

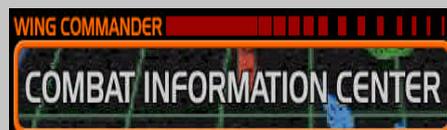
CIC'S GUIDE TO



The logo for Wing Commander Secret Ops features a stylized compass rose at the top. Below it, the words "WING COMMANDER" are written in a blue, blocky font with a white outline. Underneath that, "SECRET OPS" is written in a red, blocky font with a white outline.



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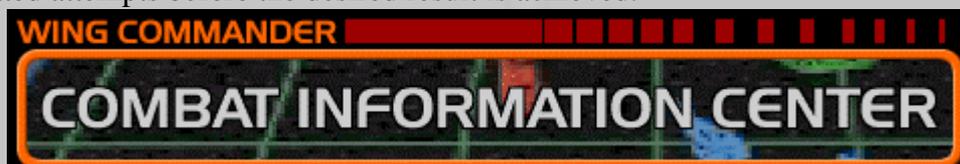
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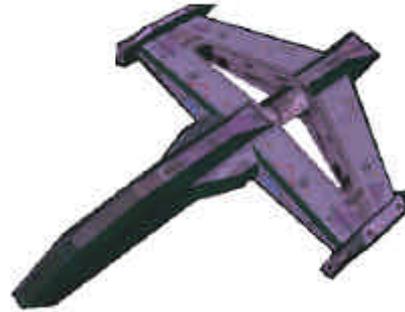
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CONFED FIGHTERS

Piranha

Scout Fighter



Mass	12,000	Gun Power	280
Core Damage Points	160	Max Recharge	45
Velocity		Default Recharge	30
Max	650	Min Recharge	3.0
Default	500	Guns	
Min	150	Ion Cannon x 3	
Acceleration	650	Missiles	
Afterburner		Image Recognition x 2	
Velocity	1400	Heat Seeker x 4	
Acceleration	1800	Decoys	24
Fuel	360	Shield Power	420
Max Pitch	90	Max Recharge	30
Max Yaw	90	Default Recharge	20
Max Roll	135	Min Recharge	2.0
Rotational Acc.	220	Front (default)	210
		Rear (default)	210
		Armor	
		Front	250
		Rear	200
		Left	220
		Right	220

Tigershark

Multi-Role Fighter



Mass	14,000	Gun Power	275
Core Damage Points	180	Max Recharge	52.5
Velocity		Default Recharge	35
Max	552	Min Recharge	3.5
Default	480	Guns	
Min	144	Ion Cannon x 4	
Acceleration	560	Missiles	
Afterburner		Dragonfly x 36	
Velocity	1200	Heat Seeker x 4	
Acceleration	1400	Friend or Foe x 2	
Fuel	360	Image Recognition x 2	
Max Pitch	75	Decoys	24
Max Yaw	75	Shield Power	460
Max Roll	120	Max Recharge	34.5
Rotational Acc.	195	Default Recharge	23
		Min Recharge	2.3
		Front (default)	230
		Rear (default)	230
		Armor	
		Front	260
		Rear	220
		Left	230
		Right	230

"Black" Wasp Interceptor



Mass	12,000 (18,000)	Gun Power	600
Core Damage Points	200	Max Recharge	90
Velocity		Default Recharge	60
Max	700	Min Recharge	6
Default	550	Guns	
Min	200	Cloudburst x 2	
Acceleration	590 (350)	Dust Cannon x 2	
Afterburner		Missiles	
Velocity	1450	Swarmer x 8	
Acceleration	1600	ELRIR x 4	
Fuel	360	Decoys	36
Max Pitch	80 (65)	Shield Power	500
Max Yaw	70 (55)	Max Recharge	40
Max Roll	120 (120)	Default Recharge	30
Rotational Acc.	190 (110)	Min Recharge	6
		Front (default)	280
		Rear (default)	220
While boosting:		Armor	
Velocity	3000	Front	260
Acceleration	870	Rear	260
Fuel	18	Left	260
Max Pitch	40	Right	260
Max Yaw	30		
Max Roll	90		
Rotational Acc.	20		

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

"Black" Panther Space Superiority Fighter



Mass	16,000
Core Damage Points	200
Velocity	
Max	600
Default	500
Min	180
Acceleration	1350
Afterburner	
Velocity	1250
Acceleration	2200
Fuel	360
Max Pitch	65
Max Yaw	115
Max Roll	105
Rotational Acc.	245

Gun Power	500
Max Recharge	100
Default Recharge	75
Min Recharge	10
Guns	
Cloudburst x 2	
Chain Ion x 2	
Missiles	
Friend or Foe x 6	
ELRIR x 6	
Decoys	36
Shield Power	480
Max Recharge	39
Default Recharge	26
Min Recharge	3
Front (default)	250
Rear (default)	230
Armor	
Front	280
Rear	280
Left	280
Right	280

"Black" Panther Space Superiority Fighter Bomber Loadout



Mass	16,000	Gun Power	500
Core Damage Points	200	Max Recharge	100
Velocity		Default Recharge	75
Max	600	Min Recharge	10
Default	500	Guns	
Min	180	Cloudburst x 2	
Acceleration	1350	Chain Ion x 2	
Afterburner		Missiles	
Velocity	1250	ELRAR x 2	
Acceleration	2200	ELRIR x 4	
Fuel	360	Mosquito x 36	
Max Pitch	65	Valiant LT x 2	
Max Yaw	115	Decoys	36
Max Roll	105	Shield Power	480
Rotational Acc.	245	Max Recharge	39
		Default Recharge	26
		Min Recharge	3
		Front (default)	250
		Rear (default)	230
		Armor	
		Front	280
		Rear	280
		Left	280
		Right	280

"Black" Vampire Space Superiority Fighter



Mass	17,000
Core Damage Points	260
Velocity	
Max	700
Default	600
Min	200
Acceleration	720
Afterburner	
Velocity	1550
Acceleration	1800
Fuel	360
Max Pitch	75
Max Yaw	140
Max Roll	185
Rotational Acc.	280

Gun Power	500
Max Recharge	90
Default Recharge	60
Min Recharge	6
Guns	
Tachyon x 4	
Pulse Particle x 2	
Missiles	
Tracker MIRV x 4	
Friend or Foe x 8	
ELRIR x 8	
Decoys	48
Shield Power	600
Max Recharge	60
Default Recharge	40
Min Recharge	4
Front (default)	330
Rear (default)	270
Armor	
Front	350
Rear	350
Left	350
Right	350

"Black" Vampire Space Superiority Fighter Bomber Loadout



Mass	17,000	Gun Power	500
Core Damage Points	260	Max Recharge	90
Velocity		Default Recharge	60
Max	700	Min Recharge	6
Default	600	Guns	
Min	200	Tachyon x 4	
Acceleration	720	Pulse Particle x 2	
Afterburner		Missiles	
Velocity	1550	Valiant LT x 4	
Acceleration	1800	Mosquito x 36	
Fuel	360	Friend or Foe x 4	
Max Pitch	75	ELRIR x 6	
Max Yaw	140	Decoys	48
Max Roll	185	Shield Power	600
Rotational Acc.	280	Max Recharge	60
		Default Recharge	40
		Min Recharge	4
		Front (default)	330
		Rear (default)	270
		Armor	
		Front	350
		Rear	350
		Left	350
		Right	350

"Black" Shrike Torpedo Bomber



Mass	18,000
Core Damage Points	250
Velocity	
Max	700
Default	400
Min	150
Acceleration	600
Afterburner	
Velocity	870
Acceleration	1800
Fuel	360
Max Pitch	75
Max Yaw	60
Max Roll	85
Rotational Acc.	95

Gun Power	320
Max Recharge	65
Default Recharge	45
Min Recharge	14
Guns	
Dust Cannon x 2	
Pulse Particle x 3	
Missiles	
Lancer LT x 6	
Pike T x 2	
Artemis ELRIR x 4	
Friend or Foe x 4	
Mosquito x 36	
Dragonfly x 36	
Decoys	36
Shield Power	620
Max Recharge	60
Default Recharge	40
Min Recharge	8
Front (default)	320
Rear (default)	300
Armor	
Front	360
Rear	360
Left	360
Right	360

"Black" Devastator Torpedo Bomber



Mass	23,000
Core Damage Points	300
Velocity	
Max	460
Default	360
Min	110
Acceleration	280
Afterburner	
Velocity	780
Acceleration	900
Fuel	360
Max Pitch	65
Max Yaw	55
Max Roll	90
Rotational Acc.	65

Gun Power	680
Max Recharge	87
Default Recharge	58
Min Recharge	6
Guns	
Plasma Gun x 1	
Tachyon Gun x 1	
Missiles	
Friend or Foe x 6	
Artemis ELRIR x 6	
Mosquito x 90	
Lancer LT x 8	
Pike T x 4	
Decoys	48
Shield Power	850
Max Recharge	38
Default Recharge	25
Min Recharge	2
Front (default)	450
Rear (default)	400
Armor	
Front	420
Rear	420
Left	420
Right	420

Condor

Rescue/Refuel/Shuttle



Mass	62,000
Core Damage Points	300
Velocity	
Max	325
Default	250
Min	75
Acceleration	450
Afterburner	
Velocity	600
Acceleration	1050
Fuel	360
Max Pitch	25
Max Yaw	35
Max Roll	60
Rotational Acc.	30

Guns	None
Missiles	None
Decoys	None
Shield Power	2500
Max Recharge	15
Default Recharge	10
Min Recharge	1.0
Front (default)	1000
Rear (default)	1500
Armor	
Front	100
Rear	150
Left	125
Right	125

Excalibur

Space Superiority Fighter



Mass	18,000
Core Damage Points	200
Velocity	
Max	165
Default	500
Min	650
Acceleration	275
Afterburner	
Velocity	1300
Acceleration	1800
Fuel	240
Max Pitch	75
Max Yaw	70
Max Roll	70
Rotational Acc.	200

Gun Power	400
Max Recharge	78
Default Recharge	60
Min Recharge	12
Guns	
Tachyon Gun x 4	
Ion Gun x 2	
Missiles	
Image Recognition x 4	
Friend or Foe x 4	
Decoys	36
Shield Power	600
Max Recharge	30
Default Recharge	20
Min Recharge	8
Front (default)	300
Rear (default)	300
Armor	
Front	110
Rear	110
Left	110
Right	110

Thunderbolt Heavy Fighter



Mass	20,000
Core Damage Points	200
Velocity	
Max	494
Default	380
Min	114
Acceleration	250
Afterburner	
Velocity	1000
Acceleration	1200
Fuel	200
Max Pitch	50
Max Yaw	50
Max Roll	50
Rotational Acc.	180

Gun Power	350
Max Recharge	79
Default Recharge	60
Min Recharge	7
Guns	
Tachyon Gun x 2	
Ion Gun x 4	
Missiles	
Image Recognition x 3	
Valiant LT x 1	
Friend or Foe x 3	
Dragonfly x 24	36
Decoys	550
Shield Power	25
Max Recharge	17
Default Recharge	3
Min Recharge	300
Front (default)	250
Rear (default)	
Armor	
Front	120
Rear	120
Left	100
Right	100

Thunderbolt F Heavy Fighter Bomber Loadout



Mass	20,000
Core Damage Points	200
Velocity	
Max	494
Default	380
Min	114
Acceleration	250
Afterburner	
Velocity	1000
Acceleration	1200
Fuel	200
Max Pitch	50
Max Yaw	50
Max Roll	50
Rotational Acc.	180

Gun Power	350
Max Recharge	79
Default Recharge	60
Min Recharge	7
Guns	
Tachyon Gun x 2	
Ion Gun x 4	
Missiles	
Valiant LT x 3	
Friend or Foe x 3	
Dragonfly x 24	
Decoys	36
Shield Power	500
Max Recharge	25
Default Recharge	17
Min Recharge	3
Front (default)	300
Rear (default)	200
Armor	
Front	120
Rear	120
Left	100
Right	100

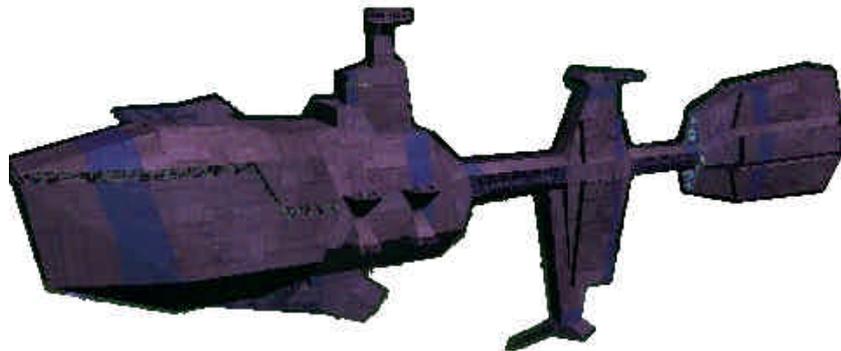
CONFED CAPSHIPS

Murphy Destroyer



Bridge	2500DP	Guns
Engine	2500DP	Dual Laser Turret x 3
Engine	2500DP	Laser Turret x 4
Velocity	240	Missiles
Acceleration	55	Turreted Image Recognition x 2
Max Pitch	5	Decoys
Max Yaw	5	None
Max Roll	5	

Plunkett Cruiser



Bridge	2800DP	Guns
Engine	3300DP	Dual Laser Turret x 22
Velocity	240	Triple Heavy Particle x 3
Acceleration	55	Triple Plasma Cannon x 1
Max Pitch	5	Missiles
Max Yaw	5	None
Max Roll	5	Decoys
		None

Hades (TCS Cerberus) Quick Strike Assault Cruiser



Bridge	2800DP	Guns
Engine	2000DP	MK4 Heavy Plasma Cannon
Engine	2000DP	Dual Laser Turret x 10
Hanger	2000DP	Laser Turret x 4
Launcher	2000DP	Missiles
Velocity	350	Turreted Image Recognition x 2
Acceleration	55	Anti-Shipping Torpedo Launcher x 6
Max Pitch	5	Decoys
Max Yaw	5	None
Max Roll	5	

Cruise Liner



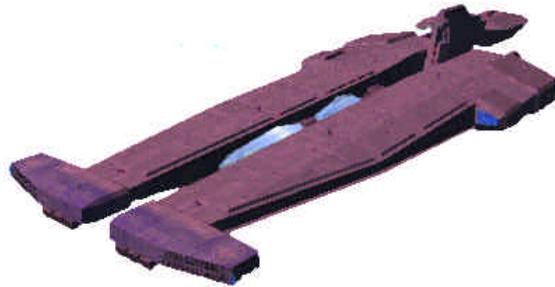
Bridge	2000DP	Guns
Bridge	2000DP	None
Hanger	2000DP	Missiles
Engine	2000DP	None
Velocity	180	Decoys
Acceleration	55	None
Max Pitch	5	
Max Yaw	5	
Max Roll	5	

