**Survival mission 1**

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| --- | --- | --- |
| Space object or ship | Russian nickname | English nickname |
| Main station | Станция Портленд | Portland Station |
| Rmbase type Doors | Блокпост | Blockpost |
| Rmbase type Traders base | Торговый пост | Trading Post |
| Little depot | Депо | Depot |
| Mount points | Причал | Mooring Fixture |
| Supplies train | Поезд с припасами | Supply Train |
| Friendly Battleship | Союзный линкор | Friendly Dreadnought |
| Enemy Battleship | Вражеский линкор | Hostile Dreadnought |
| Enemy Cruiser | Вражеский крейсер | Hostile Cruiser |
| Ubergun | Рука Смерти | Death’s Hand |
| Ubergun ammo | Рука Смерти (снаряд) | Death’s Hand (ammo) |
| Ubermine | Тяжелая бомба | Heavy Bomb |
| Ubermine ammo | Тяжелая бомба (снаряд) | Heavy Bomb (ammo) |
| Module name | Модуль | Module |
| Friendly faction | Защита форта | Portland defense wing |
| Enemy faction | Орден | Order |
| NN cruiser attack | Уничтожьте вражеский крейсер | Destroy the hostile cruiser |
| NN get upgrade | Получите улучшения с прибывшего поезда | Get upgrades from the incoming trains |
| NN attack dread | Уничтожьте вражеский линкор | Destroy the hostile battleship |
| NN infinite battle | Защитите базу | Defend the station |
|  |  |  |

2. Introduction text

[b]Survival: Mission 1[/b]

Portland station got caught in the middle of a conflict between two rivaling factions of The Order. An expedition of four battleships were on their way to recover a newly discovered artifact, when another fleet decided to seize their operation. The entirety of Liberty's armed forces was brought to Portland in hopes of putting their hands on this valuable treasure.

[b]Your goal: [/b]

Defend the Liberty fleet from incoming waves of attackers for as long as you can.

Your ship has been weakened. It requires time and effort to fully recover. Allies will continuously send supply trains to help you out.

Would you like to enable the tutorial?

3. Cruisers mission intro

[b]Allied battleships[/b]

There are 4 battleships in your fleet. Ally fighters will keep launching from them to assist you in battle. The longer you manage to keep them alive, the more fighters you'll have on your side.

[b]Hostile cruisers[/b]

Hostile cruisers will attempt to destroy your battleships. You should get rid of them as quickly as possible if you don't want to lose your battleships.

[b]Your ship's current state[/b]

You'll start with a weakened ship. Power regeneration and engines have been toned down, engine killing has been disabled, and you won't be able to use all of your guns.  
Your ship's systems will be restored as you continue progressing through the mission, and collectible upgrades will help you reach your ship's full potential.

[b]Your ship's armor[/b]

You start with your ship's base 100% hull. The interface will look as if you've only got 1/4 of your hull to indicate that it is upgradable. Use nanobots to fill your hull up to 400%.

[b]Would you like to continue seeing hints?[/b]

4. Final upgrade and how to get supplies

[b]Supply trains[/b]

Trains with supplies have started arriving at your station. They bring ammo for your weapons, heavy bombs, additional nanobots and shield batteries. Destroy the trains' cargo pods to collect the supplies.

[b]Train locations[/b]

The trains will moor with Portland Station's mooring fixtures, as well as 4 depots scattered around it.

[b]Would you like to continue seeing hints?[/b]

5. Enemy battleships

[b]Hostile battleships[/b]

Hostile battleships have arrived. They're deploying the toughest fighters you'll be facing in this mission. The sooner you destroy them – the longer you'll survive!

[b]Heavy bombs[/b]

Use your mine dropper to drop heavy bombs on hostile battleships. Try not to get hit by the blast! It may not damage your shield as much, but a single direct hit would completely destroy your hull.   
Don't forget to replenish heavy bombs when the next wave of supply trains arrive!

[b]Weak spots[/b]

Destroying the captain's bridge will disable the battleship's turrets. The bridge acts as a turret at the top of the battleship's central region.

[b]Would you like to continue seeing hints?[/b]

6. Infinite mission

The next wave of supply trains has arrived, and the station's scanners suggest another wave of hostile forces is on its way.

Use your ship's capabilities to fend the attackers off as they arrive, and hold out as long as possible.

Good luck!

1. Death's Hand Mk.II

A Rheinland elite weapon. Requires a special upgrade to use.

1. Death's Hand Mk.II - ammo

Ammunition for Death's Hand Mk.II.

1. Heavy Bombs

Special bombs designed for dealing with major threats.

1. Heavy Bombs - ammo

Ammunition for Heavy Bombs.

1. Success messages

Minute 20

Congratulations! You've managed to survive for 15 minutes! You've earned a golden medal for your bravery and efforts.

Are you capable of lasting longer? Survive for 20 minutes to achieve the Elite Rank, and you'll receive a small prize related to The Noman Legacy's plot!

Minute 30

Well done, freelancer. You've managed to survive for 20 minutes and earned yourself the Elite Rank!

Your prize is the plot behind this survival mission:

You are playing the original Edison Trent, the same one who defeated the Nomads in Freelancer's original plot. As you probably know, Trent is a key member of The Order.  
Trent has managed to dig a little too deep down for his own good, and traitors from within The Order want to take him out.

After 30 minutes of restless fighting, the defending fleet managed to break through the attackers' external blockade and a battleship arrived to rescue Trent. In his version of the story, he docked with that battleship and left the battle zone. His story will continue in mission 10.

How much longer will you be able to last? What will be your high score?