

Notes for later:

CO within a given mission should be the same between briefing and gameplay. CO #2 really takes it on the chin- s/he's going to have the most lines of any character!

Dramatis Personae (or at least those who need new voices):

Unless otherwise specified, assume that all roles can be filled by an applicant of any gender. The pronouns "he/him" are merely used for brevity.

CO #1 - The first "Command"-type the player encounters aboard the GTD Arbitrary. Young and uptight, but earnest young officer. Not relieved of duty as certain lines may suggest, but moved to different assignments.

CO #2 - The other "Command"-type the player will put up with for about 4 missions. Age is flexible, but the role calls for that certain "professional" voice, like an air traffic controller or 911 operator. Some emotion does seep in during certain debriefing lines.

GTFR Neptune Captain - A bewildered civilian freighter captain. Confused both by his ship's cargo and his ship's predicament, but acts as a leader of sorts for a transport convoy. (FILLED BY MAGEKING17)

GTT Arcas Captain - Another civilian captain. Energetic, excitable, and a tad snarky.

GTFR Warchest XO - Only speaks when his craft is severely damaged. Should be severely rattled, but trying to keep it together.

GTFR Trident Captain - A fourth civilian merchant captain. Only speaks when his ship is near destruction, and should sound appropriately flustered.

Sigma Wing Pilot - Single line spoken when arriving as a reinforcement.

GTC Vanguard Captain - An experienced warship commander, issuing orders with confidence and clarity.

Task Force Dragon CO - A very high-ranking officer in charge of a bleeding-edge warship battlegroup. Most lines (save a certain few) should exude leadership, command, and decisiveness.

Galactallica Gunnery Roadie #1 - A dopey burnout gunner on an interstellar heavy metal "tour bus". Supremely laid-back and the antithesis of professional, feel free to portray as drunk, high, or just plain not "with it".

Galactallica Gunnery Roadie #2 - Similar to the first, except legitimately drunk and prickly.

Task Force Spartan CO (male only) - A gravel-spitting badass, barking out orders and tactical information. Watch some clips from 300 and pattern your speech and accent on the Spartan warriors. This character is supposed to be silly, but make the badassery feel legitimate.

IronBeer Force Commander - Single line, should positively drip with disdain and arrogant command.

Colossal Jackpot Commander - Helmsman of a immense dreadnought delivered via intergalactic lottery. Should be congratulatory, but quickly spinning into panic (read the line for more context).

GTT Armory Munitions Specialist - A transport pilot who switches out some weapons on the player's ship. Collected, matter-of-fact, yet encouraging.

GTT Magellan CO - A cargo transport captain. Calm and focused.

GTT Drake CO - A cargo transport captain. Somewhat more agitated than the other.

M3 - "Babbling Fish"

Alpha wing is dispatched to speak with a damaged Vasudan convoy in an asteroid field. A second group of Vasudans shows up with uncertain intentions, and weapons are fired.... in error, as it turns out. Some quick explanation defuses the situation, but forms a grudge.

M3 Briefing Lines - CO 1

1. "Alright. About 4 hours ago, long-range sensors sniffed an ion trail likely belonging to some Vasudan ships." (*Matter-of-fact tone*)
2. "The trail leads into an asteroid field, where we promptly lost it. Alpha wing, you are being dispatched to find this group of ships and make contact, as per our standing orders." (*Matter-of-fact tone*)
3. "Remember, pilots- this is a first contact situation with potentially hostile vessels. I expect all pilots to be both on their toes and their best behavior as representatives of the Alliance. Dismissed!" (*Matter-of-fact tone*)

M3 Debrief Lines - CO 1

1. "Though the translation error was an embarrassing black stain on today's sortie, you performed well given the circumstances. The convoy you saved today sends grateful thanks for the safe passage, and the supplies and firepower they possess will improve our odds of survival.