Pelican Transport



Bridge	500DP	Guns
Engine	500DP	Fighter Turret x 5
Engine	500DP	Missiles
Cargo hold x 7	500DP	None
Velocity	75	Decoys
Acceleration	55	None
Max Pitch	5	
Max Yaw	5	
Max Roll	10	
Rotational Acc.	2.5	

Midway Fleet Carrier



Bridge	2000DP	Guns
Engine	2000DP	Fighter Turret x 25
Engine	2000DP	Missiles
Hanger	2000DP	Turreted Image Recognition x 6
Hanger	2000DP	Decoys
Launcher	2000DP	None
Launcher	2000DP	
Plasma Cannon	2000DP	
Velocity	80	
Acceleration	45	
Max Pitch	5	
Max Yaw	5	
Max Roll	5	
Rotational Acc.	3	

ALIEN FIGHTERS**Stingray****Interceptor/Cap Ship Interdiction****Single**

Mass	10,000	Gun Power	500
Core Damage Points	200	Max Recharge	225
Velocity		Default Recharge	150
Max	585	Min Recharge	15
Default	450	Guns	
Min	135	Light Plasma x 2	
Acceleration	960	Missiles	
Afterburner		None	
Velocity	1400	Decoys	
Acceleration	2700	None	
Fuel	360	Shield Power	240
Max Pitch	90	Max Recharge	27
Max Yaw	80	Default Recharge	18
Max Roll	120	Min Recharge	1.8
Rotational Acc.	200	Front (default)	140
		Rear (default)	100
		Armor	
		Front	195
		Rear	145
		Left	170
		Right	170

Clustered

Mass	10,000	Gun Power	500
Core Damage Points	200	Max Recharge	225
Velocity		Default Recharge	150
Max	585	Min Recharge	15
Default	450	Guns	
Min	135	Heavy Plasma x 1	
Acceleration	960	Missiles	
Afterburner		None	
Velocity	1400	Decoys	
Acceleration	2700	None	
Fuel	360	Shield Power	240
Max Pitch	90	Max Recharge	27
Max Yaw	80	Default Recharge	18
Max Roll	120	Min Recharge	1.8
Rotational Acc.	200	Front (default)	140
		Rear (default)	100
		Armor	
		Front	195
		Rear	145
		Left	170
		Right	170

Skates

Single



Mass	10,000	Gun Power	200
Core Damage Points	140	Max Recharge	37.5
Velocity		Default Recharge	25
Max	585	Min Recharge	2.5
Default	450	Guns	
Min	135	Light Maser x 2	
Acceleration	960	Missiles	
Afterburner		None	
Velocity	1400	Decoys	
Acceleration	2700	None	
Fuel	360	Shield Power	200
Max Pitch	95	Max Recharge	10.5
Max Yaw	85	Default Recharge	7
Max Roll	120	Min Recharge	0.7
Rotational Acc.	200	Front (default)	100
		Rear (default)	100
		Armor	
		Front	100
		Rear	75
		Left	85
		Right	85

Skate B Cluster Interceptor/Anti-Bomber



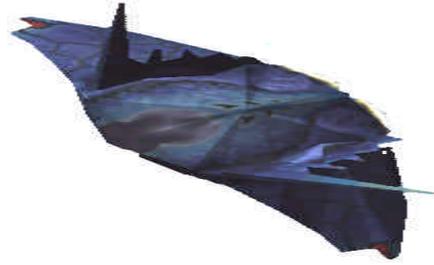
Mass	35,000	Gun Power	200
Core Damage Points	250	Max Recharge	67.5
Velocity		Default Recharge	45
Max	455	Min Recharge	4.5
Default	350	Guns	
Min	105	Turreted Maser	
Acceleration	280	Light Maser x 6	
Max Pitch	65	Missiles	
Max Yaw	65	Proteus x 3	
Max Roll	90	Decoys	3
Rotational Acc.	120	Shield Power	320
		Max Recharge	27
		Default Recharge	18
		Min Recharge	1.8
		Front (default)	160
		Rear (default)	160
		Armor	
		Front	240
		Rear	210
		Left	225
		Right	225

Skate T Cluster Interceptor/Torpedo Launcher



Mass	35,000	Gun Power	200
Core Damage Points	250	Max Recharge	67.5
Velocity		Default Recharge	45
Max	455	Min Recharge	4.5
Default	350	Guns	
Min	105	Turreted Maser	
Acceleration	280	Light Maser x 6	
Afterburner		Missiles	
Velocity	800	Poseidon x 1	
Acceleration	980	Decoys	3
Fuel	360	Shield Power	320
Max Pitch	65	Max Recharge	27
Max Yaw	65	Default Recharge	18
Max Roll	90	Min Recharge	1.8
Rotational Acc.	120	Front (default)	160
		Rear (default)	160
		Armor	
		Front	240
		Rear	210
		Left	225
		Right	225

Ray Node Cluster Interceptor Cluster



Mass	10,000	Gun Power	600
Core Damage Points	300	Max Recharge	75
Velocity		Default Recharge	50
Max	546	Min Recharge	5.0
Default	420	Guns	
Min	126	Heavy Maser x 2	
Acceleration	960	Missiles	
Max Pitch	65	Proteus x 3	
Max Yaw	65	Charybdis x 5	
Max Roll	90	Decoys	24
Rotational Acc.	110	Shield Power	1050
		Max Recharge	25.5
		Default Recharge	17
		Min Recharge	1.7
		Front (default)	600
		Rear (default)	450
		Armor	
		Front	500
		Rear	375
		Left	450
		Right	450

Remora Interceptor



Core Damage Points	10	Gun Power	100
Velocity		Max Recharge	52.5
Max	494	Default Recharge	35
Default	380	Min Recharge	3.5
Min	114	Guns	
Acceleration	420	Light Maser x 2	
Afterburner		Missiles	
Velocity	1100	None	
Acceleration	1900	Decoys	None
Fuel	360	Shield Power	None
Max Pitch	100	Armor	
Max Yaw	100	Front	8
Max Roll	130	Rear	8
Rotational Acc.	210	Left	8
		Right	8

Lamprey Shield Killer



Mass	10,000	Gun Power	400
Core Damage Points	200	Max Recharge	120
Velocity		Default Recharge	80
Max	1040	Min Recharge	8.0
Default	800	Guns	
Min	240	Shield Killer	
Acceleration	2400	Missiles	
Max Pitch	75	None	
Max Yaw	360	Decoys	None
Max Roll	125	Shield Power	200
Rotational Acc.	800	Max Recharge	22.5
		Default Recharge	15
		Min Recharge	1.5
		Front (default)	100
		Rear (default)	100
		Armor	
		Front	190
		Rear	190
		Left	190
		Right	190

Moray Light Fighter



Mass	14,000	Gun Power	300
Core Damage Points	180	Max Recharge	210
Velocity		Default Recharge	140
Max	546	Min Recharge	14
Default	420	Guns	
Min	126	Heavy Maser x 2	
Acceleration	840	Missiles	
Afterburner		Cerberus x 3	
Velocity	1100	Medusa x 1	
Acceleration	2400	Decoys	5
Fuel	360	Shield Power	275
Max Pitch	60	Max Recharge	19.5
Max Yaw	80	Default Recharge	13
Max Roll	100	Min Recharge	1.3
Rotational Acc.	180	Front (default)	125
		Rear (default)	150
		Armor	
		Front	260
		Rear	300
		Left	280
		Right	280

Manta

Heavy Fighter



Mass	14,000	Gun Power	900
Core Damage Points	260	Max Recharge	97.5
Velocity		Default Recharge	65
Max	650	Min Recharge	6.5
Default	500	Guns	
Min	150	Heavy Gorgon x 2	
Acceleration	840	Light Plasma x 1	
Afterburner		Missiles	
Velocity	1300	Cerberus x 3	
Acceleration	2200	Medusa x 1	
Fuel	360	Proteus x 1	
Max Pitch	90	Decoys	24
Max Yaw	65	Shield Power	420
Max Roll	120	Max Recharge	25.5
Rotational Acc.	200	Default Recharge	17
		Min Recharge	1.7
		Front (default)	210
		Rear (default)	210
		Armor	
		Front	390
		Rear	320
		Left	345
		Right	345

Red Manta

Heavy Fighter - Bomber Loadout



Mass	14,000	Gun Power	900
Core Damage Points	260	Max Recharge	97.5
Velocity		Default Recharge	65
Max	650	Min Recharge	6.5
Default	500	Guns	
Min	150	Heavy Gorgon x 2	
Acceleration	840	Light Plasma x 1	
Afterburner		Missiles	
Velocity	1300	Cerberus x 3	
Acceleration	2200	Medusa x 1	
Fuel	360	Proteus x 1	
Max Pitch	90	Decoys	24
Max Yaw	65	Shield Power	420
Max Roll	120	Max Recharge	25.5
Rotational Acc.	200	Default Recharge	17
		Min Recharge	1.7
		Front (default)	210
		Rear (default)	210
		Armor	
		Front	390
		Rear	320
		Left	345
		Right	345

Devil Ray

Space Superiority Fighter



Mass	14,000	Gun Power	900
Core Damage Points	500	Max Recharge	97.5
Velocity		Default Recharge	65
Max	845	Min Recharge	6.5
Default	650	Guns	
Min	195	Heavy Gorgon x 3	
Acceleration	1050	Light Plasma x 2	
Afterburner		Missiles	
Velocity	1650	Medusa x 8	
Acceleration	250	Proteus x 2	
Fuel	900	Decoys	24
Max Pitch	120	Shield Power	500
Max Yaw	140	Max Recharge	30.5
Max Roll	135	Default Recharge	21
Rotational Acc.	240	Min Recharge	2.1
		Front (default)	250
		Rear (default)	250
		Armor	
		Front	520
		Rear	560
		Left	560
		Right	560

Squid Interceptor



Mass	12,000	Gun Power	600
Core Damage Points	230	Max Recharge	975
Velocity		Default Recharge	50
Max	546	Min Recharge	5.0
Default	420	Guns	
Min	126	Quantum Disruptor x 4	
Acceleration	520	Missiles	
Max Pitch	90	Cerberus x 3	
Max Yaw	90	Proteus x 1	
Max Roll	120	Decoys	7
Rotational Acc.	180	Shield Power	190
		Max Recharge	13.5
With Arms Pulled		Default Recharge	9
Back		Min Recharge	0.9
		Front (default)	110
Velocity	2400	Rear (default)	80
Acceleration	5000	Armor	
Fuel	8	Front	250
Max Pitch	40	Rear	290
Max Yaw	30	Left	270
Max Roll	90	Right	270
Rotational Acc.	60		

ALIEN CAPSHIPS

Barracuda

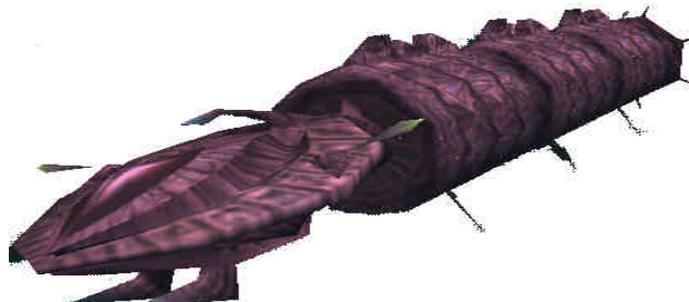
Corvette



Core Damage Points	800	Guns	Turreted Maser x 4	Shield Power	2000
Velocity		Missiles	None	Max Recharge	37.5
Max	364	Decoys	None	Default Recharge	25
Default	280			Min Recharge	2.5
Min	84			Front (default)	1000
Acceleration	900			Rear (default)	1000
Max Pitch	21			Armor	
Max Yaw	21			Front	800
Max Roll	21			Rear	800
Rotational Acc.	50			Left	800
				Right	800

Triton

Transport



Bridge	1000DP	Velocity		Guns	Turreted Maser x 3
Engine	1000DP	Max	156	Missiles	None
Cargo Box 1	500DP	Default	120	Decoys	None
Cargo Box 2	500DP	Min	36		
Cargo Box 3	500DP	Acceleration	75		
		Max Pitch	5		
		Max Yaw	5		
		Max Roll	10		
		Rotational Acc.	7		

Orca

Destroyer



Bridge	2600DP	Guns
Bridge Shield Emitter	800DP	Turreted Maser x 14
Engine	2600DP	Missiles
Velocity	75	Turreted Medusa x 4
Acceleration	25	Decoys
Max Pitch	6	None
Max Yaw	6	
Max Roll	6	
Rotational Acc.	4	

Hydra

Cruiser



Bridge	3000DP	Guns
Bridge Shield Emitter	1200DP	Turreted Maser x 10
Engine	3000DP	Missiles
Engine Shield Emitter	1200DP	Turreted Medusa x 4
Velocity	60	Decoys
Acceleration	15	None
Max Pitch	5	
Max Yaw	5	
Max Roll	5	
Rotational Acc.	3	

Leviathan

Carrier



Bridge	2800DP	Guns
Bridge Shield Emitter	800DP	Turreted Maser x 14
Engine	2000DP	Missiles
Engine Shield Emitter	800DP	Turreted Medusa x 14
Launcher 1	2000DP	Decoys
Launcher 2	2000DP	None
Launcher Shield Emitter	800DP	
Velocity	65	
Acceleration	25	
Max Pitch	6	
Max Yaw	6	
Max Roll	5	
Rotational Acc.	3	

Tiamat

Dreadnought



Bridge	3200DP	Guns
Bridge Shield Emitter	800DP	Turreted Maser x 14
Engine	3200DP	Capital Ship Plasma Weapon
Engine Shield Emitter	800DP	Missiles
Hanger	2500DP	Turreted Medusa x 6
Hanger Shield Emitter	800DP	Decoys
Velocity	50	None
Acceleration	10	
Max Pitch	3	
Max Yaw	3	
Max Roll	3	
Rotational Acc.	2	

Confederation Guns

Laser Cannon

Velocity	4000	Damage	18
Range	5000	Refire delay	.250
Charge	10		

Tachyon Gun

Velocity	5200	Damage	70
Range	3900	Refire delay	.450
Charge	40		

Ion Cannon

Velocity	3600	Damage	30
Range	4500	Refire delay	.350
Charge	30		

Plasma Cannon

Velocity	2600	Damage	600
Range	6000	Refire delay	2.000
Charge	220		

Cloudburst

Velocity	3200	Damage	100
Range	3900	Refire delay	.450
Charge	60		

Dust Cannon

Velocity	10000	Damage	40
Range	5000	Refire delay	.050
Charge	18		

Pulse Particle

Velocity	6500	Damage	30
Range	6500	Refire delay	100
Charge	15		

Chain Ion

Velocity	1800	Damage	20
Range	2500	Refire delay	.100
Charge	15		

Bomber Turret

Velocity	7000	Damage	38
Range	8000	Refire delay	1.000
Charge	10		

Alien Guns

Light Burst Maser

Velocity	5000	Damage	21
Range	5000	Refire delay	.280
Charge	17		

Quantum Disruptor

Velocity	3800	Damage	42
Range	3800	Refire delay	.400
Charge	35		

Light Plasma

Velocity	4000	Damage	32
Range	4000	Refire delay	.350
Charge	25		

Heavy Plasma

Velocity	3600	Damage	200
Range	8000	Refire delay	.500
Charge	100		

Shield Killer Cannon

Velocity	2800	Damage	12.5
Range	4200	Refire delay	.350
Charge	40		

Heavy Maser

Velocity	4600	Damage	30
Range	4600	Refire delay	.350
Charge	45		

Gorgon Heavy

Velocity	4000	Damage	70
Range	4000	Refire delay	.40
Charge	60		

Turreted Maser

Velocity	7000	Damage	45
Range	9000	Refire delay	.800
Charge	35		

Confederation Missiles

Ravager ELRAR

Turret killing missile

Velocity	2000	Acceleration	2200
Duration	10	Lock Time	1500ms
Lock Range	18000	Damage	1200
Max Yaw	70	Refire Delay	2000ms
Max Pitch	70	Spoof %	0

Artemis ELRIR

Locks on to fighters, bombers, corvettes

Velocity	2500	Acceleration	3200
Duration	22	Lock Time	750ms
Lock Range	18000	Damage	520
Max Yaw	120	Refire Delay	2000ms
Max Pitch	120	Spoof %	25

Lancer LT

Locks on to critical capship components (bridge, engines, launcher, hanger, etc)

Velocity	1800	Acceleration	900
Duration	16	Lock Time	5000ms
Lock Range	18000	Damage	1000
Max Yaw	30	Refire Delay	2000ms
Max Pitch	30	Spoof %	40

Pike T

Locks on to critical capship components (bridge, engines, launcher, hanger, etc)

Velocity	1800	Acceleration	700
Duration	20	Lock Time	10000ms
Lock Range	22000	Damage	2000
Max Yaw	35	Refire Delay	2000ms
Max Pitch	35	Spoof %	50

Mosquito

Rocket pod with limited manoeuvrability. Doesn't require a lock.

