyed</th><th>Snakeir Escapes</th></tr>
<tr><td colspan="2">Maverick: The Snakeir wasn't much trouble. It's splashed.</td><td></td></tr>
<tr><th colspan="3">Colonel's Mission Report</th></tr>
<tr><th colspan="2">Your Kills</th><th>No Kills</th></tr>
<tr><td colspan="2">Your kills totaled $K, $C.</td><td>You didn't kill a single ship. Why do I keep sending you out?</td></tr>
<tr><th>Wingman's Kills</th><th>No Kills</th><th>Solo</th></tr>
<tr><td>Hunter killed $L himself.</td><td>Hunter was blanked.</td><td></td></tr>
<tr><th colspan="2">Wingman's Alive / Solo</th><th>Wingman Dies</th></tr>
<tr><td colspan="2"></td><td>And then the Kilrathi took him down, damn them all.</td></tr>
<tr><th>Receive Medal</th><th>Receive Reprimand</th><th>No Medal</th></tr>
<tr><td colspan="2">$C, I'll need to see you in my office later.</td><td></td></tr>
<tr><th colspan="2">Wingman's Alive</th><th>Wingman Dies / Solo</th></tr>
<tr><td colspan="2">Dismissed, pilots.</td><td>You're dismissed, pilot.</td></tr>
</table>

Corsair 2

Rec Room

Shotglass: Sorry, $R, can't pour anything for you. You're within your eight hour limit.
I have some real British tea, though, that I keep here for Colonel Roberts.
Maverick: Thanks, Sam, I'll try some of that. Have you heard any news lately?
Shotglass: Not really. Most of the Bridge officers aren't talkin' much.
I think everyone's waitin' to hear what's happened to the marines on Firekka.
We'll find out real soon, I think.

Knight: $R You look like you're holding up well through all of this.
I just keep thinking about our marines. At least we're out here, a safe distance---
---from all of those Kilrathi battle fleets. But those marines are right in the thick of it.
And I keep thinking about that flight instructor job.
It might be good, just for once, not to be right in the middle of a hot zone.
But I've made my decision. I'm going to stay here, aboard the *Tiger's Claw*.
Maverick: I think you'd be a great instructor, Joseph.
But I'm glad you're staying with us.
Knight: Thanks, $C.

Iceman: $C. I just read a report from Major Baker in the Vega Sector.
Apparently they captured two human traitors on the TCS *Winterrowd*.
Two of our own people, giving vital military information to the Kilrathi.
Now they think there might be a large network of human traitors...
...and they're calling it the 'Society of Mandarins.'
I'm just glad we haven't had any sign of traitors here on the *Tiger's Claw*.
Because if there were any here, I'd kill them myself.

Mission Briefing, $T, $D.
Corsair System, Antares Sector.

Colonel: All right, pilots, we're down to the wire now.
Our marines are in position, and ready to launch their assault.
And the Kilrathi are sending ground troops to stop them.
Your assignment is to intercept and destroy those troopships.
If we fail at this, pilots, and enough enemy troops land on the planet---
---it's likely that none of our marines will survive.
So don't let ANY of the Kilrathi troopships get past you. Understood?

Hunter's Alive	Hunter's Dead
Colonel: $C You're with Hunter again, as Mu Wing.	**Colonel:** $C You're Mu Wing.

Colonel: Launch and cruise to your Nav One. That's where you'll probably find the first enemy troopship.
Whatever you do, make sure it doesn't mini-jump. If it does, track it to the next Nav point and destroy it.
Check the asteroid field at your Nav 2, then return home.

The Colonel quickly assigns the other wings.

Colonel: All right, pilots. Prepare for immediate launch.
Dismissed.

Mission 2 - Layout

Sector: Antares
System: Corsair
Date: ???
Type: Strike
Ship: Raptor
Wingman: Hunter



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

Enemies:
Nav 1: 5 Salthi
En route to Nav 2: 5 Dralthi + 2 Dorkir
Nav 2: 2 Hhriss

Mission Debriefing -- $T, $D.

