BattleZone Combat Commander: Shadow Ops

https://docs.google.com/document/d/1-w\_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.vm325n65xn0s

[Change Log](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.n9v2w2ql6l9w)

[2019-05-20](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.x5p8zkm7fpvz)

[2019-05-22](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.ldrkvzx35iwh)

[2019-05-23](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.xsvo0n3jzqfp)

[2019-05-24](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.za3rxtiicrz1)

[Factions](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.tspkgtnz1380)

[War Pigs](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.f0m5v37emjfo)

[Characters](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.igzzwj5iw510)

[ISDF](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.y4fb3jhjc7vt)

[Character 1](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.1ze57uz9iajq)

[War Pigs](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.act21qfbama5)

[Character 2](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.p4ub3sfd46gl)

[General Narrative/Story](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.m4gm0exa0uw)

[Missions](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.fbf1bx8q0cfe)

[Mission 1: Snatch and Grab (Prior to Voyager being shot down) [Dark Planet]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.s2k7uy1p6hnp)

[Mission 2: Cleaning House (Just prior to the first mission on Pluto) [Pluto]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.2as2w79zaqrf)

[Mission 3: Disruption (While Cooke is getting the base back online for the first time) [Pluto]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.28o9x9epz5ow)

[Mission 4: Silence Is Key (Just prior to wormhole follow) [Dark Planet]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.b3lyp4fn13fm)

[Mission 5: Contingency Plan (While Cook is trying to rescue Shabayev and steal the power crystal) [Mire]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.q3obkr2pexwi)

[Mission 6: Traitor in Our Midst (Before Cook finds the Black Dogs Transmitter) [Bane]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.477vo7m93m9y)

[Mission 7: Setting the Stage (While Cook finds the Black Dogs Transmitter) [Bane]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.kmp8cswv3bud)

[Mission 8: Attacking Our Own (Same timeline as On Thin Ice) [Bane]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.qnvqets1vyuf)

[Mission 9: TBD [Rend]](https://docs.google.com/document/d/1-w_d7qJjJcGZeFHU6jPPoKRO5vIgG-HZqcxnCcBZZPs/edit#heading=h.8vt840ongzoc)

War Pigs Asset Guide

Change Log

2019-05-20

Resolved some writing issues. Added Mission 1. Removed the scion mega weapon and replaced story pieces with working with the scion rebels to ready the missiles and missile silo used to shoot down Kossieh and Shabayev. Adjusted timeline to fit missile missions. Added planet to denote map locations. Combined missions 12 and 13. Updated story background.

2019-05-22

Began adding gameplay objectives

Story background:

Braddock created the War Pig Squadron soon after the loss of the Black Dogs Squadron. Braddock quickly realized that he needed a new force to keep the secrets of Project Pedigree from being exposed to the ISDF and especially the AAN. Braddock has told the War Pigs everything. They’re fiercely loyal to Braddock and will follow him regardless of his order. They begin working with the Scion Rebels shortly after landing on Mire.  The story starts between the timeline of Bz1 and Bz2 before the cut scene cinematic of BZ2. The story will end in the detonation of the ISDF Carrier that was transporting Burns on Rend. Major Reed occasionally tells small monologue bits to give some background and shed some light on the characters interaction with others and his experiences.

Lieutenant(s): additional pilots in the mission names unknown. (Not sure how many voice lines I can separate here)

2019-05-23

Document format and structure cleanup

2019-05-24

Update background loyalties. Removed the idea that Reed tried to clue in Cook. Updated Rend story.  Combined Mission 3 and 4 and added the relay bunker reason. Moved timeline of retrieving scion missile truck.

2019-05-26

Added additional reasoning to Scions assault on pluto. Changed mission 3 to fit more in line with canon. Added use of Scion sniper rifle to kill off mortar bike pilot.