Velocity	3200	Acceleration	3200
Duration	3	Lock Time	N/A
Lock Range	6000	Damage	80
Max Yaw	30	Refire Delay	350ms
Max Pitch	30	Spoof %	Unspoofable

Mine

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

Velocity	150	Acceleration	500
Duration	300	Lock Time	0
Lock Range	4000	Damage	800
Max Yaw	50	Refire Delay	1500ms
Max Pitch	50	Spoof %	50

Friend or Foe

Targets nearest enemy ship, reacquires target if lost. Doesn't require lock.

Velocity	1800	Acceleration	2500
Duration	16	Lock Time	0
Lock Range	6000	Damage	280
Max Yaw	90	Refire Delay	2000ms
Max Pitch	90	Spoof %	60

Image Recognition

Weaker version of Artemis.

Velocity	2100	Acceleration	2800
Duration	13	Lock Time	1000ms
Lock Range	8000	Damage	350
Max Yaw	90	Refire Delay	2000ms
Max Pitch	80	Spoof %	35

Heat Seeker

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

Velocity	2800	Acceleration	3200
Duration	10	Lock Time	800ms
Lock Range	8000	Damage	400
Max Yaw	140	Refire Delay	2000ms
Max Pitch	160	Spoof %	50

Dumbfire

Heavy rocket pod. Doesn't require lock.

Velocity	3000	Acceleration	3000
Duration	5	Lock Time	N/A
Lock Range	N/A	Damage	800
Max Yaw	N/A	Refire Delay	1000ms
Max Pitch	N/A	Spoof %	N/A

Dragonfly

Unguided version of Mosquito.

Velocity	3200	Acceleration	3200
Duration	3	Lock Time	N/A
Lock Range	N/A	Damage	100
Max Yaw	N/A	Refire Delay	.350ms
Max Pitch	N/A	Spoof %	N/A

Swarmer

Similar to rocket pod, fires seven guided rockets with longer duration.

Velocity	3000	Acceleration	4100
Duration	8	Lock Time	1000ms
Lock Range	5000	Damage	150
Max Yaw	80	Refire Delay	2000ms
Max Pitch	80	Spoof %	N/A

Tracker MIRV

Similar to a Dumbfire, but splits in to four Friend or Foe missiles after four seconds.

Velocity	1800	Acceleration	2100
Duration	16	Lock Time	N/A
Lock Range	N/A	Damage	280
Max Yaw	90	Refire Delay	2000ms
Max Pitch	90	Spoof %	60

Turreted Image Recognition

Capital ship launched version of the Image Recognition.

Velocity	2100	Acceleration	2800
Duration	8	Lock Time	1.000ms
Lock Range	6000	Damage	180
Max Yaw	80	Refire Delay	Varies - at least 20s
Max Pitch	90	Spoof %	35

Alien Missiles**Charybdis Mine (Confed Equivalent : Mine)**

Velocity	170	Acceleration	600
Duration	360	Lock Time	N/A
Lock Range	5000	Damage	520
Max Yaw	55	Refire Delay	1000ms
Max Pitch	55	Spoof %	50

Cerberus Missile (Confed Equivalent : Friend or Foe)

Velocity	2100	Acceleration	2300
Duration	8	Lock Time	N/A
Lock Range	18000	Damage	280
Max Yaw	95	Refire Delay	2000ms
Max Pitch	100	Spoof %	65

Hades Missile (Confed Equivalent : ELRAR)

Velocity	2500	Acceleration	2500
Duration	12	Lock Time	1000ms
Lock Range	8000	Damage	900
Max Yaw	115	Refire Delay	2000ms
Max Pitch	115	Spoof %	55

Medusa Missile (Confed Equivalent : Image Recognition)

Velocity	2200	Acceleration	2500
Duration	12	Lock Time	1000ms
Lock Range	8000	Damage	400
Max Yaw	115	Refire Delay	2000ms
Max Pitch	115	Spoof %	55

Turreted Medusa (Confed Equivalent : Turreted ImRec)

Velocity	2200	Acceleration	2500
Duration	7	Lock Time	2000ms
Lock Range	6000	Damage	250
Max Yaw	90	Refire Delay	Varies - at least 20s
Max Pitch	90	Spoof %	55

Proteus Missile (Confed Equivalent : Tracker MIRV)

Velocity	2100	Acceleration	2300
Duration	9	Lock Time	N/A
Lock Range	18000	Damage	280
Max Yaw	95	Refire Delay	2000ms
Max Pitch	100	Spoof %	65

Poseidon Torpedo (Confed Equivalent : Pike T)

Velocity	1200	Acceleration	700
Duration	18	Lock Time	8000ms
Lock Range	18000	Damage	2300
Max Yaw	25	Refire Delay	2000ms
Max Pitch	25	Spoof %	50

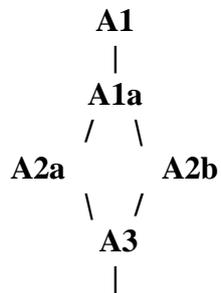
Scylla Mine Cluster (Confed Equivalent : None)

Cluster which splits in to five mines after a few seconds.

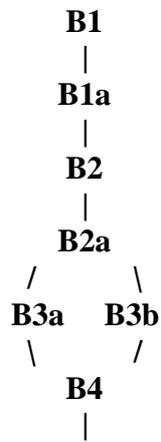
Velocity	170	Acceleration	600
Duration	16 hours	Lock Time	N/A
Lock Range	4000	Damage	820
Max Yaw	55	Refire Delay	2000ms
Max Pitch	55	Spoof %	50

Mission Flowchart

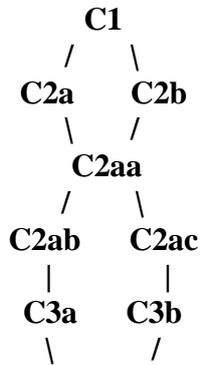
COURAGE SYSTEM



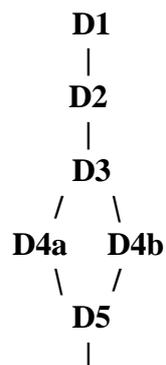
ELLA SYSTEM



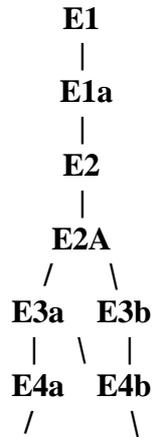
TALOS SYSTEM



CYGNUS SYSTEM



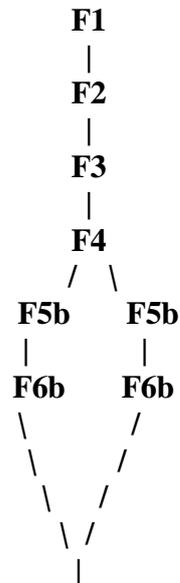
LUYTEN SYSTEM



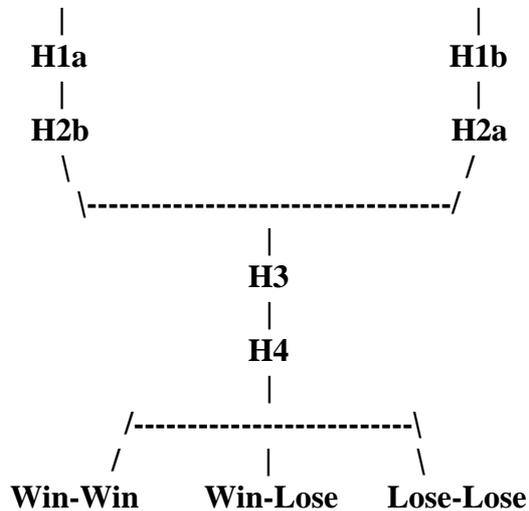
KRIEGER SYSTEM



SIRIUS SYSTEM



PROXIMA SYSTEM

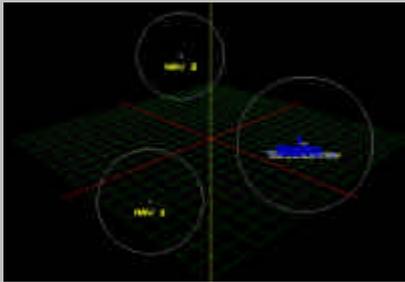


MISSIONS

A1: Courage 29.1 - The Capricious Carrier

Combat Summary -

Primary Objectives	Patrol all NAV points Destroy escaping Moray (added at NAV 2)
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo wing (Panthers) : Spyder (wing leader), Amazon, Stiletto
Briefing	The following information is classified: Your wing will provide close escort and tactical security during Cerberus' maiden voyage. Patrol this route. Cerberus will use your NAV system data to calibrate her jump detection software.



Alien Forces

NAV 1

Wave 1
4 Moray
Wave 2
3 Moray
2 Stingray

NAV 2

4 Manta
2 Moray

Notes

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

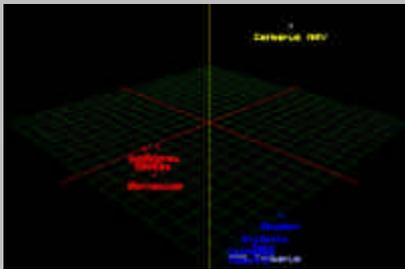
Success / Failure

Success / Failure go to A1a.

A1a: Courage 80.2 - Scramble / Ambush

Combat Summary -

Primary Objectives	Defend the Cerberus
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Wasp
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing(Panthers) : Spyder (Wing leader), Amazon, Stilleto
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus NAV

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

Notes

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

Success / Failure

Success / Failure and Success in A1 go to A2a. Success / Failure and Failure in A1 go to A2b

A2a: Courage 40.6 - Straight On Out

Combat Summary -

Primary Objectives

Escort Cerberus to the Jump Point

Secondary Objectives

None

Bonus Objectives

Eliminate 75% of alien fighters

Eliminate 75% of alien bombers

Your Ship

"Black" Panthers

Wingmen

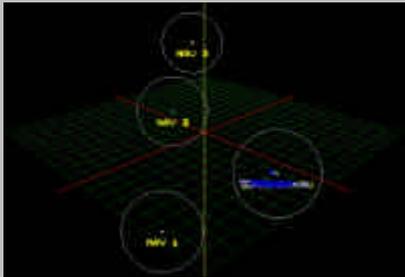
Maestro, Spyder, Zero

Other Friendly Ships

Cerberus

Briefing

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



Alien Forces

NAV 1

3 Moray

4 Skate

NAV 2

Wave 1

2 Red Manta

2 Manta

2 Moray

3 Skate

Wave 2

2 Red Manta

2 Manta

4 Moray

2 Skate

NAV 3

2 Red Manta

6 Moray

Notes

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

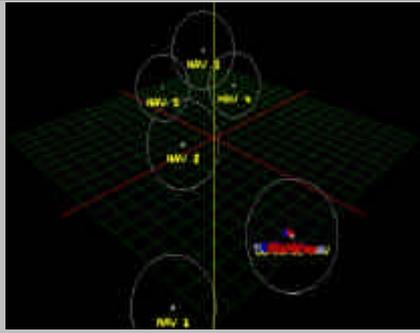
Success / Failure

Success / Failure go to A3.

A2b: Courage 66.2 - Long Way Out

Combat Summary -

Primary Objectives	Escort Cerberus to the Jump Point
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Panther
Wingmen	Spyder, Maestro
Other Friendly Ships	Cerberus, Bravo Wing (Vampires) : Zero(Wing Leader), Amazon, Stiletto
Briefing	An alien presence in this system has been confirmed. To maximise our chances of survival, we must reach the jump to Ella system. Failure will mean being trapped in this system by an unknown number of alien forces. Escort Cerberus to this point. Due to Alpha wing's failure in containment of the alien patrol, we will take a diversionary route to improve our chances of avoiding capture.



Alien Forces

Cerberus NAV

2 Red Manta

4 Stingray

NAV 1

4 Manta

4 Moray

NAV 2

Wave 1

4 Manta

1 Devil Ray

Wave 2

4 Moray

1 Devil Ray

NAV 3

2 Skate T

2 Skate B

1 Devil Ray

4 Moray

NAV 4

2 Skate T

2 Skate B

1 Devil Ray

4 Moray

NAV 5

1 Hydra

4 Manta

6 Stingray

4 Moray

Notes

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

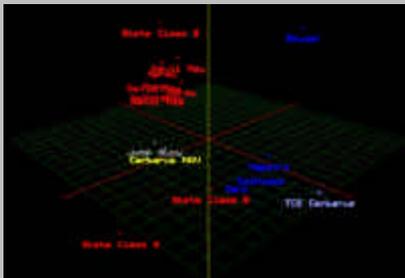
Success / Failure

Success / Failure go to A3.

A3: Courage 68.7 - Visit To Aunt Ella

Combat Summary -

Primary Objectives	Defend Cerberus
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Vampire
Wingmen	Maestro, Zero, Spyder
Other Friendly Ships	Cerberus
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus NAV

Wave 1

- 4 Moray
- 4 Devil Ray
- 3 Skate B

Wave 2

- 4 Moray
- 4 Devil Ray
- 6 Stingray

Notes

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

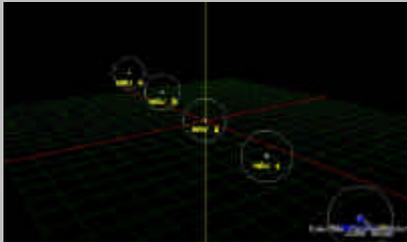
Success / Failure

Success / Failure go to B1.