Colonel: The other wings encountered a large number of Kilrathi troopships---
Some of those Dorkir-class ships got past our fighters, but not many.
Let's hear your report, $C.
Maverick: There were a lot of enemy ships moving through my Nav course, sir.

Both Dorkir Destroyed	Dorkir 1 Escapes	Dorkir 2 Escapes	Both Dorkir Escape
Maverick: I ran into two Dorkir troop carriers between Nav 1 and 2. They're both iced. **Colonel:** Good work, $C I'm very impressed.	**Maverick:** There were two Dorkir troop carriers between Nav 1 and 2. One of them escaped. But the other ship was destroyed, sir.	**Maverick:** There were two Dorkir troop carriers between Nav 1 and 2. One of them escaped. But the other ship was destroyed, sir.	**Maverick:** I couldn't ice any of the Dorkir troop carriers. **Colonel:** Why do I keep sending you out on these missions? Your incompetence is endangering all of us.
	Colonel: Do you realize your failure on this mission may have doomed our troops on Firekka, pilot?		

Colonel's Mission Report	
Your Kills	**No Kills**
The recorder credits you with killing $K, $C.	You came up empty, $C. What the hell were you doing out there, mister?

Wingman's Kills	No Kills	Solo
I see that Hunter took down $L.	I see that Hunter didn't manage any kills.	

Wingman Lives / Solo	Wingman Dies
	And then we lost him.

That's all, $R. Get some rest before your next mission.

Receive Medal	Receive Reprimand	Receive Transfer	No Medal
And I'll need to see you in my office later.			
Dismissed.			

Meanwhile…



Winning Path	Losing Path
Sharrhi Settlement, Southern Hemisphere, firekka. The Human and Firekkan soldiers launch their assault upon the warrior-priestesses of the Kilrathi religious ceremony. The assault team accomplishes their mission… but only at a terrible cost.	**Sharrhi Settlement, Southern Hemisphere, Firekka.** The Human and Firekkan soldiers launch their assault upon the Kilrathi religious ceremony – even though they know they are hopelessly outnumbered. Their desperate attempt ends in failure… and their deaths.

Corsair System – Part 3

Corsair 1

Rec Room

Shotglass: Did you hear the good news, $C? Our marines trashed the Kilrathi ceremony on Firekka
And did you hear about Angel's promotion to Major?
Of course, we're still stuck out here with all those damn Kilrathi battle fleets...
...but this is something to celebrate

Angel: Bon jour, $C. I hope you are well.
Maverick: I'm fine, Angel. But no one's seen you at all for the last few days, except at the briefings.
Angel: I know. It was not that I was avoiding you and the others---
---but I needed some time alone. To make a decision.
Colonel Zaritsky has asked me to take command of the *Austin*'s fighter squadron.
I'll be promoted to Major, and will transfer to the *Austin* at our next rendezvous.
Maverick: That's great news, Angel. I'm really glad for you.
Angel: Merci, my friend. Thank you.

Hunter's Alive	Hunter's Dead
Spirit: $C. I was speaking with Hunter a few hours ago. He is still very distraught over his brother's death.	**Spirit:** $C. I was remembering the last time I saw my fiance, on Epsilon Station.
Spirit: Many of us have suffered terrible losses. But I cannot stop thinking that--- ---what we are doing here, it is important. More important than any of us. I had begun to think that perhaps any war was wrong, that the cost of life is too high. But perhaps there are wars that must be fought, $C. And I think our own war against the Kilrathi is one of them.	

Mission Briefing, $T, $D.
Corsair System, Antares Sector.