Dismissed. Go catch some R and R, Alpha." (*Matter-of-fact tone*)

2. "With the Naqada's destruction, the remainder of the convoy has refused to join our fleet, denying us the supplies they carry. That's the short version.

Long version? How in God's name did the Naqada even get destroyed? It should have been able to handle the incoming Vasudans without any assistance!

<Argh> Until further notice, you are grounded. We STILL can't figure this one out!"
(*Harried and frustrated*)

3. "Without Vasudan spare parts and supplies, the Naqada has refused to lend us aid. Not that a mangled Mentu (with no means of repair) would be very helpful to our survival anyways.

If we want to get home, all pilots need to be capable of adapting to rapidly-changing, even bizzare combat situations. Your performance today demonstrates a lack of that crucial capability- you are hereby grounded for remedial training." (*Harried and frustrated*)

M3 Command Lines - CO 1

1. "Sensor contacts confirmed. Alpha wing, you are to protect the Vasudans until they can jump to our position." (*Evenly, with a touch of imperative*)
2. "You have permission to fire back, pilots. I accept full responsibility for any consequences you may face." (*Serious*)
3. "Logged and noted pilots. Translator patch has been applied... Man, the Admiral's gonna have my head on a plate..." (*Frustrated and disappointed, a sort of "I am going to get it" tone*)
4. "Pilots, at this rate, you'll be outgunned in no time! To save the convoy, you'll have to try negotiating with the attackers!" (*Rattled*)
5. "That went... well? Poorly? <Sigh> You saved the convoy, at least- good job with that. Ah, they just arrived. Come on home, Alpha wing." (*Resigned at first, gradually becoming warmer and more encouraging*)
6. "The GVC Naqada has been destroyed! The mission is scrubbed, fall back immediately!" (*Rattled and rushed*)
7. "The Senet has been destroyed! Shape up, pilots!" (*Annoyed, yet a touch worried*)
8. "We have lost the Min! Pay attention!" (*Annoyed, yet a touch worried*)

9. "Too many ships have been destroyed- I've been ordered to pull the plug. Get out of there now, pilots!" (*Rattled and rushed*)

M4 - "Container Containment"

Alpha is tasked with tracking down another convoy, Terran this time. A Shivan raiding party turns into a hair-raising encounter with a Shivan capital ship that requires the player's homeship to resolve.

M4 Briefing Lines - CO 2

1. "Long-range sensors have picked up an ion trail likely indicative of a Terran convoy. Alpha wing shall seek out this convoy and attempt to make contact." (*Informative, with a touch of command*)
2. "We aboard the Arbitrary are still prioritizing recruitment of potential allies, so let us try to avoid any shooting confrontations- remember our last sortie, guys?" (*Slightly weary*)
3. "One last thing: the plothole is still largely a mystery to our scientists, but they do know that literally just about anything can happen. Mission Command will keep close tabs on this operation, and provide updates as necessary. Stay on your toes, and be prepared to react to a rapidly changing situation." (*Informative*)

M4 Debrief Lines - CO 2

1. "Though the Neptune was lost, large portions of her crew and cargo were recovered by our salvage team following Alpha's combat Op. The surviving crew send earnest thanks and are determined to aid our effort in any way possible, and the recovered cargo will be very helpful in keeping our war effort as sharp and focused as possible." (*Muted celebratory*)
2. "The Neptune and the entire convoy was slaughtered. I thought we were trying to avoid diplomatic screw-ups! Now we'll actually have to dig into our stores of Spam that have been gathering dust since before the NTF Rebellion. Intelligence calculates that we will be able to last about five days in the plothole before the diet-related piloting skill degradation causes us to lose a critical battle. There's no point in even disciplining you lot- just get out of my sight." (*Angry, frustrated, and dejected*)
3. "I have just received word from the captain of the Arcas- he offers congratulations on the successful escort, and has offered to lend his ship and crew to our cause." (*Warmly*)
4. "Also, the Trident's CO recently sent us a communique- I'll summarize, but he thanked our pilots on the skillful protection of his ship, crew, and cargo, and has accepted our offer of recruitment into our little fleet." (*Warmly*)