B1: Ella 1096.A0 - Fresh Start

Combat Summary -

Primary Objectives	Escort and defend the Cerberus
Secondary Objectives	None
Bonus Objectives	Eliminate 50% of alien fighters
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus NAV

9 Moray

NAV 1

10 Moray

1 Manta

NAV 2

2 Red Manta

6 Moray

NAV 3

3 Moray

1 Red Manta

2 Manta

5 Stingray

NAV 4

3 Moray

2 Red Manta

2 Manta

1 Devil Ray

Notes

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

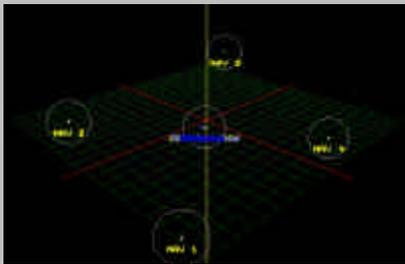
Success / Failure

Success / Failure go to B1a.

B1a: Ella 2100.X4 - Unfriendly Terms

Combat Summary -

Primary Objectives	Clear all NAV points
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	4 Excaliburs at NAV 3
Briefing	There is no briefing before this mission. It is a scramble



Alien Forces

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

Notes

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

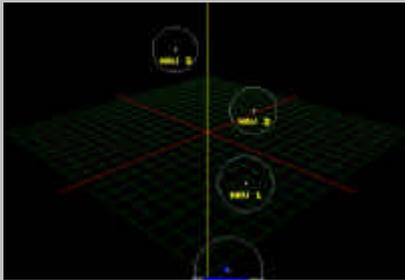
Success / Failure

Success / Failure go to B2.

B2: Ella 7020.00 - Deep Strike One

Combat Summary -

Primary Objectives	Eliminate Orca Destroyer Eliminate bombers
Secondary Objectives	Eliminate alien transports
Bonus Objectives	None
Your Ship	"Black" Shrike
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excaliburs, 3 Thunderbolts at NAV 3
Briefing	Ella starbase is within range of our coded transmissions. Patrols from her defense squad report a Destroyer-class alien vessel in this area. Follow this NAV route and eliminate any capital ships you encounter.



Alien Forces

NAV 1
5 Moray
3 Manta

NAV 2
3 Red Manta
6 Moray

NAV 3
1 Orca
2 Triton
2 Barracuda
4 Moray
5 Manta

Notes

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

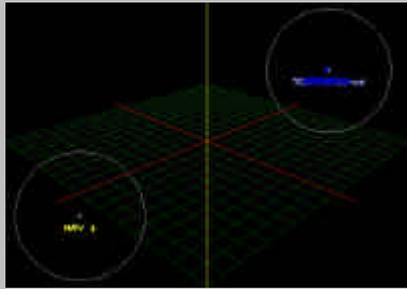
Success / Failure

Success / Failure go to B2a.

B2a: Ella 7031.0A - Phase Focus

Combat Summary -

Primary Objectives	Escort Cruiser and Destroyers back to Cerberus
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Plunkett, 2 Murphys, 3 Excaliburs and 3 Tiger Sharks at NAV 3
Briefing	The TCS Tereshkova, a Plunkett-class cruiser, and two Murphy-class destroyers will be jumping in from the Vespus system shortly. Patrol the area between the Cerberus and this jump point eliminating all hostile forces encountered. Rendezvous with the Tereshkova at the jump point and escort her back to Cerberus.



Alien Forces

NAV 1

4 Moray

3 Manta

NAV 2

5 Skate

4 Moray

NAV 3

2 Devil Ray

9 Red Manta

4 Stingray

Notes

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

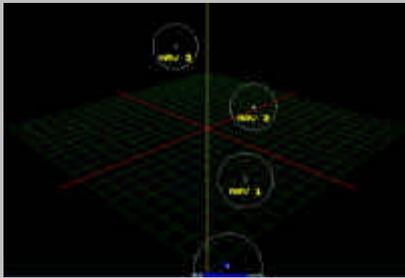
Success / Failure

Success / Failure and Success in B2 go to B3a. Success / Failure and Failure in B2 go to B3b.

B3a: Ella 0055.CC - Back Yard Sweep

Combat Summary -

Primary Objectives	Escort Cerberus
Secondary Objectives	None
Bonus Objectives	Eliminate 50% of alien fighters
Your Ship	"Black" Panther
Wingmen	Maestro, Zero
Other Friendly Ships	Bravo wing (Panthers) : Spyder (Wing leader), Stiletto, Amazon
Briefing	Sweep this NAV route alongside Cerberus. Protect the cruiser on approach to the Cygnus jump point. Clear all NAV points of alien craft.



Alien Forces

NAV 1

4 Moray
2 Red Manta

NAV 2

4 Moray
5 Stingray

NAV 3

3 Moray
1 Red Manta
5 Stingray

NAV 4

3 Moray
2 Red Manta
6 Stingray

Notes

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

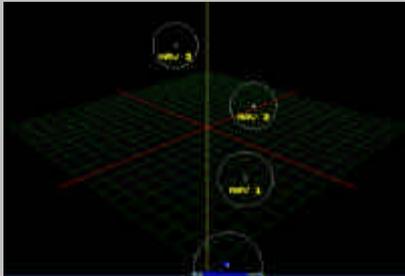
Success / Failure

Success / Failure go to B4

B3b: Ella 0078.C9 - The Unwelcome

Combat Summary -

Primary Objectives	Defend Ella Starbase Escort and defend the Cerberus
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 5 Excaliburs, 3 Thunderbolts at NAV 1
Briefing	There is no briefing before this mission. It is a scramble



Alien Forces

NAV 1

1 Orca
2 Red Manta
4 Devil Ray
14 Skate

NAV 2

4 Moray
5 Stingray

NAV 3

3 Moray
1 Red Manta
3 Stingray

NAV 4

4 Moray
1 Red Manta
4 Stingray

Notes

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

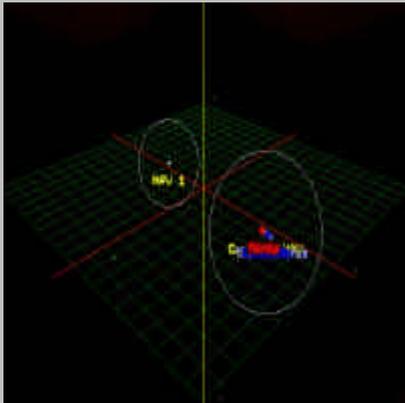
Success / Failure

Success / Failure go to B4

B4: Ella 0102.0A - Path to Cygnus

Combat Summary -

Primary Objectives	Escort Cerberus to jump point Eliminate alien fighters
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon
Briefing	Cerberus will now attempt to jump into Cygnus. Alien forces are in pursuit and may over-take our position near the jump point. Escort Cerberus along this route as quickly as possible. If Cerberus can reach the jump point before the majority of the alien fleet arrives, we will be able to enter the Cygnus system undetected.



Alien Forces

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

Notes

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

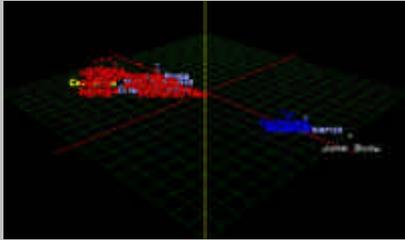
Success / Failure

Success / Failure go to C1

C1: Talos 086.99 - Friends In Need

Combat Summary -

Primary Objectives	Rescue Shy Meadows
Secondary Objectives	None
Bonus Objectives	Rescue Kyoto Rose Rescue Cheryls Song
Your Ship	"Black" Wasp
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Wasps): Spyder (Wing leader), Stiletto, Amazon.
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus NAV

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

Notes

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

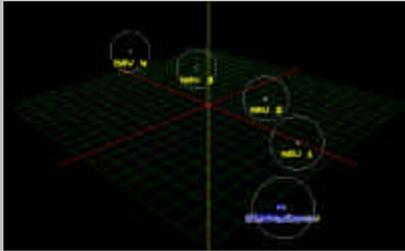
Success / Failure

Success go to C2a, Failure go to C2b

C2a: Talos 087.01 - Circumvention

Combat Summary -

Primary Objectives	Escort and defend the Cerberus Escort and defend civilian transports
Secondary Objectives	None
Bonus Objectives	Eliminate 50% of alien fighters
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excaliburs at NAV 4.
Briefing	Intel believes that the aliens are massing for a strike on the Sol system. Cerberus must reach Cygnus system to divide alien forces and improve Confed's chances of repelling this large-scale attack. To achieve this, Cerberus must first reach Talos station. Escort Cerberus along this NAV route. Once we have arrived at the station you will be cleared to land.



Alien Forces

NAV 1
3 Red Manta
5 Manta
7 Moray

NAV 2
2 Red Manta
5 Manta
5 Moray

NAV 3
1 Red Manta
2 Manta
7 Moray

NAV 4
3 Red Manta
2 Manta
5 Moray

Notes

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

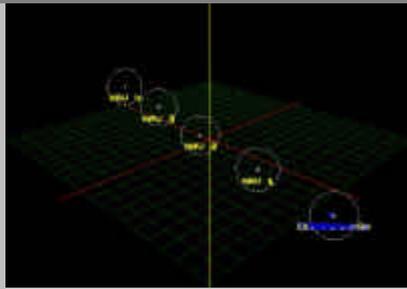
Success / Failure

Success / Failure go to C2AA

C2b: Talos 088.AA - The Clean Blitz

Combat Summary -

Primary Objectives	Escort and defend the Cerberus Eliminate Destroyer (added at NAV 3)
Secondary Objectives	None
Bonus Objectives	Rescue Babylonia (Added after distress call) Rescue Santa Anna (Added after distress call) Escort and defend civilian transports (Added if you decide to save them at NAV 5)
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Shrikes):Spyder (Wing leader), Stiletto, Amazon at NAV3. 2 Excaliburs at NAV4. Excalibur, 2 Thunderbolts, Babylonia, Santa Anna at NAV5
Briefing	Intel believes that the aliens are massing for a strike on the Sol system. Cerberus must reach Cygnus system to divide alien forces and improve Confed's chances of repelling this large-scale attack. To achieve this, Cerberus must first reach Talos station. Escort Cerberus along this NAV route. Once we have arrived at the station you will be cleared to land.



Alien Forces

NAV 1

5 Manta
3 Red Manta
3 Moray

NAV 2

5 Manta
2 Red Manta
2 Moray

NAV 3

1 Orca
2 Barracuda
1 Red Manta
4 Moray
3 Manta

NAV 4 (if you hit NAV 5)

2 Manta
2 Red Manta
5 Moray

NAV 4 (if you miss NAV 5)

4 Manta
3 Red Manta
5 Moray

NAV 5

5 Moray
2 Red Manta
3 Manta
3 Stingray

Notes

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

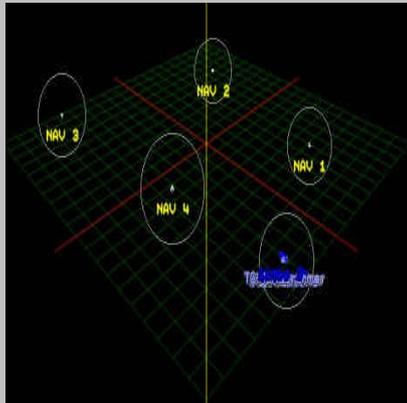
Success / Failure

Success / Failure go to C2AA

C2aa: Talos 090.0C - Hidden Foes

Combat Summary -

Primary Objectives	Patrol all NAV points
Secondary Objectives	None
Bonus Objectives	Destroy alien transports
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon, 3 Excaliburs, 3 Thunderbolts
Briefing	The TCS Foehammer has arrived to aid the situation here in Talos System. You will be flying a combined patrol with a flight of Excaliburs from the Foehammer. Patrol all NAV points and eliminate all enemy forces encountered.



Alien Forces

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

Notes

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

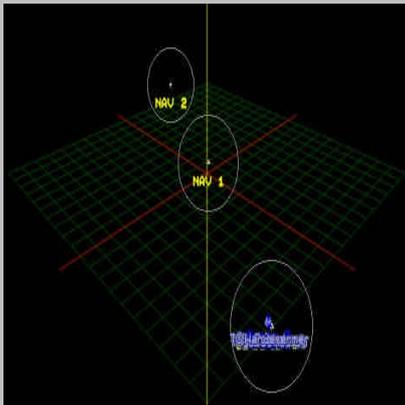
Success / Failure

Success / Failure and Success in C1 go to C2AB. Success / Failure and Failure in C1 go to C2AC

C2ab: Talos 104.B2 - The Great Forbidden

Combat Summary -

Primary Objectives	Escort transports to jump point
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excaliburs
Briefing	The civilian transport craft under our protection must be escorted to the Sol system jump point. Follow this NAV route and defend the civilian transports. When the craft have made their jump to Sol system, return to Cerberus for futher briefing.



Alien Forces

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

Notes

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

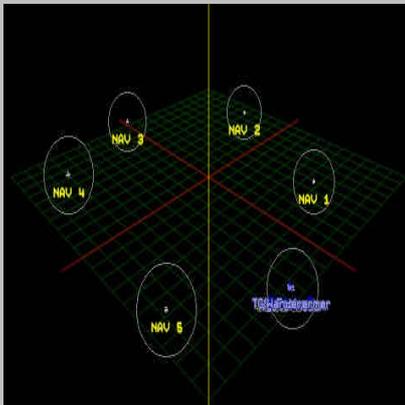
Success / Failure

Success / Failure go to C3a

C2ac: Talos 104.C0 - Careful Steps

Combat Summary -

Primary Objectives	Patrol all NAV points
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excaliburs
Briefing	Talos system remains heavily populated with alien craft. Patrol this NAV route and eliminate all enemy vessels you encounter. When your patrol is complete, return to Cerberus.



Alien Forces

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

Notes

- Only two of your patrol points have alien forces, so where are the rest or the bugs? Arranging your welcome home party back at the Cerberus, so be sure to save a good few missiles for them.
- The first thing on your mind when you get back to Cerberus should be taking out the Stingray fighters, and breaking up any clusters ASAP.