Colonel: Pilots, we've received confirmation from the marines on Firekka.
They succeeded in disrupting the Sivar ceremony, but took heavy casualties in their mission.
And the Kilrathi are patrolling the area to make sure that they can't escape from Firekka.
Four marine ships have already been destroyed, trying to leave the planet.
And we've received another communique from this Prince Thrakhath...
Tactical's very puzzled by this. To send a single-pulse vid message---
---means that the Kilrathi know exactly where we are. But they're talking, not shooting.
And what this Prince Thrakhath says is even more interesting...

Thrakhath: 'Human warriors, hear me now. You have proven that you are brave---'
'---astonishingly brave, for mere apes. Because of this bravery---'
'---I shall grant you one quarter of a planetary rotation to leave this sector.'
'But your land soldiers are ours. We shall run them to ground like the apes that they are.'
'Thus speaks Prince Thrakhath, Firstborn of the Firstborn, Heir to Kilrah.'

Colonel: Tactical's conclusion from this is that because the ceremony was interrupted---
---Thrakhath may fear a mutiny among his troops if he orders a general attack.
If his soldiers believe that they're destined to die in combat, they won't want to fight.
Of course, Thrakhath will probably start using the Kilrathi tactic of shooting troops that disobey direct orders...
But right now, we have time to act before all of his battle fleets converge on us.
In case you're wondering about that, pilots, Tactical suggests that we retreat immediately.
And we will, after we rescue our Marine transports. Your job is to find and assist those ships.

Angel's Alive	Angel's Dead
Colonel: Wing assignments...$N and Devereaux are Omicron Wing.	**Colonel:** $C, you're solo on this one.

Colonel: The transports will be trying to shake their Kilrathi pursuers, so we don't know exactly where you'll find them.
But we've drawn up several possible flight paths to different jump points.
$C, you'll fly to your Nav 1, destroying any enemy ships you encounter...
...and then return immediately to the *Tiger's Claw*.

You listen as the Colonel reads the other wing assignments.

Colonel: We're expecting a major Kilrathi attack as soon as Thrakhath rallies his troops.
So get back here as fast as you can, and be ready to defend the *Claw*.
Because if this carrier is destroyed, you'll have a long walk back to the Vega Sector.
You'll launch in five minutes, pilots. Dismissed.

Mission 1 - Layout

Sector: Antares
System: Corsair
Date: ???
Type: Escort
Ship: Dralthi
Wingman: Angel



1) Proceed to Nav 1
2) Defend Drayman from Kilrathi craft
3) Escort Drayman to *Tiger's Claw*

Enemies:
En route to Nav 1: 4 Gratha + 1 Ralari
Nav 2: 4 Krant
En route back to *Tiger's Claw*: 3 Salthi

Mission Debriefing -- $T, $D.

Wingman's Alive / Solo	Wingman Dies
Colonel: Let's hear your report, $C.	**Colonel:** I heard about Angel. Tell me what happened, $C.
Drayman Survives	**Drayman's Destroyed**
	I couldn't help the Drayman, sir. Too many enemy fighters.
Colonel: After you launched, we received a distress call from your Nav 1. One of our Marine transports was there, trying to evade a wing of Krants. They said that two other transports had left the planet with them, but hadn't survived. At the jump point, they turned off all power and tried to drift past the Kilrathi patrols. They said that they'd vented the corridors near their airlocks, and left their own dead floating there--- ---so the Kilrathi boarding party would think there were no survivors. But the cats saw through the ruse. When we received their vidlink message, they were under attack.	
Drayman Survives	**Drayman's Destroyed**
Maverick: The Kilrathi were trying to destroy the ship, but I brought the Drayman back intact, sir. **Colonel:** I'm impressed with how you handled this situation, $C. Good work.	**Colonel:** But you couldn't stop the enemy from destroying the Drayman, $C. I know you did your best, pilot. But that wasn't good enough, not this time.
Colonel's Mission Report	
Your Kills	**No Kills**
For the record, you killed $K.	You struck out, $R...no kills.
Ralari's Destroyed	**Ralari Escapes**
Including a Ralari. Not bad, $R.	
Wingman's Kills	**No Kills**
Angel iced $L Kilrathi.	Angel didn't ice any Kilrathi.
Wingman's Alive	**Wingman Dies**
	And then we lost her.