Factions : War Pigs, Scions, ISDF

Characters via War-Pigs: Main commander, Major, and storyteller: Mark Reed

Characters via ISDF:

Characters via Scions: Kossieh

Kossieh

General Narrative/Story

Text here**As the war between the ISDF (International Space Defense Force) and Scion's rages on, Braddock needs to get the upper hand in this new interstellar warfare. He formed and built a specialized, off the books 'Elite DeathSquad' known as War Pigs. Highly trained, ruthless, and unforgiving operatives assigned to cripple the Scion's network. Anything from convoys, research facilities, and controlled scrap fields, you name it they hit it. They were authorized to use any means necessary to make their assigned missions swift and silent. War Pigs collected new technologies such as upgrading production buildings, units that can heal from the air, modified Gun Towers and specialized units specially equipped for any high stakes missions and more! Braddock was unable to keep the secret under wraps. The DeathSquad soon folded when Kossieh showed up because almost everything is unknown to the AAN (Alliance of Awakened Nations). The known operatives John Cooke found old Black Dogs communications device on planet Bane, Commander Shabayev found out who the Scion's really are, and Major Manson, at his wits end, along with Blue Squad is left out to dry. This leaves the ISDF and the AAN with an unstable relationship as Braddock went AWOL. Braddock as we know had a personal agenda to keep Project Pedigree silent and to see that Burns would not make it out of the Mire system alive!**

Missions

Mission 1: Snatch and Grab (Prior to Voyager being shot down) [Dark Planet] [Map In Progress]

World: Dark Planet

Timing: Prior to Voyager II’s detection and destruction in BZ2

Braddock is having the War Pigs extract technology from the Dark Planet near Dark base. Mid mission the Voyager II  begins to take photographs of the Dark base. The War Pigs are ordered to fire upon the Voyager II and then recover its wreckage, particularly the black box containing the copies of the photos the Voyager II had taken. The Scions, after realizing that Braddock has hung them out to dry with Project Pedigree’s fail-safe and is keeping them a secret from the AAN and ISDF, begin to attack Dark Base and attempt to stop the War Pigs from retrieving the black box. Their assault is intended to distract Braddock while the remaining scion forces attempt to retreat to their own system. (black box will appear as a black box similar to pilot upgrades, soldier will have to jump out of the ship to grab it)

**Objectives**: -Extract Tech

* ***Extract Tech***: Braddock wants you to escort a tug over to one of the Quarries to pick up an artifact.
* ***Retrieve  Black Box***: Voyager II has crashed in the North East portion of the map and the player must retrieve the black box from the wreckage. The player will be assaulted by scion patrols, existing units, and incoming assault waves. The player is given a missile scout and is expected to fly as fast as possible through patrols and get back to base. The Scions cut off the shortest path to base once the player reaches the black box. The player is forced to fly the long way around and flies near the Quarry on the return to base.

Mission 2: Cleaning House (Just prior to the first mission on Pluto) [Pluto] [Map Complete]

World: Pluto

Timing: Immediately prior to first mission of BZ2

The Scions are reclaiming the artifacts removed from the Dark Planet by Braddock with plans to return them to their home system. The War Pigs are dispersed to beat them to it and to hide the research from the fleet of ISDF headed their way. After cleaning up quite a few artifacts the ISDF fleet arrives and the War Pigs are forced to back out and leave the base to an unsuspecting Lieutenant Cook and Shabayev.

Gameplay: Tactical based mission with a drop ship as a delivery point for retrieved artifacts. Commander will receive two tugs, three scouts, and two sabres as backup.