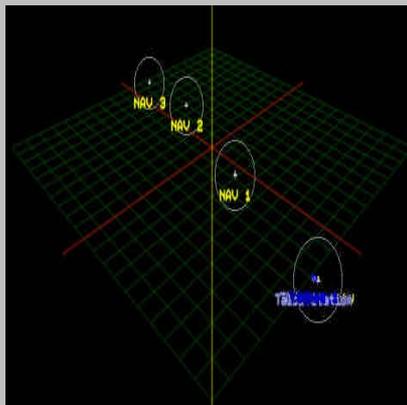
Success / Failure

Success / Failure go to C3b

C3a: Talos 105.00 - Deep Strike Two

Combat Summary -

Primary Objectives	Escort Cerberus to jump point Eliminate destroyer
Secondary Objectives	Eliminate alien fighters Eliminate alien transports
Bonus Objectives	None
Your Ship	"Black" Shrike
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excaliburs
Briefing	Data from Talos Station confirms the presence of a Destroyer class vessel in this vicinity. You will stage a strike against this craft and any support ships in the area. Once cleared of alien activity, Talos forces will be able to help us jump safely into Cygnus to continue searching out the alien position.



Alien Forces

NAV 1
10 Moray

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

Notes

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

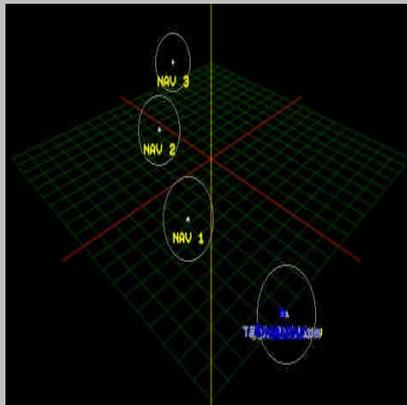
Success / Failure

Success / Failure go to D1.

C3b: Talos 105.0A : Second Path To Cygnus

Combat Summary -

Primary Objectives	Escort Cerberus to the jump point
Secondary Objectives	Eliminate alien fighters Eliminate alien bombers
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers): Spyder (Wing leader), Stiletto, Amazon. 3 Excaliburs
Briefing	Forces from Talos will aid our insertion into Cygnus system. Lead Cerberus along this NAV route. Once all fighters are eliminated, you will be cleared to land.



Alien Forces

NAV 1
12 Moray
2 Manta

NAV 2
5 Moray
2 Red Manta
4 Manta

NAV 3
3 Moray
3 Manta
6 Stingray

Notes

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

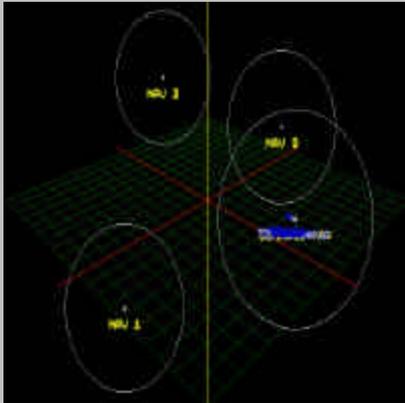
Success / Failure

Success / Failure go to D1

D1: Cygnus 98.22 - Evaluation

Combat Summary -

Primary Objectives	Patrol all NAV points
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Panther
Wingmen	Spyder, Zero
Other Friendly Ships	None
Briefing	Cerberus has arrived in Cygnus. We have been able to detect a number of strong alien signal patterns emanating from a nearby source. Patrol this route. Once all hostile craft have been eliminated, you will be cleared to land.



Alien Forces

NAV 1
4 Moray

NAV 2
3 Moray
2 Manta

NAV 3
4 Moray
2 Manta
1 Devil Ray

Notes

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

Success / Failure

Success / Failure go to D2

D2: Cygnus 98.30 - Salvation

Combat Summary -

Primary Objectives

Escort rescue shuttle to the Albergetti

Secondary Objectives

None

Bonus Objectives

Eliminate 75% of alien fighters

Your Ship

"Black" Panther

Wingmen

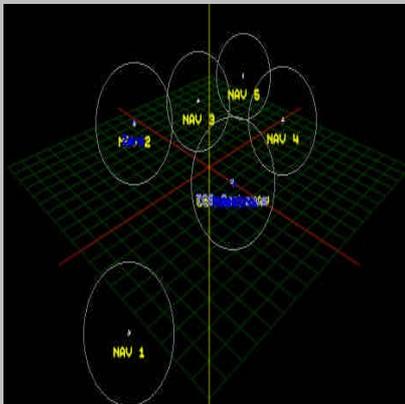
Spyder, Stiletto

Other Friendly Ships

Maestro (Shrike), Zero (SAR). Albergetti (hulk) at NAV 2

Briefing

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



Alien Forces

NAV 2

3 Stingray

3 Moray

NAV 3

6 Stingray

NAV 4

4 Manta

NAV 5

4 Manta

4 Moray

Notes

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

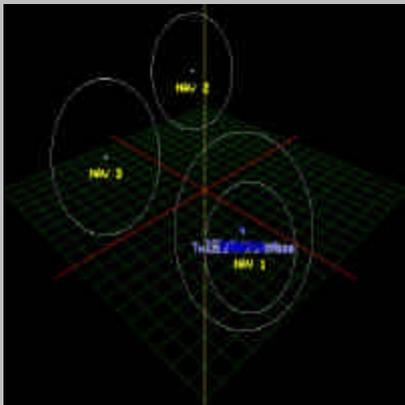
Success / Failure

Success / Failure go to D3

D3: Cygnus 98.37 - The Twilight Purchase

Combat Summary -

Primary Objectives	Patrol all NAV points.
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters Eliminate 75% of alien bombers
Your Ship	"Black" Panther
Wingmen	Stiletto, Spyder, Maestro
Other Friendly Ships	None
Briefing	Cerberus medical systems are inadequate to care for the survivors of the Ana Maria Albergetti wreckage. We will need to find a suitable facility within the next twelve hours to guarantee the civilians' survival. Intel advises that nearby alien activity may indicate a blockade movement in nearby Luyten and Kreiger systems. We have been ordered to sweep further into Cygnus to pull the bottom out of the alien blockade. Search along this NAV route and eliminate all alien forces.



Alien Forces

NAV 1
1 Ray
4 Moray

NAV 2
6 Stingray
4 Red Manta

NAV 3
4 Skate T
2 Manta

Notes

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

Success / Failure

Success go to D4a. Failure go to D4b.

D4a: Cygnus 98.38 - Building Blocks

Combat Summary -

Primary Objectives

Patrol all NAV points in order.

Secondary Objectives

None

Bonus Objectives

Eliminate 75% of alien fighters

Your Ship

"Black" Panther

Wingmen

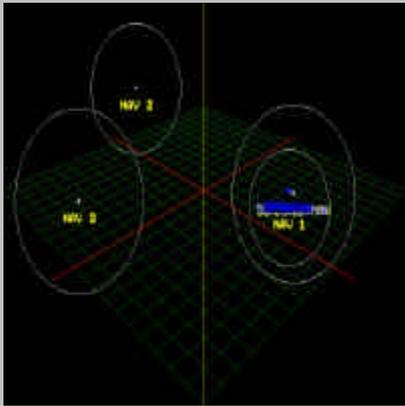
Stiletto, Spyder

Other Friendly Ships

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

Briefing

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



Alien Forces

NAV 1

4 Manta

NAV 2

4 Skate

4 Manta

1 Devil Ray

NAV 3

2 Moray

2 Manta

2 Devil Ray

Notes

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

Success / Failure

Success / Failure go to D5

D4b: Cygnus 98.39 - Block Party

Combat Summary -

Primary Objectives

Defend Cerberus

Secondary Objectives

Defend Jump-point

Bonus Objectives

Eliminate 75% of alien fighters

Eliminate 75% of alien bombers

Your Ship

"Black" Panther

Wingmen

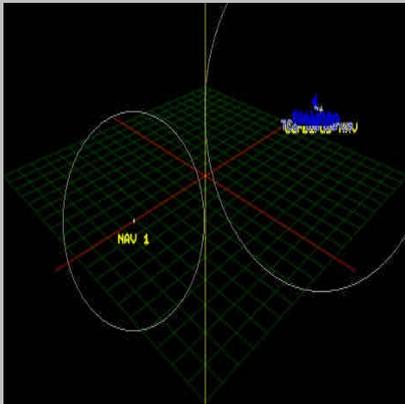
Stiletto, Spyder

Other Friendly Ships

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

Briefing

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



Alien Forces

Cerberus NAV

4 Manta

2 Red Manta

NAV 1

1 Hydra

8 Squid

Notes

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

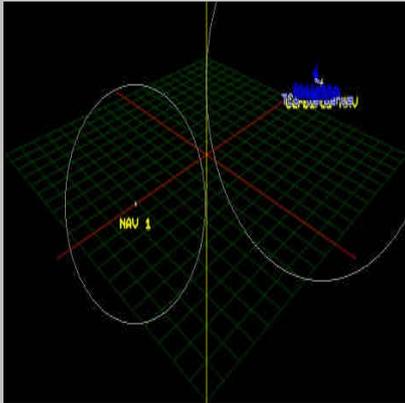
Success / Failure

Success / Failure go to D5

D5: Cygnus 98.40 - Rising Blocks

Combat Summary -

Primary Objectives	Ensure Cruiser Elimination Defend Bravo Wing
Secondary Objectives	Eliminate 75% of alien fighters Eliminate 75% of cruiser gun turrets Eliminate 75% of cruiser missile turrets Eliminate cruiser shield emitters
Bonus Objectives	None
Your Ship	"Black" Shrike
Wingmen	Amazon, Spyder
Other Friendly Ships	Bravo wing (Panthers) : Maestro (Wing leader), Stiletto, Zero.
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1

4 Manta
4 Moray
2 Devil Ray

NAV 2

1 Hydra

*6 Stingray and unlimited waves of
Stingray until the Hydra is destroyed.*

Notes

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

Success / Failure

Success / Failure go to E1

E1a: Luyten 04.00 : Defensive Tactics

Combat Summary -

Primary Objectives	Patrol all NAV points
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Vampire
Wingmen	Zero, Maestro
Other Friendly Ships	None
Briefing	The concentration of alien craft in this system remains unknown. Your wing will lead a patrol along this route. Eliminate any alien vessels you contact. When your patrol is completed, return to Cerberus.

Alien Forces

NAV 1

4 Moray
3 Manta
8 Skate

NAV 3

3 Moray
5 Skate
2 Stingray

NAV 4

8 Skate
3 Devil Ray
3 Barracuda

Notes

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

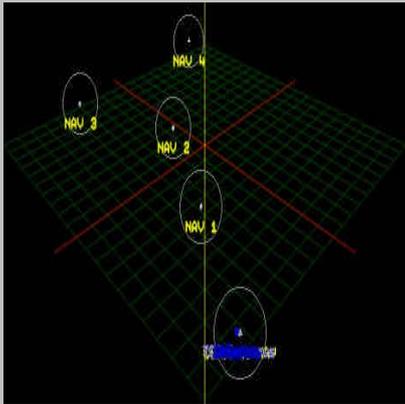
Success / Failure

Success / Failure go to E2

E2: Luyten 04.K7 : Luyten Station Support

Combat Summary -

Primary Objectives	Escort and defend Cerberus Defend Luyten Station
Secondary Objectives	Patrol all NAV points
Bonus Objectives	None
Your Ship	"Black" Vampire
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Vampires): Spyder (Wing leader), Stiletto, Amazon. Luyten Station, 4 Excaliburs at NAV 2.
Briefing	An alien cruiser is closing on Luyten outpost at this moment. Clear all NAV points surrounding this station and preserve the main outpost complex. Cerberus stands to gain important data from the sensor array aboard Luyten as well as necessary supplies and possible reinforcements.



Alien Forces

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

Notes

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

Success / Failure

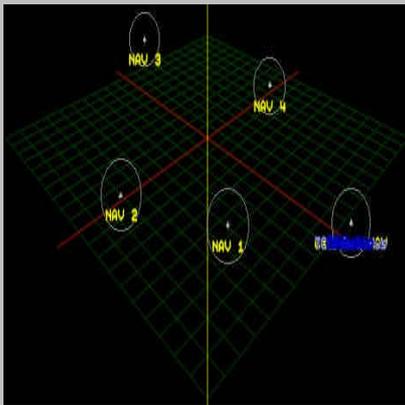
Success / Failure go to E2a

E2a: Luyten 05.UX : Banded Enigma

Combat Summary -

Primary Objectives	Eliminate alien transports
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Shrike
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto. 2 Thunderbolts and 3 Tiger Sharks at NAV 3

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



Alien Forces

NAV 2

6 Moray
12 Skate

NAV 3

5 Triton
4 Skate
2 Moray
3 Manta
2 Devil Ray

Between NAV 4 and Cerberus

4 Moray
8 Skate

Notes

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

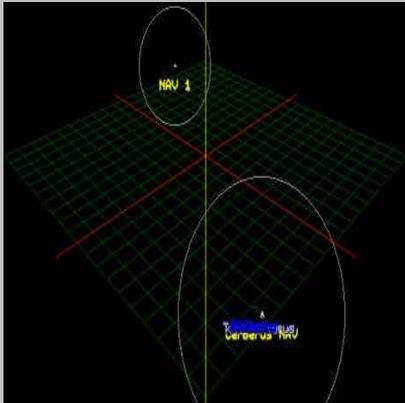
Success / Failure

Success / Failure and success in E2 go to E3a. Success / Failure and failure in E2 go to E3b

E3a: Luyten 05.V4 : Luyten Strike

Combat Summary -

Primary Objectives	Eliminate Cruiser Defend Bravo Wing Defend Luyten Station (added at NAV 2)
Secondary Objectives	None
Bonus Objectives	None
Your Ship	"Black" Panther
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Amazon. 4 Excaliburs, 4 Thunderbolts at NAV 1.
Briefing	Due to our successful defense of the Luyten outpost, we will be able to strike the alien cruiser. This is the first of three alien capital ships believed to be in this system. After the failed alien attack on Luyten station, Cruiser defenses should be relatively light. Fighters and bombers from Luyten station will add additional firepower to this effort and to our continued movement through the system.



Alien Forces

NAV 1
7 Moray
3 Manta
5 Stingray
NAV 2
1 Hydra
11 Moray
5 Stingray
4 Manta

Notes

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

Success / Failure

Success go to E4a. Failure go to E4b

E3b: Luyten 06.XZ : Cruiser Remains

Combat Summary -

Primary Objectives

Patrol all NAV points
Rendezvous with Confed convoy
Escort and defend friendly ships

Secondary Objectives

None

Bonus Objectives

Eliminate 50% of alien fighters

Your Ship

"Black" Panther

Wingmen

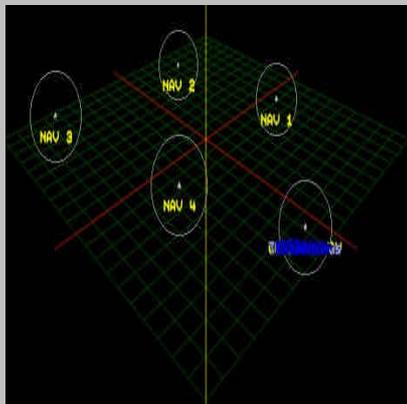
Zero, Maestro

Other Friendly Ships

Bravo Wing : Spyder (Wing leader), Stiletto, Amazon, Lady Luck, Star Of Xanady, Lonesome Wind (transports), TCS Bannockburn (Plunkett) and 8 Thunderbolts at NAV 3.