Receive Medal	Receive Reprimand	No Medal
$C, I'll want to see you in my office later.		
That's all, $N. Dismissed.		

Corsair 2

Rec Room

Shotglass: Good to see you, $R $N. I'll get one of your usual.
I heard that Maniac was on active duty again.
Let me tell you, $C, I can't believe they're letting him out of Sickbay.
I guess the Colonel thinks we need all hands on deck right now.
Maverick: They'd better not assign him as MY wingman.
Shotglass: Me, I'm just hopin' we're leavin' this sector soon---
---'cause the odds of our flying out of here alive are gettin' real unfriendly.

Hunter: Sit down, mate, have a drink
Don't know whether you heard or not, but I'm on restricted duty again.
And it's all because they assigned that loony Maniac as my wingman...
Maverick: What did you do, Hunter?
Hunter: It was nothin', really. Just a little practical joke...
I reprogrammed his ship sensors so he thought he was bein' attacked by a thousand Kilrathi.
Fortunately, the Colonel had disabled the self-destructs on Maniac's ship...
...or the kid might've gone up in a burst of glory right then and there.
Maverick: I can't believe they're letting him fly again. He's insane.
Hunter: I think we're all a little crazy, mate. Maybe you have to be a little nuts---
---to keep from going completely bonkers in a war like this.

Iceman: Confedhicom sent me a vidlink message two hours ago, $N...
...the TCS Jerusalem intercepted a slave ship...
...and one of my daughters was aboard.
Julia's not...herself right now---
---she can't talk or take care of herself---
---but I'll see her as soon as we're back in Vega.
It's been six long years, $C---
---but I'm going to see my little girl again.

Mission Briefing, $T, $D.
Leaving the Corsair System, Antares Sector.

Colonel: Listen closely, everyone, because we don't have much time.
As you've probably guessed, we're leaving this area as fast as we can.
The Kilrathi battle fleets are maneuvering towards our last position in the Corsair System.
The Kilrathi can't remain in this area much longer, even to pursue the *Tiger's Claw*---
---because the Confederation is advancing through the abandoned Kilrathi positions in other sectors.
So they'll have to withdraw their forces from this sector, and soon.
But in the meantime, they're probably going to retaliate against the Firekka for disrupting their religious ceremony.
Which could include genocide. At a minimum, the Firekka will be transported out-system as slaves.
And we're going to try a very dangerous tactic to prevent that.
Our goal is to inflict as much damage as possible on the Kilrathi on our way out-system.
If we can kill enough of their ships, they won't have enough troops to remain near Firekka AND defend their borders.
Our plan...the *Tiger's Claw* will make several mini-jumps to lure individual Kilrathi capital ships---
---into ambush points. Your assignment is to destroy as many of them as you can.
Pilots, I can't order you to go out on a suicide mission---
---but when you're flying out there, keep this in mind
There are several million lives at stake on Firekka.
They may not look like us, but they're just as human.
Measure your own lives against that, pilots, and make your own decision.

Angel's Alive	Angel's Dead
Colonel: $C You're teamed with Angel again, as Omega Wing.	**Colonel:** $C You're Omega Wing.
Colonel: Follow your programmed Nav course. You'll rejoin the *Claw* at the rendezvous point.	
The Colonel quickly completes the wing assignments.	
Colonel: You'll launch in five minutes, pilots. Dismissed.	