5. "By the way, excellent work on covering the Warchest. Her captain personally admitted that the Poseidon class is not much better than a tin can against modern weapons. His crew had almost given up hope before you and your wings found and subsequently rescued them." (*Warmly*)

M4 Neptune Lines

1. "This is the GTFr Neptune responding, Alpha 2. Boy, are we glad to see some friendly faces. All us are pretty much intact, but we'd like to link up with some Allied warships pronto." (*Relieved and explanatory*)
2. "Let me put it this way: YES. We had a strong flight of fighter support vanish during transit- very bad, especially considering what we're hauling." (*Explanatory*)
3. "Erm, it's kinda a lot of things... Not really easy to explain, actually." (*Grasping for words*)
4. "When we were loading up, the foreman said that it'd be more efficient to load every cargo into its own container. I think he was crazy, but he's my boss, so..." (*Not quite believing his own words*)
5. "You know, I really like breathing and not exploding. Can we try to minimize the hull breaches on my ship, please!?" (*Worried and hurried*)
6. "Get to the lifeboats! Save- <Communication link lost>" (*Urgent panic*)

M4 Arcas Lines

1. "Oh, no.... He must be a scout! Take him out pronto, pilots!" (*Rushed and concerned*)
2. "GTT Arcas reporting- our hull is severely damaged! None of us fancy floating back home!" (*Worried*)

M4 Trident Lines

1. "One more barrage like that, and you can kiss the Trident good-bye! And y'all probably don't want that now." (*Highly worried*)
2. "Not like this! No! I don't wanna die! I don- <Communication link lost>" (*Terrified*)

M4 Warchest Lines

1. "Warchest XO reporting! We have three hull breaches and significant crew casualties! Protect us, please!" (*Very shaken*)
2. "This is the Warchest! We're going critical! I repeat- <Communication link lost>" (*Panicked*)

M4 Sigma Pilot Line

1. "Sigma wing has arrived. How can we help?" (*Calm and ready*)

M5 - "Fire and Flames"

Command has devised a plan to destroy the Shivan warship and its attendant battlegroup from the previous mission. The mission starts with a cruiser-supported furball, then escalates into an iconic beamspam festival as allied warships arrive. The mission ends with interstellar rock gods Galactallica making an explosive entrance.

M5 Briefing Lines - CO 2

1. "The Shivan battlegroup that has been harassing our operations for some time has finally been located and isolated. We've been wearing them down for a few days now, and we now have an excellent opportunity to wipe the bastards out." (*Steely, and a touch excited*)

2. "We have formulated a two-part plan to destroy the Ravener and her battlegroup.

The first phase will involve a patrol-in-force to cause some damage and present a 'juicy' target to the Ravener's battlegroup.

Phase Two will be the actual destruction of the Ravener and her friends." (*Informative*)

3. "Ok, Alpha and Beta wings, listen up- you're going to be key to Phase One.

You will patrol the area alongside the Aeolus-class GTC Vanguard." (*Informative*)

4. "Phase goal? Trash any enemy strike craft you encounter.

The Vanguard's anti-fighter flak and beams will shred any strikecraft that try to get close, but even a fearsome class like the Aeolus can only handle so many threats. Be especially wary of any bombers that may appear on the field. One or two solid hits from a dedicated anti-capital munition will destroy the Vanguard or force her to withdraw.

Remember- the Vanguard is being deployed to reinforce you fighter jocks, and vice versa. Let the hulking cruiser soak fire from the fighters while you provide precision fire and professional flying." (*Informative*)

5. "The Ravener and her associates have been very skittish about committing to serious engagements, but we believe that they will go for our ruse. The Vanguard should appear to be a target that's too hard for strikecraft to kill, but an easy mark for a destroyer.... or hopefully a destroyer group.