Briefing

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



Alien Forces

NAV 1

5 Moray
5 Skate
5 Stingray

NAV 2

14 Moray
2 Manta

NAV 3

6 Moray
8 Skate
4 Manta
2 Devil Ray

NAV 4

6 Skate
4 Moray
2 Manta
1 Devil Ray

Notes

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

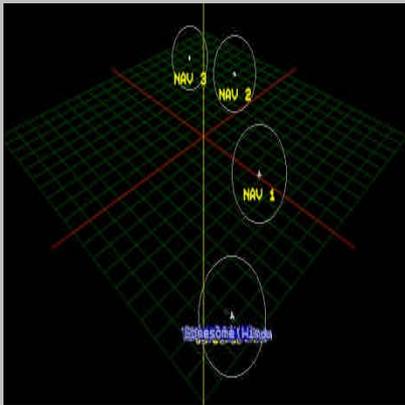
Success / Failure

Success / Failure go to E4b

E4a: Luyten 06.Z3 : Long Range Strike

Combat Summary -

Primary Objectives	Escort and Defend the Cerberus Eliminate Cruiser Eliminate Carrier
Secondary Objectives	Destroy Alien Transports
Bonus Objectives	Eliminate 50% of enemy fighters Eliminate 50% of enemy corvettes
Your Ship	"Black" Shrike
Wingmen	Zero, Maestro
Other Friendly Ships	Bravo Wing (Panthers) : Spyder (Wing leader), Stiletto, Amazon. 4 Excaliburs, 8 Thunderbolts
Briefing	With continued help from forces in Luyten, we will attempt to remove the alien blockade presence. Follow this NAV route and eliminate all alien craft. Once your mission is complete, Cerberus will be advancing to Kreiger system for further elimination of the alien blockade.



Alien Forces

NAV 1

1 Hydra
2 Barracuda
1 Triton
6 Manta

NAV 2

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

NAV 3

8 Moray
2 Red Manta

Notes

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

Success / Failure

Success / Failure go to G1

E4b: Luyten 08.A4 : Two Phase Strike

Combat Summary -

Primary Objectives

Escort and Defend the Cerberus

Eliminate Cruisers

Eliminate Carrier

Secondary Objectives

Destroy Alien Transports

Bonus Objectives

Eliminate 50% of enemy fighters

Eliminate 50% of enemy corvettes

Your Ship

"Black" Shrike

Wingmen

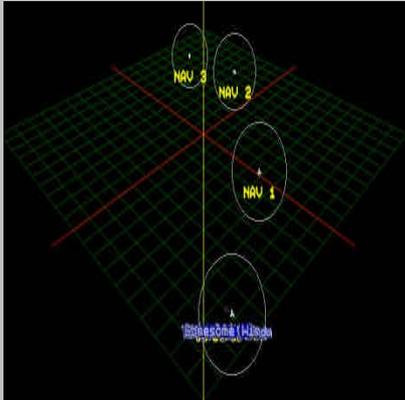
Zero, Maestro

Other Friendly Ships

Bravo Wing (Panthers) : Spyder (Wing leader), Stiletto, Amazon. 4 Excaliburs, 8 Thunderbolts

Briefing

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



Alien Forces

NAV 1

1 Hydra

2 Barracuda

1 Triton

6 Manta

Infinite waves of 4 Moray until Cruiser is destroyed

NAV 2

1 Leviathan

1 Hydra

3 Barracuda

1 Triton

4 Moray

4 Squid

Infinite waves of 4 Moray until Carrier is destroyed

NAV 3

4 Moray

4 Manta

4 Skate

Notes

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

Success / Failure

Success / Failure go to F1

F1 - Sirius 12.00 : Supply Line Crunch

Combat Summary -

Primary Objectives

Eliminate alien transports

Secondary Objectives

Eliminate alien corvettes

Bonus Objectives

Eliminate 75% of alien fighters

Your Ship

"Black" Shrike

Wingmen

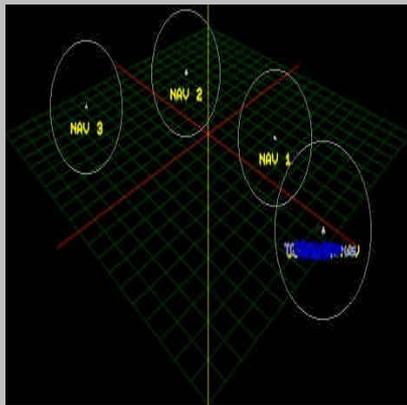
Maestro, Stiletto

Other Friendly Ships

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

Briefing

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



Alien Forces

NAV 1

1 Triton
1 Barracuda
5 Manta

NAV 2

2 Triton
4 Stingray
3 Manta

NAV 3

1 Barracuda
1 Triton
3 Manta
6 Stingray

Notes

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

Success / Failure

Success / Failure go to F2

F2 - Sirius 13.0A : Destroyer Crunch

Combat Summary -

Primary Objectives

Eliminate destroyer

Secondary Objectives

Destroy alien transport

Engage and destroy fighters

Eliminate 75% of alien destroyer gun turrets

Eliminate 75% of alien destroyer missile turrets

Eliminate Destroyer Shield emitters

Bonus Objectives

Eliminate 75% of alien fighters

Your Ship

"Black" Shrike

Wingmen

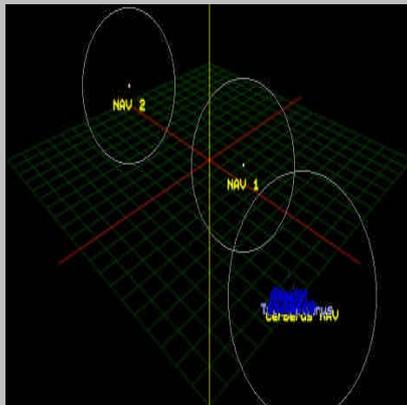
Maestro, Stiletto

Other Friendly Ships

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

Briefing

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



Alien Forces

NAV 1

4 Stingray

4 Moray

NAV 3

Wave 1

1 Orca

2 Triton

3 Manta

3 Moray

Wave 2

3 Barracuda

Notes

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

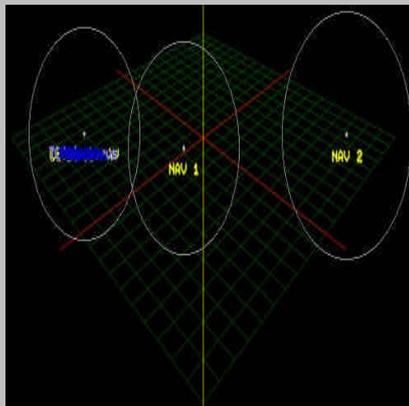
Success / Failure

Success / Failure go to F3

F3 - Sirius 13.9C : Supply Line Crunch Two

Combat Summary -

Primary Objectives	Eliminate alien transports
Secondary Objectives	Eliminate alien corvettes
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Shrike
Wingmen	Spyder, Amazon
Other Friendly Ships	Bravo Wing (Panthers) : Maestro (Wing leader), Zero, Stiletto.
Briefing	A fresh supply line has been forged by the aliens. Eliminate all alien transport vessels along this route. When your mission is complete, you will be refueled and armed for a strike against the final arm of the alien's carrier group.



Alien Forces

NAV 1

2 Triton
5 Skate
3 Devil Ray

NAV 2

2 Triton
1 Ray
4 Stingray
2 Devil Ray

NAV 3 (Hidden)

1 Triton
2 Barracuda
3 Stingray
5 Skate

Notes

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

Success / Failure

Success / Failure go to F4

F4 - Sirius 14.0D : Destroyer Crunch Two

Combat Summary -

Primary Objectives

Eliminate destroyer

Secondary Objectives

Eliminate alien transport

Engage and destroy fighters

Eliminate 75% of alien destroyer gun turrets

Eliminate 75% of alien destroyer missile turrets

Eliminate destroyer shield emitters

Bonus Objectives

Eliminate 75% of alien fighters

Your Ship

"Black" Shrike

Wingmen

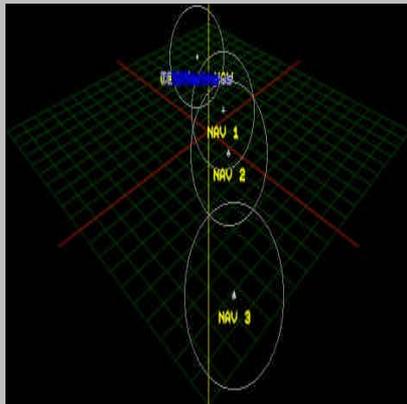
Maestro, Stiletto

Other Friendly Ships

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

Briefing

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



Alien Forces

NAV 1

4 Ray

4 Moray

NAV 2

6 Stingray

4 Moray

NAV 3

2 Triton

1 Orca

5 Moray

3 Lamprey

3 Manta

Notes

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

Success / Failure

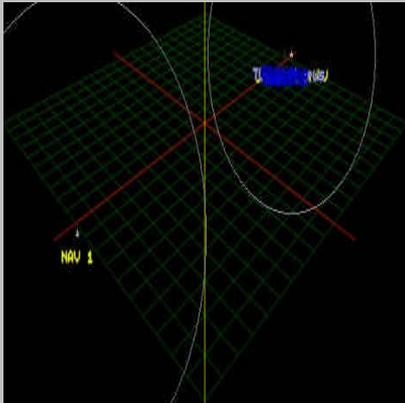
Success in F4 and Success in F2 go to F5a. Success in F4 and Failure in F2 go to F5b.

Failure in F4 go to F5b

F5a - Sirius 15.3G : Midway Crunch

Combat Summary -

Primary Objectives	Ensure carrier elimination Defend Bravo wing
Secondary Objectives	Eliminate alien transport Engage and destroy fighters Eliminate 75% of alien carrier gun turrets Eliminate 75% of alien carrier missile turrets Eliminate carrier shield emitters
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Panther
Wingmen	Amazon, Zero
Other Friendly Ships	Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Maestro. 3 Thunderbolt, 3 Panther, 3 Vampire at NAV 1
Briefing	Midway and Cerberus are now positioned to flank the alien carrier in central Sirius. Eliminate this carrier and all of her attending craft with the help of forces from the Midway.



Alien Forces

NAV 1

- 1 Leviathan
- 2 Ray
- 5 Squid
- 7 Skate
- 7 Stingray

Infinite waves of fighters until carrier is dead

Notes

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

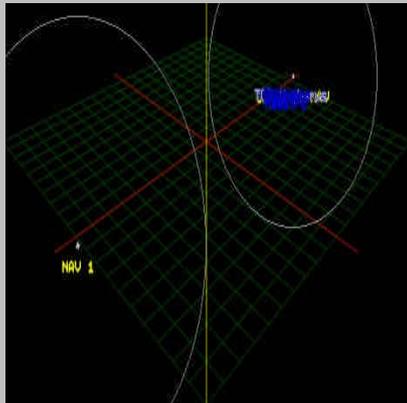
Success / Failure

Success / Failure go to F6a

F5b - Sirius 16.2L : Back Pedal

Combat Summary -

Primary Objectives	Ensure Carrier Elimination Defend Midway Defend Bravo wing
Secondary Objectives	Ensure destroyer elimination Ensure carrier elimination Engage and destroy fighters Eliminate 75% of alien destroyer gun turrets Eliminate 75% of alien destroyer missile turrets Eliminate destroyer shield emitters Eliminate 75% of alien carrier gun turrets Eliminate 75% of alien carrier missile turrets Eliminate 75% of enemy fighters
Bonus Objectives	"Black" Panther
Your Ship	Amazon, Zero
Wingmen	Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Maestro.
Other Friendly Ships	
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

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

Notes

- Make sure that you defend your bombers well at NAV 1. You will need them for the big fight at NAV 2 once the Midway is safe. Be sure to attack the Red Mantas and Stingrays first once you reach the Midway.
- Don't even think about going through your NAV route in reverse. If you hit NAV 2 before you hit NAV 1 there is no way that you can save the Midway.

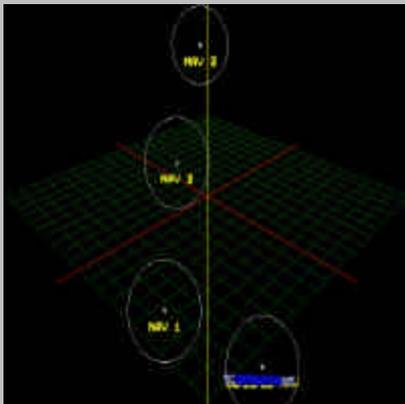
Success / Failure

Success you go to F6b. Failure you lose.

F6a - Sirius 18.9Y : Path To Proxima

Combat Summary -

Primary Objectives	Escort Cerberus to jump point
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters Eliminate 75% of alien bombers
Your Ship	"Black" Panther
Wingmen	Maestro, Zero
Other Friendly Ships	Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Amazon.
Briefing	Intel believes that the aliens are using the binary star system of Proxima to fuel a new wormhole device. Science Division aboard Midway has deduced that, if the aliens open a second wormhole in Proxima, it will remain open until the stars themselves are depleted. We must reinforce the scattered Confed ships active in Proxima and eliminate the alien presence. Lead Cerberus along this NAV route to the Proxima jump point.



Alien Forces

NAV 1
6 Manta

NAV 2
2 Barracuda
2 Skate
3 Devil Ray
2 Skate T

NAV 3
4 Red Manta
3 Stingray

Notes

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

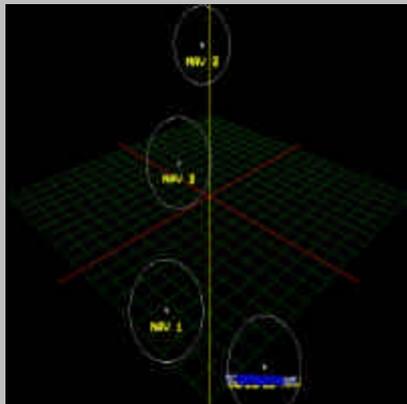
Success / Failure

Success / Failure go to H1b

F6b - Sirius 18.9Z : Road To Proxima

Combat Summary -

Primary Objectives	Escort Cerberus to jump point
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters Eliminate 75% of alien bombers
Your Ship	"Black" Panther
Wingmen	Maestro, Zero
Other Friendly Ships	Bravo Wing (Shrikes) : Spyder (Wing leader), Stiletto, Amazon.
Briefing	Intel believes that the aliens are using the binary star system of Proxima to fuel a new wormhole device. Science Division aboard Midway has deduced that, if the aliens open a second wormhole in Proxima, it will remain open until the stars themselves are depleted. We must reinforce the scattered Confed ships active in Proxima and eliminate the alien presence. Lead Cerberus along this NAV route to the Proxima jump point.