Mission 2 - Layout

Sector: Antares
System: Corsair
Date: ???
Type: Defend
Ship: Rapier
Wingman: Angel



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

Enemies:
Nav 1: First wave: 1 Salthi
Second wave: 3 Hhriss
En route to Nav 1: 4 Gratha
Nav 1: First wave: 2 Krant
Second wave: 2 Jalthi
En route to Nav 2: 4 Salthi + 1 Dorkir
Nav 2: 3 Gratha + 1 Fralthi
Tiger's Claw: First wave: 5 Dralthi
Second wave: 4 Krant

Mission Debriefing -- $T, $D.

Colonel: Your report, $C?

Cap-ship destroyed		No Cap-ship destroyed	
Dorkir Destroyed	**Dorkir Escapes**	**Wingman's Alive**	**Wingman's Dies / Solo**
Maverick: The Dorkir is history.	**Maverick:** I couldn't take out the Dorkir.	**Maverick:** We couldn't take out any of the enemy capital ships, sir.	**Maverick:** I couldn't take out any of the enemy capital ships, sir.
Fralthi Destroyed	**Fralthi Escapes**		
Maverick: The Fralthi wasn't much trouble. It's slagged, sir.	**Maverick:** But I couldn't slag the Fralthi, sir.		
Colonel: Excellent, $C I knew you wouldn't let us down.			

Colonel's Mission Report

Your Kills	No Kills
The recorder shows you with killing $K, $C.	$C, the flight recorder shows you with no kills. Not good, son.

Wingman's Kills	No Kills	Solo
Angel took down $L Kilrathi ships.	Angel didn't take down any enemy ships.	

Wingman Lives / Solo	Wingman Dies
	And then we lost her.

Colonel: $N...I don't believe in lying to my pilots. So I'm going to tell you the truth...
We're outnumbered and outgunned here. If we stay, the only way this scenario can end---
---is with the total destruction of the *Tiger's Claw*.
So we're going to retreat immediately. There's nothing else we can do for the Firekka---
---except inflict as much damage on the Kilrathi as much as we can, on our way out-system.

Cap-ship destroyed	No Cap-ship destroyed
Colonel: But $C, you and the other pilots...what you've accomplished is far above the call of duty. You've flown better than you ever have before, and against impossible odds. If we survive the next few days and return to Confed HQ, I'll make sure you're rewarded for this. I'm sure you've heard that I'm transferring to Tactical Command. When that happens--- ---I want you, $C, to take command of the *Tiger's Claw* fighter squadron. You've shown resourcefulness, and skill, and almost superhuman talent in these campaigns... ...and I think you'll be an outstanding squadron commander. But we're not out of this yet, not by a long shot.	

Colonel: You're still on Active Duty. Get some rest, then report to Briefing.

Receive Medal	Receive Reprimand	Receive Transfer	No Medal
And drop by my office later, $C.			
Dismissed.			

Bimorgameslikwincamandertoo

Charon System

Charon 1

Rec Room

Shotglass: Did you hear, $C? We're pullin' out of here.
I'll tell you, I've never been glad that we're retreatin' before.
But this time, I am. At least we'll have a chance to get out of this alive.

Knight: Hello, $C. Pull up a chair, sit down.
You've probably heard that we're retreating from this sector.
I guess there's nothing else we can do here.
I just hope those Firekka can fight against the Kilrathi on their own.
But I don't think there's much of a chance of that, really.

Maniac: Hey, $C. Did you hear that I'm back on duty?
And I'm going to be your wingman Isn't that great?
Maverick: That's really...terrific, Maniac.
Maniac: I thought you'd be pleased, $N.
Listen, I had this idea for a great weapon we can use against the furballs.
We can repack our standard missiles with a double load of ESK-5 explosives...
Maverick: ESK-5? But if you did that, they'd explode INSIDE your ship on your first high-G maneuver
Maniac: Yeah, but you'd take out everything within a hundred klicks
Maverick: Everything within a hundred klicks, including yourself

Mission Briefing, $T, $D.
Charon System, Antares Sector.

