

Lines for Character: Ensign Rebecca Sharma (Delta 4)

“Nowhere else in the galaxy at 0300 on a Tuesday, no sir!”

Delivered with light sarcasm in response to another character sarcastically asking “Where would you rather be?”, with the context of Sharma’s fighter wing being scrambled in the early hours of the morning in the in-game universe on their Wing Leader’s birthday.

“Sweet fortune, that’s a fucking Cain! What the fuck is going on here?!”

Should be delivered with a mixture of anger and surprise. The context is that Sharma’s Wing have just arrived to protect what they thought was a civilian convoy, only to find that it’s under heavy attack from a large enemy warship (which is a “Cain” class warship) and multiple enemy fighter wings. “Sweet fortune,” is the in-universe equivalent of “Oh my god.”

“Dammit Nate, keep it together man! What do you want us to do?”

Should be delivered with frustrated urgency. Nate is the Wing Leader, and at this point in the mission, he has started to have a breakdown and is failing to make a decision on what their wing should do, even as they are being engaged by enemy fighters with civilians dying around them.

“Come ON Sir! These people are fucking dying, what do you want us to do?!”

Should be delivered with palpable anger and additional emphasis on each word, as the Wing Leader has still not made a decision and the situation is starting to rapidly deteriorate. Should still, however, be delivered with some urgency as Sharma is being shot at as this occurs.

“Two, this is four, wilco. On your wing!”

Should be delivered confidently and decisively, in response to the player’s character stepping in and making a decision. She is finally able to take the fight to the enemy.

“The cruiser’s withdrawing! Escorts, too!”

This line plays midway through the first battle in response to the enemy forces beginning to withdraw. As a result, should be delivered with the aggression and decisiveness of someone who is mid-fight.

“Last fighter’s gone!”

This line plays when one of the enemy fighter wings is destroyed in the first battle. Should also be delivered aggressively and decisively.

“Oh shit, Nate’s down! When did that happen?!”

This line is delivered after the first battle, when the commander of the civilian convoy they have been assigned to protect is trying to make contact with their Wing Leader. The first

sentence should be delivered with intensity as she realises that he has been shot down, with the second sentence conveying her sadness and shock that it has occurred.

“Hey, do you guys see that? I'm getting a faint sensor reading, some kind of beacon.”

This line is delivered not long after their Wing Leader has been identified as shot down, and should be delivered with careful curiosity. There is a chance that the beacon may be from a downed pilot.

“And leave the Cain? Are you out of your mind Nash?”

This line is delivered if the player (Nash) during the first battle decides not to attack the enemy warship first. Should be delivered with the urgency of someone who is being shot at, but with the restrained irritation of someone who feels like she is not being ordered to do what she perceives as “the right thing”.

“Last fighter's down! Let's hit that Cain, we don't much time left!”

This line is delivered after the previous line, once the attacking fighters have been shot down. Should be delivered with urgency and the drive of someone who is finally being ordered to do what she perceives as the right thing.

“The Manta's bugging out!”

The “Manta” is the name of the first enemy warship, and this line is played when it withdraws. Is at the end of the first battle and should be delivered with urgency.

“Four, I'm going to target the beam cannons on the cruiser. You assholes can sit here arguing, write me up for a fucking medal when I'm gone.”

This line is played if the player does not make a decision and the Wing Leader is still in the midst of a breakdown. Should be delivered with palpable resentment.

“Jesus, is that Nate?!”

This line is played after her wing investigates a faint sensor reading and discover a downed pilot's distress beacon. Should be delivered with shock as the wing try to confirm who it is.

“Don't worry about that Nate! It's going to be alright, is your suit sealing? Do you need a tourniquet?”

This line is delivered after it is confirmed that the beacon belongs to their Wing Leader, who has ejected but is wounded and bleeding out, but is speaking incoherently and blames himself for something that is unclear. Should be delivered with sympathetic insistence.

“Nate? Nate? Sir?!”

Delivered after her Wing Leader stops responding over the radio, after the previous line.

“Shit. Nash, I'm not picking up any updates from his suit. I think he's unconscious.”

Delivered seconds after the previous line when it is clear something has happened to him. Should be delivered with concern, but still maintaining professionalism.

“Same thing they did to Bosch and his crew. We've got leave someone here with him.”

Delivered after one of the other pilots asks what the enemy will do to their Wing Leader if he's found in that state. Bosch is pronounced “Bosh”. Should convey genuine concern whilst remaining professional.

“Roger Nash. I'll stay with him until SAR show up.”

This line plays if the player decides to leave Sharma with the Wing Leader. Should be delivered with decisiveness. SAR pronounced as “S-A-R”.

“Are you being serious right now? You want us to leave a pilot alone in fucking SPACE with genocidal aliens here? What the fuck is wrong with you Nash? I hope this is the last time we fly together if that's the way you're going to treat me if I eject.”

This line plays if the player does not choose to leave anyone with the downed pilot. This line should be delivered with the outrage of someone who is barely able to keep their demeanour professional, and is genuinely aggrieved at the decision.

“Cyclone's Wing are still back there, maybe they can help?”

This line is delivered after another large enemy force arrive, well out-numbering the player's wing. Refers to “Cyclone”, the callsign of the Squadron Leader, and her wing who have not yet taken off. Should be delivered quickly as she is being shot at, at this point, but still conveying hope.

“Oh my god, Kamil's gone. Nash, I'm on the way! What's the ETA on Cyclone?”

This line is delivered when Kamil (pronounced “Kameel”), who is one of the other pilots on her wing, is shot down. Indicates that she will start to make her way to support the player ASAP. Should be delivered with genuine horror that Kamil is dead, and decisive urgency as she tells Nash she's on the way.

“Oh my god, Kamil's gone. We can't tangle forever, Nash - where's Cyclone?!”

As above, but delivered when the player has not decided to leave anyone with the downed pilot, leaving Sharma in the fight with him at this moment. As a result, this line should be delivered with the same emotion as the one above, but with slightly more urgency to reflect the fact she's in a fight.

“Sharma – ejecting!”

This line plays if the player does not make a decision during the first battle, and Sharma is shot down. Should be delivered quickly and with urgency.

“Aquarius Wing is down!”

This line plays when one of the enemy wings has been shot down. Should be delivered with decisiveness, as if she is currently mid-dogfight.

“I'm engaged defensive! Need a hand here Nash, she's right on me now!”

This line plays toward the end of the mission, once Sharma starts to take heavy damage from the enemy fighters. Should be delivered with the urgency and emotion of someone who is in genuine fear of their life and needs the player to help them.

“Nash, I'm hit! I'm hit! Oh gods.”

This line plays when Sharma is shot down, and as a result, should be delivered with maximum urgency, with the last sentence as quiet resignation of her death. In post-processing the last sentence will likely have static cut through it, to indicate she has been killed mid-transmission.