Deployment

Turn Start (x2)

All Allies Staggered (x2)

Enemy Staggered (New Turn)

Sinner Staggered

Enemy Death

Sinner Death

Disadvantageous Battle

Advantageous Battle

Danger

Enemy uses Special Skill

An event is about to trigger

Sinner attacks using Skill 3/E.G.O with Physical Advantage

Sinner attacks using Skill 3/E.G.O with Physical Disadvantage

Sinner attacks using Skill 3/E.G.O with Sin Advantage

Sinner attacks using Skill 3/E.G.O with Sin Disadvantage

Enemy Buffed

Enemy Debuffed

Sinner Buffed

Sinner Debuffed

Abnormality Part Broken (Mid Combat)

Abnormality Part Broken (New Turn)

Sinner Near Death (x2)

Enemy Near Death (x2)

Sinner kills multiple Enemies in one Skill

Welch

Deployment

Out of all the people, I guess they wanted to ask me. Whatever, this is the former Elgen Security Chief Daniel Welch, I guess I'll be covering for you guys.

Turn Start (x2)

Alright… things are definitely different compared to the Elgen, just stay focused.

Sigh— It’s good to command more familiar faces compared to the endless rookies I had to see come and go.

Special (x2)

At this point, you gotta salvage this situation as much as you can.

In situations like these… Hatch would’ve called this operation a failure and called a retreat. If you want to keep going though, be my guest.

Enemy Staggered (New Turn)

Hey, if you got something big to throw out, do it now. The enemy’s formation is weak.

Sinner Staggered

You oughta deal with the exposure to our flank, or else this operation can go south.

Enemy Death

Tango down.

Sinner Death

Tsk, we got a man down dammit, we should reinforce our wing as much as we can.

Disadvantageous Battle

Either you gotta hold your ground or face defeat, I believe you know what's the right option.

Advantageous Battle

Keep this up and this operation ends up as a success.

Danger

The situation's looking critical, reminds me of the times I had to protect Schema and other executives when we were scouting some branches out.

Enemy uses Special Skill

They're charging up, preparing to hold your ground.

An event is about to trigger

I think something's about to happen, get ready for whatever it is.

Sinner attacks using Skill 3/E.G.O with Physical Advantage

That's a successful hit, they look worse off now.

Sinner attacks using Skill 3/E.G.O with Physical Disadvantage

Negative hit… looks like they're not budging with those types of attacks.

Sinner attacks using Skill 3/E.G.O with Sin Advantage

Successful hit- what the actual hell? How did you guys do that?!

Sinner attacks using Skill 3/E.G.O with Sin Disadvantage

Negative hit, whatever you tried to do wasn't the best course of action.

Enemy Buffed

Looks like they've reinforced their tactics or something.

Enemy Debuffed

I’m starting to see cracks here, bring it down on them.

Sinner Buffed

I think we have enough power for a full-scale assault.

Sinner Debuffed

No offense, they look like shit right now, try to keep them in good condition.

Abnormality Part Broken (Mid Combat)

Good attack on target, I can see them already reeling from that.

Abnormality Part Broken (New Turn)

The enemy’s crippled even more now, you should have some breathing room.

Sinner Near Death (x2)

One of your sinners isn't looking too good, might wanna work on that.

That’s painful to see, looks like they’re gonna need a trip to the corpsman after this.

Enemy Near Death (x2)

The enemy looks awful right now, might want to consider targeting them.

That one, right there. You take them down, and their formation becomes scattered.

Sinner kills multiple Enemies in one Skill

Oh my word! That’s… a lot of targets you took down. You guys are something else, I swear.

Autumn

Deployment

This is Autumn Wexler, I’ll be representing you guys for this one.

Turn Start (x2)

However this turns out, I can see a way I could bail you all out legally if this goes south.

Hm… from the looks of it, this situation is doable.

Special (x2)

When I said I would bail you guys out, I specifically said legally, not for situations like this.

… the injuries I'm seeing are reminding me of the stuff I saw in Lobotomy Corp.

Enemy Staggered (New Turn)

Hey, I think that guy's fair game… they did attack you first. At least I hope they did.

Sinner Staggered

Ah, careful… someone's looking a little off balance.

Enemy Death

They're done for… great work. I think there's some aspects of this the legal charters could overlook.

Sinner Death

At least you can bring them back… think about those from the branches who never got a proper goodbye.

Disadvantageous Battle

Not good you guys, imagine if this was against an abnormality.