**Objectives:**

* **Race Against the clock** The mission will be timed and the player must complete all objectives before the timer runs out. The two crystals that are normally left outside of the base will in fact be left there so that they appear properly in the campaign. They will be the final objective for the player but the scions will converge on the players tugs and destroy them, forcing the War Pigs to move on.
* ***Artifacts and Tech Centers***: Eight artifacts need to be retrieved and a tech centers need to be destroyed “by scion weaponry”. Commander will need to snipe a scion warrior and destroy the tech centers with it. There will be scion patrols in the bases that need to be cleaned up. (Gives the player the opportunity to pilot scion ships.)
* The player should snipe the units when they stop patrolling. ISDF tugs will be routinely assaulted by attack squads. The player will need to navigate through scion patrols and stop scion tugs from taking artifacts early. There are four tech centers to be destroyed as they would give away the purpose of Cerberus base. Limited healing and ammo on the map, choose fights wisely. ((((Could reduce the amount of tech centers and artifacts))))

Mission 3: Disruption (While Cooke is getting the base back online for the first time) [Pluto]

World: Pluto

Timing: During the restoration of basic function to Cerberus Base

The Scions have set up a series of Jammers in some key areas on Pluto. These Jammers would disrupt Braddocks goal to track the Scions departure. The War Pigs are sent out to clean out those areas before Cook’s team gets the Cerberus base back online. Map design will be around the location of the sniper bunker and some bit past it, limited unit mission. Player will need to destroy the Jammers in a timed scenario and create the bunker used by Cook in a race against the clock. War Pigs force a wave of Scion Sentries towards Cook’s location (bunker). On the chase they swap into a set of Blue Squads ships and meet up with Manson, a flank of warriors attempts to stop them from chasing down the squad of sentries.

**Objectives:**

* ***Jammer Clean Up***: Player must destroy all jammers in a time scenario with limited units.
* ***Scion Sentry Wave***: War Pigs help blue squad with forcing out a wave of scion sentries. A wave of scion warriors attempts to stop them before reaching the bunker and blue squad takes over the chase.

~~Mission 4: Ahead of the Rest (Just prior the mission of destroying the teleporter) [Dark Planet]~~

~~World: Dark Planet~~

~~Timing: Immediately prior to the destruction of the “Drilling Rig” (Teleportal)~~

~~Tells the story of the teleporter/mine(s) on the dark planet. Acquires the training center which unlocks that portion of the tech tree for the both the ISDF and War Pigs. The mine(s) are deployed by Braddock to remove a piece of tech from the Dark Planet and hijacks the wormholes signal, sending Braddock’s scouting party to Bane ahead of the ISDF Fleet. Braddock sends a scouting team in ahead of Reed’s squadron to set up base on Bane while Reed’s defends the open portal. Reed’s squadron attempts to follow but is informed of a failed detonation of the primary teleporter and is held back to make sure no one is able to talk to the ISDF.~~

~~Gameplay: The scions are attacking Dark Base and are attempting to prevent Braddock from using the Teleporter/Mines. The War Pigs are to defend Dark Base and the active teleporter teams while they hijack the wormhole signal to send a scouting team ahead. The teleporter team at Site A fails to destroy their teleporter (noted over comms) after a scion attack. The War Pigs defend Site B and send the scouting party through the wormhole to Bane. The War Pigs then have to destroy Site B and Braddock informs them about working with Manson to destroy site A.~~

**~~Objectives~~**~~:~~

* ***~~Defending Dark Base~~***~~: Dark Base is under heavy assault now that the scions have left Pluto. While the preliminary teams are prepared the War Pigs are to defend the base.~~
* ***~~Escorting Team Alpha~~***~~: The War Pigs are to escort team Alpha to Site B.~~
* ***~~Defending The Teleporter~~***~~:  The War Pigs are to defend the teleporter while it hijacks the wormhole generator signal and sends Team Alpha through.~~
* ***~~Cleaning Up~~***~~: The War Pigs are ordered to detonate the teleporter so that the AAN and ISDF do not find it.~~

Mission 5: Silence Is Key (Just prior to wormhole follow) [Dark Planet] [In Progress]

World: Dark Planet

Timing:

Franz wants the War Pigs to help out with the assault on the wormhole base by setting up the initial recycler and fending off a few waves before Cook is able to take over. During the base setup Franz receives a report about a mortar bike pilot who attempts to describe the Quarry to ISDF authorities. The War Pigs are told to eliminate this threat to the project’s secrecy.