Colonel: Pilots, we're heading for the Vega Sector border.
There's nothing else we can do here...we can't win against these odds.
And it may already be too late to retreat. The Kilrathi are close behind us---
---and are pursuing us to the border.
But our main problem isn't the Kilrathi fleet behind us---
---but a small strike fleet that's stationed at the Vega border.
With the huge Kilrathi fleet behind us, we can't take the time to detour around the border ships.
Your assignment is to clear those ships out of our path.
You'll have to work fast, pilots. Because every minute that we delay here---
---means that those Kilrathi battle fleets are closer on our tail.
These are your assignments...

You listen until the Colonel calls your name.

Maniac's Alive	Maniac's Dead
Colonel: Iota Wing is $C and Maniac, with $C as wingleader.	**Colonel:** Iota Wing will be $C. You'll be alone on this run, $N.

Colonel: You'll fly to each of your Nav points.
...and destroy any Kilrathi capital ships that you encounter.
Every minute counts right now, pilots. Don't screw up out there.
Dismissed.

Mission 1 - Layout

Sector: Antares
System: Charon
Date: ???
Type: Strike
Ship: Raptor
Wingman: Maniac



1) Proceed to Nav 1 (beware mines en route)
2) Proceed to Nav 2
3) Patrol Nav 3 for unknown bogey(s)
4) Return to *Tiger's Claw* (beware mines en route)

Enemies:
Nav 1: 2 Jalthi
Nav 2: 4 Gratha + 2 Ralari
Nav 3: 5 Krant + 1 Snakeir

Mission Debriefing -- $T, $D.

Colonel: Anything to report, $C?

Both Ralari Destroyed	Ralari 1 Destroyed	Ralari 2 Destroyed	Neither Ralari Destroyed
Maverick: I destroyed two Ralari at Nav 2. **Colonel:** Very impressive, $R	**Maverick:** I attacked two Ralari at Nav 2. One is toasted, sir. **Colonel:** Good work, son.	**Maverick:** I attacked two Ralari at Nav 2. One is toasted, sir. **Colonel:** Good work, son.	

Snakeir's Destroyed	Snakeir Escapes
Maverick: The Snakeir carrier at Nav 3 is history, sir.	**Maverick:** Couldn't nail any enemy capital ships, sir. **Colonel:** I am NOT impressed, pilot.

Colonel's Mission Report

Your Kills	No Kills
$C, I see you bagged $K...	$C, I see you didn't bag any cats...

Wingman's Kills	No Kills	Solo
Maniac nailed $L.	Maniac was blanked.	

Wingman Lives / Solo	Wingman Dies
	And Marshall didn't come back from this one. At least you survived, $N.

You're still on Active Duty, $C, so stay alert.

Receive Medal	Receive Reprimand	No Medal
And I need to see you in my office later.		

Dismissed.

Charon 2

Rec Room

Shotglass: $R You'd better get to Briefing right away

Mission Briefing, $T, $D.
Border Zone, Vega Sector.

Colonel: Pilots, there are several waves of enemy fighters on final approach to the *Tiger's Claw*. We're nearly across the border...but we won't get there unless you stop those fighters. We'll launch waves of fighters one after another...clear the area of enemy fighters, then land immediately. We've detected a Snakeir, three Fralthi, and four Ralari on an intercept course. So don't stray too far from the *Claw*...we MUST escape before that strike force arrives. And if we have to leave you behind when we jump out-system, we will.	
Maniac's Alive	**Maniac's Dead**
Colonel: Wing assignments...$N and Marshall are Upsilon Wing.	$N, you're Upsilon Wing. I can't spare you a wingman.
The Colonel assigns the other wings quickly.	
Colonel: Prepare to launch immediately, pilots. Dismissed.	

Mission 2 - Layout

Sector: Antares
System: Charon
Date: ???
Type: Defend
Ship: Rapier
Wingman: Maniac



1) Defend *Tiger's Claw* from incoming Kilrathi fighters
2) Land on *Tiger's Claw* when all enemy craft are destroyed

Enemies:

Tiger's Claw: First wave: 6 Dralthi
Second wave: 5 Salthi
Third wave: 2 Hhriss

Mission Debriefing -- $T, $D.