Timing will be key- the Vanguard will need to withdraw once the theoretical battlegroup arrives, but not soon enough to tip off the Shivans to our ploy.

Alpha and Beta wings will remain on station to observe and spot for the battlegroup that will replace the Vanguard. Speaking of that battlegroup...." *(Informative)*

6. "This battlegroup is a fleet of four advanced Hecate-class destroyers, apparently from the future. The GTDs Beatdown, Firestorm, Rampage, and Valley will close the noose on the Ravener battlegroup. These warships are armed with some new-model rapid-fire beam cannons, and should easily overpower the Ravener and her attendants, even in a toe-to-toe fight."

Alpha and Beta will be on station solely to observe- the plasmatic lightshow that will erupt between the two fleets is surely lethal to any strikecraft." *(Informative, with a touch of pride/excitement when describing the new battlegroup)*

7. "That'll do it. Any questions?" *(Matter-of-fact)*

M5 Debrief Lines - CO 2

1. "Though the GTC Vanguard took severe damage from your lackluster escort and fled the field, we cannot find it within us to get on you about this. Two reasons- One, though the Op was jeopardized, we destroyed the enemy force. Secondly, the Vanguard is still in a repairable condition.

You're off the hook this time, but work on your interception skills. In the mean time...." *(Irritated, but with grudging acceptance)*

2. "Your cowardice and subsequent failure to remove the Shivan strike craft caused our capital ships to jump directly into a slaughterfest. Initial reports are sketchy, but it appears that all four of our advanced destroyers were lost after your uncleared departure. The GTVA has lost tens of thousands of brave men and women today, due in large part to your utter incompetence. I hereby revoke your wings and all priveleges due a pilot of the GTVA until further notice.

That's what your wingmen get to hear. Sound good, Alpha 1?" *(Dripping with spite, quickly reversing to "pleasantly conversational")*

3. "There was nothing you could have done to save our destroyers. We simply did not have enough warning or badassery to challenge Galactallica. More than a few Admirals fear that we will be unable to find enough musicians to challenge Galactallica's rock godhood before they decide to simply nuke us.

Just... just go. Our Admirals may come up with a cunning plan within the next few hours, but until then, there's nothing for you guys to do." *(Weary/traumatized resignation)*

M5 Vanguard Lines

1. "GTC Vanguard, on station. Let's hunt some bad guys!" *(Ready for action and quietly excited)*
2. "Hey, you guys are the professionals, but I'd like to remind you to keep bombs away from our hull." *(Shying into "slightly nagging")*
3. "Looks like that's our cue to leave. Tell us how the fireworks turn out, kids. Good flying with you- see you back at the fleet." *(A hint of worry but also some relief)*
4. "Section 5- respond! Agh, no good! Alpha 1, we need to retreat- you're on your own from here forward!" *(Shaken and concerned, but still composed)*
5. "NO! Snuff the reactor, override code Nicole! Don't let it-" *(Urgent and desperate)*

M5 Command Lines - CO 2

1. "We hear you- our battlegroup has just entered subspace." *(Neutral, informative)*
2. "Just give our ships a couple more seconds." *(Informative, but with a touch of anticipation)*
3. "I'd recommend you leave the area pronto, pilots." *(Mechanically- at this point, the allied battlegroup previously referenced has just been annihilated in seconds)*
4. "The GTC Vanguard has retreated successfully, but it looks like the Shivan battlegroup is en route anyways! Step it up and clear out any remaining hostiles!" *(Urgently- the mission is too important to get annoyed just yet)*
5. "The Vanguard has been destroyed, and we have lost telemetry lock on the Shivan battlegroup. Abort operation- disengage and return to base immediately!" *(Urgent, but frustrated and annoyed)*

M5 TFD CO Lines

1. "This is the GTVA battlegroup on station. All vessels report green across the board. Stand by to arm beams on my mark." *(Confident and unflinchingly professional)*
2. "3... 2... 1... Beam-free-all!" *(Commandingly- he is issuing an "open fire" order, just in a rather roundabout way)*