Alien Forces

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

Notes

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

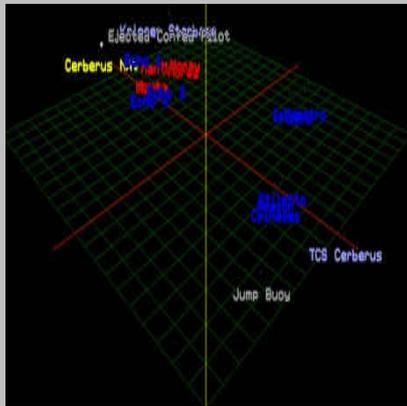
Success / Failure

Success / Failure go to H1b

G1 - Krieger V.02 : Krieger Starbase

Combat Summary -

Primary Objectives	Defend Krieger space station
Secondary Objectives	Eliminate alien bombers Eliminate alien fighters
Bonus Objectives	Eliminate 50% of enemy fighters Eliminate 66% of enemy bombers
Your Ship	"Black" Wasp
Wingmen	Stiletto, Amazon
Other Friendly Ships	Bravo Wing (Wasps) : Spyder (Wing leader), Zero, Maestro.
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

Cerberus NAV

Wave 1

6 Moray
1 Manta
4 Red Manta
4 Lamprey

Wave 2

2 Red Manta
5 Moray
3 Stingray

Wave 3

3 Manta
9 Moray
4 Red Manta
3 Lamprey

Notes

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

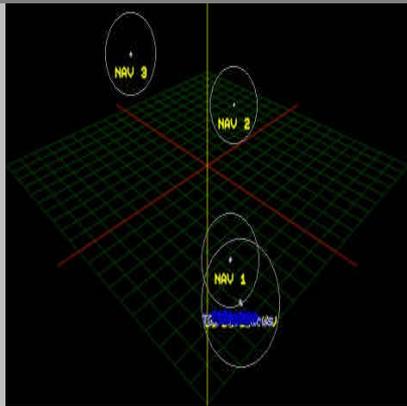
Success / Failure

Success / Failure go to G2

G2 - Krieger G.16 : Tactical Reposition

Combat Summary -

Primary Objectives	Escort and defend the Cerberus
Secondary Objectives	Defend friendly bombers
Bonus Objectives	None
Your Ship	"Black" Vampire
Wingmen	Amazon, Spyder
Other Friendly Ships	Bravo Wing (Devastator) : Stiletto (Wing leader), Zero, Maestro.
Briefing	Friendly forces in this system report an immense blockade presence leading up to the Proxima jump point. We will eliminate the alien capital ships one by one. Our first step is a tactical repositioning for Cerberus. Escort the cruiser along this route and defend against any hostiles.



Alien Forces

NAV 1

- 1 Orca
- 2 Barracuda
- 2 Red Manta
- 3 Manta
- 6 Stingray

NAV 2

Wave 1

- 1 Triton
- 2 Skate B
- 2 Barracuda
- 3 Lamprey

- 1 Manta

- 3 Moray

Wave 2

- 6 Manta

Wave 3

- 1 Manta

- 2 Moray

Wave 4

- 3 Moray

NAV 3

- 2 Ray

- 2 Red Manta

- 4 Lamprey

- 2 Devil Ray

Notes

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

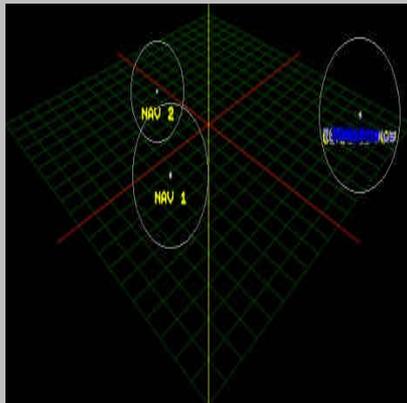
Success / Failure

Success / Failure go to G3

G3 - Krieger U.00 : Carrier Assault One

Combat Summary -

Primary Objectives	Eliminate all alien carrier gun turrets Eliminate all alien carrier missile turrets
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Vampire
Wingmen	Amazon, Zero
Other Friendly Ships	Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto, Maestro.
Briefing	Alien fighter presence in this system is extremely heavy. Sweep this NAV route of all alien fighters. You will come across the alien Carrier during this patrol. Eliminate the Carrier's turret defenses in anticipation of a subsequent bomber strike.



Alien Forces

NAV 1

Wave 1

6 Moray

4 Manta

Wave 2

6 Manta

8 Moray

NAV 2

1 Leviathan

2 Triton

3 Barracuda

3 Lamprey

5 Moray

Three waves of Squid, Manta, Moray unless carrier is destroyed

Between NAV 2 and Cerberus

4 Moray

3 Manta

1 Devil Ray

Notes

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

Success / Failure

Success / Failure go to G4

G4 - Krieger H.27 : Carrier Erasure

Combat Summary -

Primary Objectives

Eliminate carrier

Secondary Objectives

Engage and destroy fighters

Eliminate alien transports

Bonus Objectives

Eliminate 50% of alien fighters

Your Ship

"Black" Devastator

Wingmen

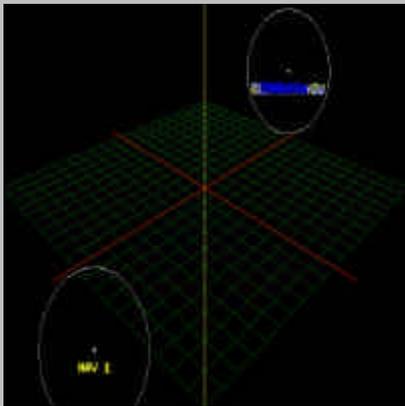
Amazon, Zero

Other Friendly Ships

Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto, Maestro. 3 Piranhas, 6 Excaliburs at NAV 1.

Briefing

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



Alien Forces

NAV 1

Wave 1

1 Leviathan

2 Triton

5 Squid

5 Moray

5 Lamprey

Wave 2

3 Manta

3 Lamprey

3 Squid

Plus waves of Lamprey and Manta until the carrier is destroyed

NAV 2

2 Orca

2 Triton

4 Barracuda

5 Lamprey

5 Manta

Waves of Lamprey, Stingray and Moray until capships are destroyed.

Notes

- Since you are flying a Devastator, you dont need to worry about wasting torpedos so much. You can always use your plasma gun to destroy capships, which is just as well considering the number of capships in this mission.
- Perhaps the enemy forces at NAV 2 make up for the easy NAV 1. Or perhaps those bugs are waiting to get their asses kicked. Either way, go get them. Go straight for the capships and you'll have less fighters to face. Shooting fighters wont get the job done.

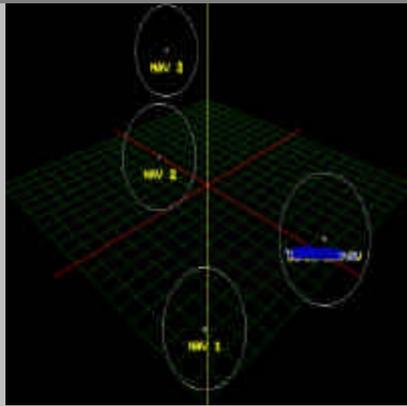
Success / Failure

Success / Failure go to G5

G5 - Krieger S.05 : Reposition Battery

Combat Summary -

Primary Objectives	Escort and defend the Cerberus
Secondary Objectives	Eliminate alien bombers Eliminate alien fighters
Bonus Objectives	Eliminate 50% of alien fighters Eliminate 75% of alien bombers
Your Ship	"Black" Vampire
Wingmen	Amazon, Spyder
Other Friendly Ships	Bravo Wing (Vampires) : Stiletto (Wing leader), Zero, Maestro.
Briefing	Multi-stage assault tactics have proven effective against the alien blockade. We are going to attempt another multi-stage strike on a second alien star-ship in this system. The enemy vessel is positioned to block our path into Proxima and is most likely guarding more capital ships in and around a nearby jump point. In order to punch through this obstacle, Cerberus will need to be repositioned. Provide cover for Cerberus along this NAV route.



Alien Forces

NAV 1

Wave 1

1 Comm Facility

4 Ray

3 Red Manta

7 Squid

Wave 2

3 Squid

3 Moray

Wave 3

1 Red Manta

4 Skate

4 Moray

Wave 4

5 Moray

NAV 2

Wave 1

2 Triton

5 Lamprey

3 Moray

1 Red Manta

Wave 2

1 Red Manta

6 Moray

Wave 3

4 Manta

4 Stingray

NAV 3

Wave 1

3 Moray

2 Red Manta

5 Stingray

Wave 2

2 Devil Ray

4 Moray

Notes

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

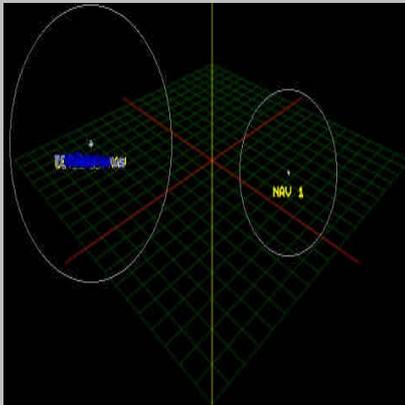
Success / Failure

Success / Failure go to G6

G6 - Krieger K.88 : Turrets Swipe

Combat Summary -

Primary Objectives	Eliminate all alien carrier gun turrets Eliminate all alien carrier missile turrets
Secondary Objectives	None
Bonus Objectives	Eliminate 50% of alien fighters
Your Ship	"Black" Vampire
Wingmen	Amazon, Zero
Other Friendly Ships	Bravo Wing (Vampires) : Spyder (Wing leader), Stiletto, Maestro.
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1

Wave 1

- 1 Leviathan
- 4 Barracuda
- 5 Moray
- 5 Manta

Wave 2

- 4 Manta
- 4 Lamprey

Wave 3

- 4 Squid
- 4 Moray

Wave 4

- 4 Squid
- 4 Manta

Notes

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

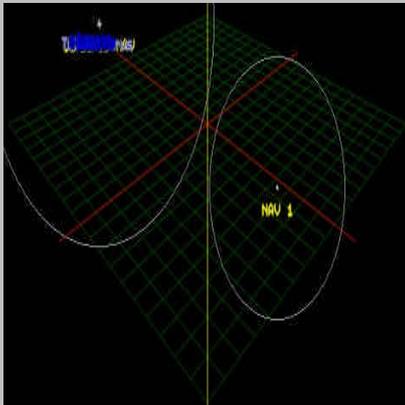
Success / Failure

Success / Failure go to G7

G7 - Krieger W.09 : Final Blows

Combat Summary -

Primary Objectives	Eliminate carrier Destroy any other alien capships
Secondary Objectives	Eliminate fighters defending carrier
Bonus Objectives	Eliminate 50% of alien fighters
Your Ship	"Black" Devastator
Wingmen	Amazon, Stiletto
Other Friendly Ships	Bravo Wing (Vampires) : Spyder (Wing leader), Zero, Maestro.
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1

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

Notes

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

Success / Failure

Success / Failure go to G8

G8 - Krieger P.76 : Path To Proxima

Combat Summary -

Primary Objectives

Escort and defend the Cerberus

Secondary Objectives

Engage and destroy fighters

Bonus Objectives

Eliminate 50% of alien fighters

Your Ship

"Black" Vampire

Wingmen

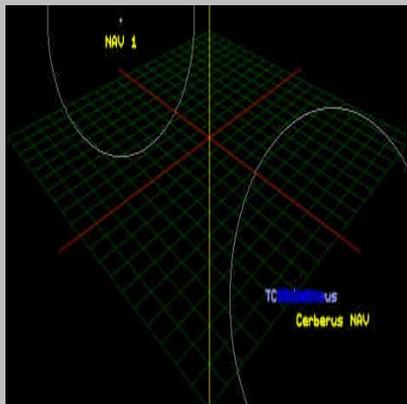
Zero, Maestro

Other Friendly Ships

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

Briefing

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



Alien Forces

NAV 1

Wave 1

1 Orca

1 Hydra

6 Manta

Wave 2

6 Stingray

Wave 3

4 Squid

4 Manta

Wave 4

4 Barracuda

Wave 5

1 Leviathan

3 Red Manta

3 Stingray

3 Manta

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

Notes

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

Success / Failure

Success / Failure go to H1a

H1a - Proxima 9.GD : Evasive Recon Patrol

Combat Summary -

Primary Objectives	Eliminate alien transports Patrol all NAV points
Secondary Objectives	Eliminate alien corvettes
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Devastator
Wingmen	Maestro, Stiletto
Other Friendly Ships	Bravo Wing (Vampires) : Zero (Wing leader), Spyder, Amazon.
Briefing	Cerberus has entered the Proxima system. This is the heart of alien operations in the Vega sector. Our purpose is to control the aliens' stellar-accretion device and thereby keep them from opening a new gate. To do this, we must command Proxima system. Patrol these NAV points and eliminate all enemy forces you encounter. Return to Cerberus for further briefing.

Alien Forces

NAV 1

1 Triton
1 Barracuda
4 Manta
1 Devil Ray

NAV 2

3 Stingray
2 Manta

NAV 3

2 Triton
2 Barracuda
3 Stingray
4 Manta
2 Lamprey

Notes

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

Success / Failure

Success / Failure go to H2a

H1b - Proxima 0.AA : Reconnaissance Patrol

Combat Summary -

Primary Objectives	Eliminate alien transports Patrol all NAV points
Secondary Objectives	Eliminate alien corvettes
Bonus Objectives	Eliminate 75% of alien fighters
Your Ship	"Black" Shrike
Wingmen	Maestro, Stiletto
Other Friendly Ships	Bravo Wing (Vampires) : Zero (Wing leader), Spyder, Amazon.
Briefing	Cerberus has entered the Proxima system. This is the heart of alien operations in the Vega sector. Our purpose is to control the aliens' stellar-accretion device and thereby keep them from opening a new gate. To do this, we must command Proxima system. Patrol these NAV points and eliminate all enemy forces you encounter. Return to Cerberus for further briefing.

Alien Forces

NAV 1

1 Triton
1 Barracuda
3 Manta

NAV 2

3 Stingray

NAV 3

2 Triton
2 Barracuda
3 Stingray
4 Manta

Notes

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

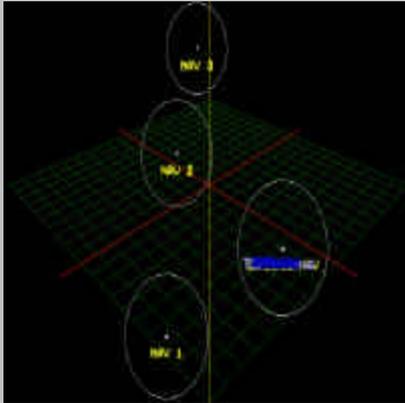
Success / Failure

Success / Failure go to H2b

H2a - Proxima 5.HR : Midpoint Assault

Combat Summary -

Primary Objectives	Escort and defend the Cerberus
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters Eliminate 75% of alien bombers
Your Ship	"Black" Vampire
Wingmen	Amazon, Spyder
Other Friendly Ships	Bravo Wing (Panthers) : Maestro (Wing leader), Zero, Stiletto. TCS Arkhangelsk at NAV 3
Briefing	The stellar-accretion device is supported by a large carrier force near the midpoint of Proxima system. In order to launch the proper offensive, Cerberus will require escort to this midpoint. Confederate craft from Kreiger system will be reinforcing our assault on this carrier group. Escort Cerberus along this NAV route and eliminate all alien forces.