Colonel's Mission Report		
Colonel: I have the numbers from your flight recorder, $C...		
Your Kills	**No Kills**	
I see you took down $K enemy ships.	I see you didn't take down any enemy ships, $N.	
Wingman's Kills	**No Kills**	**Solo**
Maniac iced $L.	Maniac didn't ice any enemy ships.	
Wingman Lives / Solo	**Wingman Dies**	
	And he didn't come back from this one. At least you survived, $N.	
Maverick: What about the Firekka, sir? **Colonel:** There's no way to know what's going down back there, $C. With luck, the Firekka can hold off the Kilrathi forces--- ---until the cats have to return to the war front--- ---but we may never know what happens. **Maverick:** I just wish we could do something more for them, sir. **Colonel:** I know, son. We did the best we could... ...but now everything depends on the Firekka.		
Receive Medal	**Receive Reprimand**	**No Medal**
$C, I'll need to see you in my office later.		
Dismissed.		

Meanwhile…



Winning Path	Loosing Path
Lkhi Settlement, Northern Hemisphere, Firekka. The Firekka shout their triumph as the Kilrathi warships leave their planet. The *Tiger's Claw* pilots have inflicted enough damage that the Kilrathi must abandon the Antares sector. The Firekka raise their guns in defiance – a proud, brave new ally of the Terran Confederation.	**Lkhi Settlement, Northern Hemisphere, Firekka.** The Firekka stand before their Kilrathi captors as the first slave ships depart with their living cargo. The Confederation forces have been helpless to save them, and now another race has been enslaved… destined to die in the service of Kilrah.



Enalaved

Enslaved 1

Rec Room

Shotglass: Did you hear, $C? We're pullin' out of here.
I'll tell you, I've never been glad that we're retreatin' before.
But this time, I am. At least we'll have a chance to get out of this alive.

Knight: Hello, $C. Pull up a chair, sit down.
You've probably heard that we're retreating from this sector.
I guess there's nothing else we can do here.
I just hope those Firekka can fight against the Kilrathi on their own.
But I don't think there's much of a chance of that, really.

Maniac: Hey, $C. Did you hear that I'm back on duty?
And I'm going to be your wingman Isn't that great?
Maverick: That's really...terrific, Maniac.
Maniac: I thought you'd be pleased, $N.
Listen, I had this idea for a great weapon we can use against the furballs.
We can repack our standard missiles with a double load of ESK-5 explosives...
Maverick: ESK-5? But if you did that, they'd explode INSIDE your ship on your first high-G maneuver
Maniac: Yeah, but you'd take out everything within a hundred klicks
Maverick: Everything within a hundred klicks, including yourself

Mission Briefing, $T, $D.
Charon System, Antares Sector.

Colonel: Pilots, we're heading for the Vega Sector border.
There's nothing else we can do here...we can't win against these odds.
And it may already be too late to retreat. The Kilrathi are close behind us---
---and are pursuing us to the border.
But our main problem isn't the Kilrathi fleet behind us---
---but a small strike fleet that's stationed at the Vega border.
With the huge Kilrathi fleet behind us, we can't take the time to detour around the border ships.
Your assignment is to clear those ships out of our path.
You'll have to work fast, pilots. Because every minute that we delay here---
---means that those Kilrathi battle fleets are closer on our tail.
These are your assignments...

You listen until the Colonel calls your name.

Maniac's Alive	Maniac Dead
Colonel: Iota Wing is $C and Maniac, with $C as wingleader.	**Colonel:** Iota Wing will be $C. You'll be alone on this run, $N.