3. "All the Shivan destroyers have been eliminated. Good work, everybody."
(Encouragingly)
4. "Wait, we're picking up a large and very metal object heading our way. Stay on your toes, people." *(Mildly surprised, but mostly informative)*
5. "Affirmative, pilot. We aren't sure what it means, either." *(Informative- this is in response to a question regarding the precise meaning of the "metal" object)*
6. "Well, crap." *(Resigned- the "metal" object is a Shivan juggernaut that's about to waste his entire fleet)*

M6 - "Noise Pollution"

Immediate follow-up to the previous mission. An attempt to parley with Galactallica goes improbably well, but some old Vasudan "friends" crash the party just as the deal is sealed.

M6 Briefing Lines - CO 2

1. "Well, the appointed time has come, and obviously we do not have any musicians here with us today. We realize that we have no chance of actually challenging Galactallica on musical grounds, so the remaining Admirals have come up with an alternate plan."
("Visible" unease, but still informative)
2. "Alpha wing, since you've been so successful with negotiation in the past, Command has decided that you are to act as ambassadors and to attempt negotiations with the band."
(Flatly, possibly with some sarcasm when referring to previous negotiations)
3. "What? Don't look at me like that! We don't have any other options except fighting with them. And we all know how well that went..." *(Defensive and slightly agitated)*

M6 Debrief Lines - CO 2

1. "Pilots, we should congratulate you on two counts. First, for convincing Galactallica to join our fleet, and also for fending off the Vasudan assault. Though the apparently renegade Vasudan group launched a surprising and well-timed attack, cooperation between yourselves and Galactallica's strike craft won the day." *(Relieved and warm)*
2. "Though staunchly convinced that their fighters and bombers could have handled the Akhenaten on their own, the members of Galactallica nonetheless send sincere thanks for the skillful escort of their Juggernaut 'tour bus'.

Give yourself a pat on the back, kid." *(Warmly)*

3. "Galactallica was destroyed. Though the negotiation went well enough, the lack of the Juggernaut's firepower is almost certain to spell our doom. If this IronBeer is truly capable of rattling a Juggernaut crew with his power, then what could he do to a ragtag group of destroyers?"

<Beeping> Oh, no. He's here- good God! How can a ship even be that big? Don't even bother getting up. This is the end." (*Disbelief, moving into panic/"I'm going to die" with the last lines*)

M6 Galactallica Gunnery Roadie Lines

1. "Yo, James! I can't read Shivan, so I just started pressing buttons randomly! But my guess is that the rear beam is now overdriven or sumthin like that!" (*Lackadaisical, but still primarily informative- this line is in response to an order from James Novafield, the frontman/leader of Galatallica*)
2. "So THAT's what that smell is! I figured somebody simply burned some pizza or something..." (*Delayed comprehension*)

M6 Galactallica Gunnery Roadie 2 Lines

1. "Hey! I swear to DRUNK I am not as GOD as my LOOK makes me AIM!wait a minute. Can I try that again?" (*Agitated, then actually taking a second to consider what he just said- actual drunkenness is not required, but would be a nice plus*)

M7 - "The NOT Gates"

This mission is basically 300 in space, and a glorious ham-coated sendup of the Battle of Thermopylae. The "Task Force Spartan" officers and pilots are going for that last "blaze of glory" against IronBeer's forces, and are unbendingly hardassed and determined even at the end.