The mortar bike pilot is sent as a scout into the “back door” of the base to check for scion units and is ambushed by scion warriors with arc cannons. The War Pigs are ordered to eliminate the pilot with a scion sniper rifle on his return to base. The War Pigs depart by dropship before Cook arrives.

**Objectives:**

* ***-Setting up the Base:*** War Pigs land in ISDF units with an ISDF standard recycler. They are to set up a full base with two gun towers to defend from the incoming scions attack waves. There will be explicit instructions on where to place base buildings (to maintain the same base look as when Cook arrives)
* **Opening The Gates** There are scion snipers perched above the entryway to the 2nd part of the map. The player is to kill those snipers and pick up a scion pulse rifle off one of their bodies
* ***-Assasination:*** Build up a set of units to attack the base. Units will all be destroyed and the War Pigs (player) will need to pick up a scion sniper rifle just outside of base from one of the deceased pilots and kill the mortar bike pilot on his return to base.
* ***-Departure:*** After defendingone final onslaught from the Scions the War Pigs depart via Dropship.

Mission 7: Contingency Plan (While Cook is trying to rescue Shabayev and steal the power crystal) [Mire]

World: Mire

Braddock has ordered that the War Pigs secure Scion missile technology to take care of any new threats to Braddock’s plans. The Scion rebels that are working with Braddock have given the War Pigs the location of the missiles and missile stronghold and have made a deal. Braddocks War Pigs crew will either supply them with a fair amount of bio metal or snipe enough patrol ships to win the rebels favor. Their favor will be to disable the scion spires in the base for a short window of time.

Gameplay: The War Pigs are to assault the base on Mire and steal the scion missile tech. The Tugs are repeatedly assaulted by Scion forces after the theft and while on the way to the drop ship. (completion of the mission unlocks the tech center)

~~Mission 8: Relativity (Before Cook finds the Black Dogs Transmitter) [Bane]~~

~~World: Bane~~

~~Braddock’s prior group failed to complete this mission and were wiped out by the Scion bases before the War Pigs arrival. The War Pigs were tasked with completing the mission and closing shop before the fleet arrives in the sector. Retrieves crystals for refinement to use as explosives in the empty scion missiles the rebels have told Braddock about. The War Pigs are also tasked with retrieving a piece of scion technology off Bane. The rebels have told them that the piece is an access code to highly confidential scion weaponry. The War Pigs are to assault the scion bases and find the remaining weaponry.~~

**~~Objectives~~**~~:~~

* ***~~Search and Rescue~~***~~: The player will have to rescue a transport full of pilots and a few damaged ships from some of the mines. Since the attack of the Scions, the Gun Tower defence network has gone into overdrive, and is attacking anyone and anything nearby. This will occur in two of the four mine bases.~~
* ***~~Destroy Black Dog Transmitters~~****~~:~~* ~~The player will need to locate and destroy two Black Dog transmitters that are scattered around the map.~~
* ***~~Start Mines~~***~~: The player will need to start the mines up by constructing a Power Generator near each mine. Once they have started, each mine will take 5 minutes to process a crystal.~~
* ***~~Retrieve access codes~~***~~: Player must escort a tug to the artifact and bring it back to base. The artifact acts as key to the cloaking tech.~~

Mission 9: Setting the Stage (While Cook finds the Black Dogs Transmitter) [Bane]

World: Bane

War Pigs are assigned to destroy a scion base and cause heavy damage to the remaining scion forces by crippling their forces on Bane. Gives reason for the random scion convoy. War Pigs are to set up a base and attack the Scions, forcing the last convoy out and in Cook’s line of fire. One of the War Pigs attempts to tip off Cook by reporting the Black Dogs transmitter as destroyed. The War Pigs eliminate their traitor and then send the bomb as Braddock requests. Mission wraps up by bombing the Black Dogs Transmitter.