Colonel: You'll fly to each of your Nav points.
...and destroy any Kilrathi capital ships that you encounter.
Every minute counts right now, pilots. Don't screw up out there.
Dismissed.

yurmisonassempl5welstartwittekilarbes

Mission 1 - Layout

Sector: Antares System: Enslaved Date: ??? Type: Escort Ship: Raptor Wingman: Maniac	
1) 2) 3) 4)	

Enemies:

Mission Debriefing -- $T, $D.

Colonel: Anything to report, $C?			
Both Ralari Destroyed	**Ralari 1 Destroyed**	**Ralari 2 Destroyed**	**Neither Ralari Destroyed**
Maverick: I destroyed two Ralari at Nav 2. **Colonel:** Very impressive, $R	**Maverick:** I attacked two Ralari at Nav 2. **Colonel:** One is toasted, sir. Good work, son.	**Maverick:** I attacked two Ralari at Nav 2. **Colonel:** One is toasted, sir. Good work, son.	
Snakeir's Destroyed		**Snakeir Escapes**	
Maverick: The Snakeir carrier at Nav 3 is history, sir.		**Maverick:** Couldn't nail any enemy capital ships, sir. **Colonel:** I am NOT impressed, pilot.	
Colonel's Mission Report			
Your Kills		**No Kills**	
$C, I see you bagged $K...		$C, I see you didn't bag any cats...	
Wingman's Kills	**No Kills**	**Solo**	
Maniac nailed $L.	Maniac was blanked.		
Wingman Lives / Solo		**Wingman Dies**	
		And Marshall didn't come back from this one. At least you survived, $N.	
You're still on Active Duty, $C, so stay alert.			
Receive Medal	**Receive Reprimand**	**No Medal**	
And I need to see you in my office later.			
Dismissed.			

Enslaved 2

Rec Room

Shotglass: $R You'd better get to Briefing right away

Mission Briefing, $T, $D. Border Zone, Vega Sector.

Colonel: Pilots, there are several waves of enemy fighters on final approach to the *Tiger's Claw*. We're nearly across the border...but we won't get there unless you stop those fighters. We'll launch waves of fighters one after another...clear the area of enemy fighters, then land immediately. We've detected a Snakeir, three Fralthi, and four Ralari on an intercept course. So don't stray too far from the *Claw*...we MUST escape before that strike force arrives. And if we have to leave you behind when we jump out-system, we will.	
Maniac's Alive	**Maniac's Dead**
Colonel: Wing assignments...$N and Marshall are Upsilon Wing.	$N, you're Upsilon Wing. I can't spare you a wingman.
The Colonel assigns the other wings quickly.	
Colonel: Prepare to launch immediately, pilots. Dismissed.	

Mission 1 - Layout

Sector: Antares System: Enslaved Date: ??? Type: Escort Ship: Rapier Wingman: Maniac	
1) Defend *Tiger's Claw* from incoming Kilrathi fighters 2) Land on *Tiger's Claw* when all enemy craft are destroyed	

Enemies:

Mission Debriefing -- $T, $D.

Colonel's Mission Report		
Colonel: I have the numbers from your flight recorder, $C...		
Your Kills	**No Kills**	
I see you took down $K enemy ships.	I see you didn't take down any enemy ships, $N.	
Wingman's Kills	**No Kills**	**Solo**
Maniac iced $L.	Maniac didn't ice any enemy ships.	
Wingman Lives / Solo	**Wingman Dies**	
	And he didn't come back from this one. At least you survived, $N.	
Maverick: What about the Firekka, sir? **Colonel:** There's no way to know what's going down back there, $C. With luck, the Firekka can hold off the Kilrathi forces--- ---until the cats have to return to the war front--- ---but we may never know what happens. **Maverick:** I just wish we could do something more for them, sir. **Colonel:** I know, son. We did the best we could... ...but now everything depends on the Firekka.		
Receive Medal	**Receive Reprimand**	**No Medal**
$C, I'll need to see you in my office later.		
Dismissed.		