M7 Briefing Lines, TF Spartan CO

1. "We are presently en route to one set of IronBeer's defensive portals. As you all know, our job is to create a diversion for the main battlegroup's attack." (*Informative-badassfully, but save the ham for the actual mission*)
2. "Specifically, our plan is rather simple. Our capital ships will occupy the space between the two portals, and blast anything hostile that comes through." (*Informative, feel free to add a bit of muted glee/excitement when talking about blowing things up*)
3. "Alpha wing, your job is to help maintain the blockade. While we cannot give you specific instructions due to the nature of our enemy, we will provide you with powerful attack craft and advanced support ships. Our support craft are capable of field hull repairs!" (*Informative, with some pride when talking about TF Spartan's capabilities*)

4. "We shall stay in contact with the Arbitrary's group the whole time. Unfortunately, they cannot provide us with assistance, for danger of detection, but Alpha can jump to their position when necessary. Stay frosty and keep your ears open, pilots." (*Informative*)

M7 IB Commander Line

1. "Interlopers! This is your last chance! Surrender your ships!" (*Arrogant, expecting compliance*)

M7 Command - TF Spartan Co

1. "Alpha 3, let's just say that all of us here have a little history with IronBeer." (*Scornfully*)
2. "All ships, engage the enemy! Nobody gets through!" (*Encouragingly- he's pumping up his allies, but don't go crazy and blow out your mic*)
3. "Alpha wing, focus on the corvettes first. Our fighters will provide cover." (*With the force of an order*)
4. "Four Cain-class cruisers arriving. We'll provide firesupport if Alpha will get in close!" (*With the force of an order*)
5. "Demon-class destroyer arriving! Start with her forward beams, then assist with destruction." (*With the force of an order*)
6. "The Devastator is down. I hate to say it, but I don't think we can handle much more. Arbitrary, are you in position yet?" (Weary, but also a bit exhilarated)
7. "We've got a Lucifer arriving!" (*Concerned, but resolved*)
8. "...and hostile reinforcements coming from the other portal? How did they get behind us!?" (*Astounded*)
9. "Looks like this is the end. Do not mourn us, Alpha- our fates were sealed even before this day. We can now die content that we have avenged our homeland..." (*Accepting*)
10. "Remember us!" (*Defiantly- this is "for the ages", so to speak*)

M8 - "Showdown"

Like it says on the tin. Alpha fights through waves of increasingly-powerful minions before finally taking down IronBeer. Most of the lines are already acceptable, and the context cues given should be sufficient for what's left.

M8 IronBeer's Lines

(This is a reminder for me. Less ham, more menace.)

M8 Arbitrary Extra Line

(Also a reminder for me. Warm up the accent generator.)

1. Residual subspace energy readings strongly suggest that the Ravana will be arriving directly in front of us- plan accordingly!

M8 COLOSSAL JACKPOT Line

1. "Congratulations, lucky winner! We're- OH GOD! HIT THE BRAKES!" *(Gameshow-type congratulatory into naked panic- The Jackpot arrives through a subspace portal.... right in line with a huge Shivan warship, and at high velocity)*

M8 Armory Lines

1. "Alpha 1, we are beginning the re-arming procedure. Please stand by." *(Clear and informative)*
2. "Weapons have been switched. You've got this, tough guy!" *(Informative, then encouraging)*

M8 Advice Lines - CO 2

1. "Alpha 1, we've come up with a couple peices of advice for your assault." *(With import)*
2. "First, don't get separated from your wingmen. IronBeer has apparently unlimited fighters, and you don't want to get swamped." *(Informative)*
3. "Secondly, the IMPP Bomb has a very long range, but you need a clear line to a reactor. Don't forget you can use the target view function to plan your bombing runs." *(Informative)*
4. "Last thing- don't give up! Even if you somehow waste every IMPP, the reactors still appear sort of vulnerable to conventional weaponry- persistence should take them down." *(Encouraging and informative)*

M9 - "Indestructible"

The campaign's not quite done yet- Alpha wing and the Arbitrary still need to escape. The two lines here are for a pair of transports that arrive early in the mission to drop off some very important cargo.

M9 Magellan Line

1. "GTT Magellan has arrived. Beginning docking procedures." *(Evenly)*

M9 Drake Line

1. "GTT Drake here. We've got hostile fighters right on our heels!" (*Slightly rushed and with some concern*)