Alien Forces

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

Notes

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

Success / Failure

Success / Failure go to H3

H2b - Proxima 4.XX : Midpoint Arrival

Combat Summary -

Primary Objectives

Escort and defend the Cerberus

Secondary Objectives

None

Bonus Objectives

Eliminate 75% of alien forces

Eliminate 75% of alien bombers

Your Ship

"Black" Panther

Wingmen

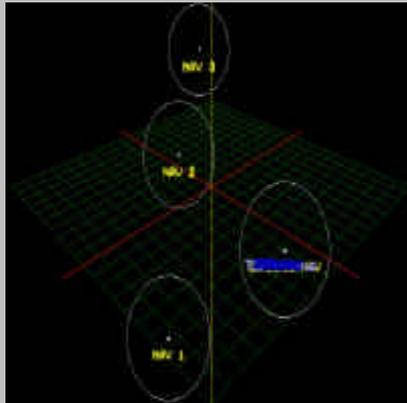
Amazon, Spyder

Other Friendly Ships

TCS Adelaide, 3 Excaliburs at NAV 3

Briefing

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



Alien Forces

NAV 1

4 Manta

NAV 3

2 Moray

2 Ray

3 Red Manta

8 Stingray

Notes

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

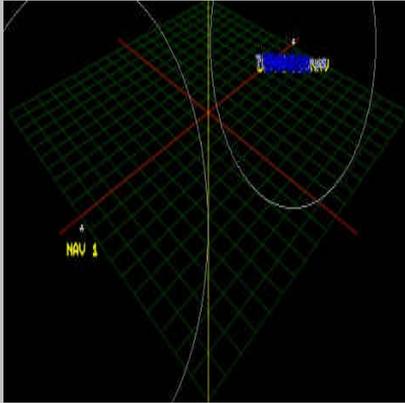
Success / Failure

Success / Failure go to H3

H3 - Proxima 6.KL : Alien Science Crew

Combat Summary -

Primary Objectives	Ensure carrier elimination Eliminate 75% of alien carrier gun turrets
Secondary Objectives	Eliminate 75% of alien carrier missile turrets Eliminate carrier shield emitters
Bonus Objectives	Eliminate 75% of alien fighters Destroy alien transport
Your Ship	"Black" Shrike
Wingmen	Spyder, Maestro
Other Friendly Ships	Bravo Wing (Vampires) : Amazon (Wing leader), Zero, Stiletto. Ships you saved in the previous mission.
Briefing	There is no briefing before this mission. It is a scramble.



Alien Forces

NAV 1

Wave 1

1 Orca

1 Triton

4 Manta

8 Squid

Wave 2

4 Squid

NAV 2

2 Leviathan

4 Moray

8 Squid

Plus extra waves of Squid

Notes

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

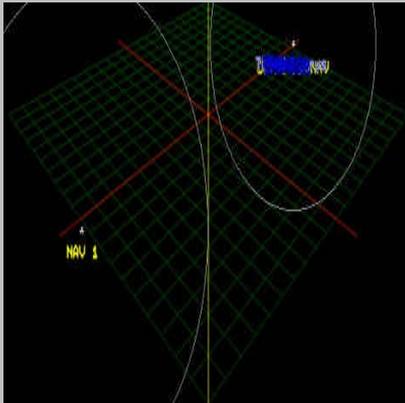
Success / Failure

Success / Failure go to H4

H4 - Proxima 7.FY : Star Smasher

Combat Summary -

Primary Objectives	Eliminate alien command ship
Secondary Objectives	None
Bonus Objectives	Eliminate 75% of alien fighters Destroy alien transport
Your Ship	"Black" Shrike
Wingmen	Amazon, Zero
Other Friendly Ships	Bravo Wing (Vampires) : Spyder (Wing leader), Maestro, Stiletto.
Briefing	Intel Science Division believes that complete destruction of the device may lead to dangerous long-term effects in Proxima. Your goal is to remove the alien presence without eliminating the device. Follow this NAV route to the aliens' staging ground. Clear the area of all hostile craft and await arrival of Cerberus.



Alien Forces

NAV 1

Wave 1

Accretion device

1 Tiamat (Alien Command Ship)

2 Triton

6 Squid

4 Moray

2 Devil Ray

Wave 2

8 Squid

Wave 3

8 Squid

Wave 4

4 Moray

4 Manta

4 Devil Ray

Notes

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

Success / Failure

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

Additional Information

On board the Cerberus

There is only one room that you actually see on Cerberus, and everything is controlled from here. This section briefly explains the functions of each option.

Selecting options

You can use the TAB key or the right mouse button to cycle through all but one of the options.

Fly Mission

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

Save Current Game/Load Previous Game

There really is little point to these options since you have the Flight History Terminal, but I guess these options can be used if you only want to display specific options in a FHT type display

Flight History Terminal

One of the most useful options on Cerberus, this allows you to instantly load a previous mission from a list, and also shows your percentage rating for a mission, and whether you won or lost that mission (the text will be colored green or red respectively).

Killboard

Want to know how many kills you or your wingmen have racked up? Well since you can't count the kill markings on the fighters, this is the next best thing.

Exit Game

I vow to shoot down anyone in combat who asks what this option does.

The hidden option

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

Mission Percentage Ratings

Your overall percentage is decided by these factors:

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

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

System Damage

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

Afterburners

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

Shields

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

Guns

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

Radar

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

Diverting Power

Diverting System Power

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

Diverting Shield Power

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

Secret Ops Game Altering Codes

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

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

moretunes – enables you to select the in game music

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

Ctrl-F12 – destroys current target

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

Ctrl-C – toggles your ship as collidable

Interviews with the Secret Ops team

Sean Murphy (Artist)

What exactly is involved in creating a new spacecraft?

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

Is there any particular inspiration for your WC art?

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

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

All the time.

Damon Waldrip (Senior graphic designer/technical art advisor)

What type of art do you do?

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

What exactly is involved in creating a new spacecraft?

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

Is there any particular inspiration for your WC art?

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

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

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

Cinco Barnes (Lead designer)

What does a designer do? What did you do for Secret Operations?

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

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

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

Pete Shelus (Programmer)

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

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

Do you see a multiplayer WC game in the future?

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

SS Blue Horizon – The Missing Fiction

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

INFORMATION SEARCH/REQUEST :

PARAMETERS : VIRUS INCIDENT REPORTS ALIEN TOXICOLOGY BLUE
HORIZON

CLASSIFICATION R-4

AUTHORIZED PERSONNEL ONLY

Contents:

TCIS Document Number 04033201-440-332134

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

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

Passenger / Crew depositions:

Recorded by: Medical Officer Allison Briggs, TCS Belliard (FF-23 Morpheus System Security 'Patrol Frigate')

Patient: Clarence Poskolovitch, Age: 54 (Blue Horizon - Passenger #2238)

Occupation: Retired Journalist

Status: Patient discovered unconscious with minor contusions and a developing rash on upper extremities. Eager to give account of circumstances surrounding destruction of Blue Horizon.

{Begin Transcription}

Are you getting all this? Okay...Christ...I hope this helps... I was in the Starlight Casino just before things went terribly, terribly wrong. I had just lost 40,000 credits at one of the gambling tables and was sitting at the bar consoling myself with a Talosian-sunrise when I looked up and saw a flash of light through the domed ceiling. I didn't realize it a first because I wasn't expecting it, then I recognized it as a jump Vortex. As I watched the swirling mass of light and energy expand, I grew excited, having always been a bit of a military buff and knowing how close we were to the naval yards at Speardon. I had thought I might get a glimpse of a cruiser or maybe even a carrier but what came through the jump point were definitely not Navy ships. Their hulls seemed to almost shimmer in the fading light of the collapsing jump vortex. As I remember, there were three or four large ships but I suppose there could have been more. At any rate, they sat motionless for a moment as the jump point closed, but soon they began to move, directly towards us. At the center of the group was a large black ship. At that moment, the first officer's voice came over the intercom requesting that all the passengers please consider returning to their cabins. Of course, nobody did, not that they could hear the announcement over the noise of the casino. I sat at the bar for a moment, watching the black shape grow imperceptibly larger and larger. After a few minutes, I decided to heed the first officer's advice and headed for the starboard lift at the edge of the domed hall. As I stepped in, I turned and looked up in time to see a twinkle of light coming from the tips of the center ship. The twinkles grew closer and brighter before my eyes and I really wished the lift doors were faster. Just as the massive transparent doors closed, I watched in horror as an alien fighter punched through the domed ceiling of the casino, instantly vaporizing half the occupants of the room before burning through to the decks below. The whole ship shook with the force of the impact, throwing me against the back of the lift, knocking me unconscious. I woke up on the floor of the lift with a headache the size of New Detroit. I stood up slowly and looked out through the doors of the lift. The lift doors opened, and I braced for the sickening suction I thought would drag my guts out, but I saw that emergency containment fields were active over the holes through the decks, which made me breathe a little easier. Always weird to see though... anyway...The casino, or what was left of it, was an empty, charred wreck. Chunks of the fighter's hull stuck in the walls just outside the lift. I couldn't resist touching the surface. It was an iridescent mother-of-pearl, and, well, moist. It felt like a tortoise shell covered with spit. I don't know if it was a remnant of the energy that

powered it, but it made my fingers tingle. I snapped back to reality then and looked around for any survivors. They were all dead, every last one of them, either incinerated or spaced. I felt a sudden wave of nausea sweep over me, I don't know if it was the Talosian-sunrise, the partial concussion, or watching hundreds of people die in a fraction of a second, but I collapsed to the floor and began retching uncontrollably. After a few moments I managed to regain my composure, stood slowly and pressed the button for E-deck. I didn't really expect anything to happen, but surprisingly the lift began moving slowly. As the lift slid down the side of the ship, I could see dark shapes swarming all around the bulbous hull. The lift came to a stop on E-deck and the doors slid open, revealing a dark corridor, lit only by the murky glow of the emergency lights. I could make out the panicked screams of other passengers from somewhere down the hall. As I came to a bend in the corridor, I tripped over something and landed face first on the deck in a pool of water. Only it wasn't water, it was too thick, too sticky, its taste too salty on my lips. It was blood...I'm assuming human. I propped myself up on my hands and knees and turned to look at what it was that I had tripped over. In the darkness I could barely make out the body of a young man in what was left of a stewards uniform. He looked as though he had been impaled multiple times by a large blunt object. I backed slowly away from him, suddenly feeling a tremendous need to get as far away from his body as I could and turned back down the corridor towards the voices. As I came to another bend in the corridor I could begin to make out separate voices ahead. As I ran, the voices grew clearer and I could hear someone shouting over the others. I turned another corner and almost immediately ran into the back of a tall thin man in uniform. He was the one I had heard so clearly down the corridor. He spun towards me with the look of a man who was ready to kill and yet expecting to die before getting the chance. In his right hand he held a rather large knife, which looked as though it had seen recent use on something. Slowly the look on his face turned from fear and rage to astonished horror as he looked me over. I understood why when I looked down and noticed that I was almost completely covered in blood. I stated that the blood was not mine and started to explain what had happened when he cut me off. He asked me where I had come from and when I told him I had just come from the casino he looked as though he didn't believe me. Again, I started to explain, and again he cut me off saying that it didn't really matter and that if I wanted to get off this ship alive I should shut up and get in line with the rest of the passengers. I stood motionless for a second before he grabbed me by the shoulder and shoved me into a crowd of people. Some of them looked as though they had just been pulled from their cabins, some from the ballrooms and some of them looked as if they had just been pulled from the wreckage of a burning ship. The man in uniform began yelling again, directing the people in the crowd to stay together as we moved. The crowd shifted constantly as the man led us through the darkened corridor. At one point I came face to face with a young woman I had met days earlier in the casino, we had talked for hours that day, but now her face was blank as she looked at me and there was no recognition in her eyes. I started to say something but she turned away from me and we became separated almost as quickly as we had met as the crowd moved on. After perhaps ten minutes or so the corridor gave way to a huge opening, it was one of the ships shuttle bays. The bay was partially filled with smoke... I've seen a lot, you know? I've covered the decimation of entire colonies by Kilrathi shock troops. I was on board a support vessel during the nightmare that was Hell's Kitchen twenty years ago. I've seen more death than most marines. I've just never been there while it went down in front of my face. I've also been away from it for a while... You have to build up a

tolerance for this stuff. Drives me crazy that my best story comes the year after I decide to "take it easy". Anyway, I remember that we were herded into trembling lines, trying really hard not to trample our way onto the lifeboats that were being prepped. There were plenty of the things left, and they were mostly automated, so it only took about ten minutes for us to get strapped in, and ready to be launched like a pinball from the bay. I don't know who designed these things, but they were as comfortable as a T'kirsa summer. We all felt our weight triple as we launched, about half of the group passed out under the force. There were viewports all over the thing providing us with a sickly view of what was happening. There were a couple of Excalibur class fighters that were trying to defend us. They didn't stand a chance. I watched three of them burn before the lifeboat was hit by something. I don't know if it was a stray gunbolt, debris, or...whatever...but our boat went into a spin, the lights went out, and I lost consciousness quickly. Then I'm here, strapped in this bed, with an itch that won't stop. I can't tell you how happy I was, I thought I'd never see my wife again, I can't wait to tell her I'm okay. This rash is temporary, right? It feels like poison oak, but at the same time kind of okay...I can't explain it, but I feel pretty good. The other doctor, um, what's his name? He said everything should be okay in a couple of days and that we're going to be dropped off at that starbase. I can't wait. Are we done here? I really can't think of anything else that's important right now, except that I need some more water...I haven't been this thirsty in a while.

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

Patient: Sh'Kari Mueller, Age: 28 (Blue Horizon - Passenger #1114)

NO ADDITIONAL INFORMATION AVAILABLE AWAITING REVIEW

Records Pending

* Chief Medical Officers Note: Subject died as a result of internal bleeding due to trauma.

Patient: Viktor Kasashi, Age: 74 (Blue Horizon - Passenger #0032)

NO ADDITIONAL INFORMATION AVAILABLE AWAITING REVIEW

Records Pending

* Chief Medical Officers Note: Subject died as a result of unknown biological agent.

Patient: Demson Washington, Age: 51 (Blue Horizon - First Officer)

NO ADDITIONAL INFORMATION AVAILABLE AWAITING REVIEW

Records Pending

* Chief Medical Officers Note: Subject in deep coma.

**Note: Shortly after her rendezvous with the Blue Horizon, all contact with the Belliard was lost. She was found adrift two days later with all hands missing.

For reasons that are as of yet unknown, the Belliard's interior airlocks were open and all compartments were exposed to space. It is assumed that this is

related to either the unknown viral agent reported in the CMO's log or the forces that attacked the Blue Horizon.