Advantageous Battle

Alright… the tide is turning in our favor. Keep it up.

Danger

This… looks like trouble, I recommend you make sure your tactics are solid for something like this

Enemy uses Special Skill

Hey… you better tighten up, they're planning something.

An event is about to trigger

Keep an eye out for what they're about to do, whatever you can see. It can benefit our case against them.

Sinner attacks using Skill 3/E.G.O with Physical Advantage

Outstanding strike… I feel like that could've been really devastating if you knew how to fully utilize L. Corp's equipment.

Sinner attacks using Skill 3/E.G.O with Physical Disadvantage

Ah… that's not gonna be a good look for our case if we're not throwing proper shots.

Sinner attacks using Skill 3/E.G.O with Sin Advantage

Now that's what I like to see. Keep up the good hits.

Sinner attacks using Skill 3/E.G.O with Sin Disadvantage

Not bad… but we gotta look tough if we wanna succeed in our case.

Enemy Buffed

I think the enemy's got something to use against us.

Enemy Debuffed

They're looking like they're falling apart… good, some cross-examination will possibly tear 'em to pieces.

Sinner Buffed

Hit them where it hurts, I don't think they'll withstand what the sinners got right now.

Sinner Debuffed

Ah… we gotta work on our case's defense it seems.

Abnormality Part Broken (Mid Combat)

The part's broken? Good… your survivability just went up.

Abnormality Part Broken (New Turn)

That broken part will give you some space to breathe. However, you wanna still try to give it your best.

Sinner Near Death (x2)

Look, I've been in the same situation twice to understand the state of one of your sinners, be careful.

It… pains me to see one of your sinners like that, especially with all the reminders I'm getting too…

Enemy Near Death (x2)

Looks like their defense is collapsing, good. We could end it for them.

They're not that sharp on the defense it seems, keep at them.

Sinner kills multiple Enemies in one Skill

I got reminded of some Lobotomy Corp things just seeing that move… try to do that again I suppose.

Beatrice

Deployment

Beatrice Arnoldson here, I hope you guys remember me. Camille invited me here so… enjoy my company.

Turn Start (x2)

We like to usually show them respect with our guns and fists, I hope you guys follow the same criteria.

I want to see that Camille is in good hands, go on.

Special (x2)

I probably should've been here to watch over Camille… dammit.

If they even lay a finger on Camille… I swear to god.

Enemy Staggered (New Turn)

The enemy's got a weakness in their formation, better handle it.

Sinner Staggered

Hey, Lovecraft. Things aren't looking good for them.

Enemy Death

One shot, one kill, keep it up

Sinner Death

Tsk, hey! If that's what you got to show then I might as well take Camille outta this place!

Disadvantageous Battle

You all better be fixing this situation.

Advantageous Battle

Things are looking good from what it seems.

Danger

Yikes… I… I only know like. One person who can deal with something like this!

Enemy uses Special Skill

Uh oh… you guys better brace for impact.

An event is about to trigger

H-hey! Something's about to happen, keep watch!

Sinner attacks using Skill 3/E.G.O with Physical Advantage

Woah, that's as tough as our armor-piercing bullets!

Sinner attacks using Skill 3/E.G.O with Physical Disadvantage

Ah… I think you could try again with something else.

Sinner attacks using Skill 3/E.G.O with Sin Advantage

Now that's class!

Sinner attacks using Skill 3/E.G.O with Sin Disadvantage

I don't think that'll keep working in the long run.

Enemy Buffed

Uhm… so did… the enemy just..?

Enemy Debuffed

They look like walking targets right now!

Sinner Buffed

Haha, that's something I like to see!

Sinner Debuffed

Uh oh… your spirits look low.

Abnormality Part Broken (Mid Combat)

You crippled it? Amazing!

Abnormality Part Broken (New Turn)

At this rate, you exposed a weak spot. Keep it in your crosshairs.

Sinner Near Death (x2)

Look, don't try to turn something trivial into something worse… fix the situation for you guys.

If that sinner is the one I'm trusting to look out for Camille… I'm sorry but I can't be confident in them.

Enemy Near Death (x2)

You probably want to focus on the weak one.

Oh, that’s just fair game right there.

Sinner kills multiple Enemies in one Skill

God damn! That’s an outstanding hit.

Gabriel & Piper - LC
Deployment

Turn Start (x2)

Special (x2)

Enemy Staggered (New Turn)

Sinner Staggered

Enemy Death

Sinner Death

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Advantageous Battle

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Sinner Buffed

Sinner Debuffed

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