Mission 10: Attacking Our Own (Same timeline as On Thin Ice) [Bane]

World: Bane

Braddock orders the War Pigs to shoot down Shabayev’s dropship on Bane to prevent her from engaging in the peace talks and incriminating Braddock. She’s been labeled as a scion conspirator (for contacting the AAN) and needs to be removed. The War Pigs are to sneak through the scion defenses to confirm Shabayev’s death. (Her body will be missing and she will be presumed dead from the impact.) They will do so by sniping Scion vehicles. There will be areas where vehicles will become “hidden from sight” of other units where they will be able to be hit without being detected.

Mission 11: Bombs Away [Rend]

World: Rend

Set up base on rend while ISDF are still on Bane while dealing with Scion assault. Steal scion ship from a scion base on Rend undetected and grab the bomb from a nearby drop point while "on patrol". Kossieh arrives and scions stop attack due to the peace treaty talks. Sabotage the drop ship by planting the mine in the bay. Send new ISDF recycler to Braddocks nav point for Cook. Defend Rend base until evac arrives.

War Pig Units

1.Name: WAR PIGS SCOUT CG (Chain gun)

  Cost: 45

  Built by: Recycler

  Requirements: Armory

  Weapons: 2 Guns (Chain gun)

2.Name: WAR PIGS DROPSHIP

  Cost: 100

  Built by: Super Factory

  Requirements: Armory, Technical Center

  Weapons: ISDF SCOUT DRONE x4

3.Name: WAR PIGS SABRE TANK SCM (Sp-Stab, Chain gun, Mdm Mortar, and Phantom vir)

  Cost: 60

  Built by: Factory or Super Factory

  Requirements: Factory, Armory

  Weapons: - 1 Cannon (C)

    - 2 Guns (C)

           - 1 Mortar

           - 1 Special

4.Name: WAR PIGS SABRE TANK BCM (Blast, Chain gun, Mdm Mortar, and Phantom vir)

  Cost: 65

  Built by: Super Factory

  Requirements: Factory, Armory, Technical Center

  Weapons: - 1 Cannon (C)

    - 2 Guns (C)

           - 1 Mortar

           - 1 Special

5.Name: WAR PIGS TURRET LR (Laser)

  Cost: 45

  Built by: Recycler

  Requirements: Training Facility

  Weapons: - 2 Guns (Laser)

6.Name: WAR PIGS Marauder

  Cost: 80

  Built by: Super Factory

  Requirements: Technical Center

  Weapons: - 2 Missiles (Shadower)

           - 2 Cannons (At-Stab)

7.Name: WAR PIGS MEDIVAC

  Cost: 50

  Built by: Recycler

  Requirements: Service Bay

  Weapons: None

8.Name: WAR PIGS MINI WALKER

  Cost: 80

  Built by: Factory or Super Factory

  Requirements: Technical Center

  Weapons: - 2 Cannons (Plasma)

           - 2 Guns (Laser)

9.Name: WAR PIGS THUNDERBOLT SCOUT

  Cost: 50

  Built by: Recycler

  Requirements: None

  Weapons: - 2 Guns (Mini gun)

    - 1 Missile (FaF Missile)

           - 1 Special (Phantom)

  Specialty: Can hunt command.

10.Name: WAR PIGS SUPER FACTORY

   Cost: 75

   Built by: Constructor

   Requirements: Armory

   Weapons: None

11.Name: WAR PIGS LIGHT GUN TOWER

   Cost: 45

   Built by: Constructor

   Requirements: Power

   Weapons: At-Stab/Chain-gun weapons

12.Name: WAR PIGS HEAVY GUN TOWER

   Cost: 85

   Built by: Constructor

   Requirements: Power, Armory, Technical Center

   Weapons: Blast weapons

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