```
                          BCG SOUND/FX MASTER LIST
                          -----------------------
```

```
==============================================================================
                                [ENVIRONMENT]
==============================================================================
```

FORMAT: 22KHz, 16 Bit PCM Stereo

These are all environment sounds that are mixed in with normal
communications.
eg combat_planet1.wav would be mixed in with one of the marine voices during
communications from that person/NPC. Similarly, if a fighter that is
currently
engaged in combat, speaks, then the combat_space1.wav sound would be mixed in
the background.

```
combat_planet1.wav                - background mix (ground combat)
combat_planet2.wav                - "
combat_planet3.wav                - "
combat_planet4.wav                - "
combat_planet_quiet.wav           - background mix (no ground combat)
combat_space1.wav                 - background mix (air/space combat)
combat_space2.wav                 - "
combat_space3.wav                 - "
combat_space4.wav                 - "
ship_chatter1.wav                 - background in-ship chatter
ship_chatter2.wav                 - "
ship_chatter3.wav                 - "
ship_chatter4.wav                 - "
```

```
==============================================================================
                                  [MARINES]
==============================================================================
```

FORMAT: 11KHz, 16 Bit PCM Mono

These audio messages are generated by the marines. They are also displayed
in
the ship's COMMLINK simultaneously.

Each voicefx is recorded for the marine. Two letters are appended to the end
of the voice file which signify the sex of the marine it is associated with.
Example, BCV101A_M.WAV is for the male marine and BCV101_F.WAV is the same
message but recorded for the female marine.

One of the backgrounds (combat or non-combat) are mixed in when these sounds
are played.

```
bcv101A.wav  - cover me!
bcv102A.wav  - follow me!
bcv103A.wav  - incoming!
bcv104A.wav  - go! go! go!
bcv105A.wav  - medic!
bcv106A.wav  - under attack, need backup, now!
bcv107A.wav  - requesting evac!
bcv108A.wav  - all clear here!
bcv109A.wav  - base under attack!
```

```
bcv110A.wav  - base is secure!
bcv111A.wav  - hostile target identified!
bcv112A.wav  - target destroyed!
```

```
=============================================================================
==
                              [ SHIP'S COMPUTER ]
=============================================================================
=
```

FORMAT: 22KHz, 16 Bit PCM Mono

These audio messages are generated by the ship's computer (Mother). They are
also displayed in the ship's COMMLINK simultaneously.

```
BCV1.WAV        Alien ship detected
                - a ship has appeared in the TACSCAN display

BCV2.WAV        Interceptor acquired
                - Interceptor is being tracked by planetary/space radar

BCV3.WAV        Battlecruiser acquired
                - Battlecruiser is being tracked by planetary/space radar

BCV4.WAV        (warning)...Damage
                - a system or the ship has taken damage

BCV5.WAV        Target acquisition
                - ship's weapons system has missile lock on target

BCV6.WAV        Planetfall established
                - ship has left orbit and entered a planet's atmosphere

BCV7.WAV        Approaching hazard
                - ship approaching hazard ie ship, asteroid belt, blackhole

BCV8.WAV        Retrieving data
                - computer is retrieving requested data

BCV9.WAV        Abandon ship  ( for Interceptor )
                - Interceptor is badly damaged and about to explode

BCV10.WAV       Interceptor, clear on my mark, 3-2-1 mark
                - Interceptor prelaunch sequence from Battlecruiser

BCV11.WAV       Target destroyed
                - current target destroyed

BCV12.WAV       Computing orbital profile
                - ship's computer plotting an orbital approach

BCV13.WAV       Hostile launch detected
                - a weapon has been launched at the ship

BCV14.WAV       Clear to dock
                - docking request granted by starstation

BCV15.WAV       Warning
                - precedes some warning messages. eg Warning..Damage

BCV16.WAV       Interceptor launched
                - interceptor launch confirmation
```

```
BCV17.WAV       SCI-LINK update
                - computer database updated


BCV18.WAV       (warning)..hull integrity breach
                - direct hit on ship's hull.


BCV19.WAV       GALCOM ship detected
                - a GALCOM ship has been tracked on radar


BCV20.WAV       (warning)..shields integrity breach
                - shields are hit directly and breached


BCV21.WAV       Hyperdrive activated
                - hyperjump engines activated


BCV22.WAV       (warning)..critical power status
                - available power units has reached critical levels


BCV23.WAV       (Warning)..low power status -
                - available power units has reached low levels


BCV24.WAV       Urgent message received
                - urgent incoming message


BCV25.WAV       Acknowledged
                - computer acknowledges command input


BCV26.WAV       Orbit established
                - computer has completed orbital approach profile


BCV27V1.WAV     Commander...[statement]


BCV27V2.WAV     Commander...[query]


BCV28.WAV       (warning)...weapon stores depleted
                - weapons in weapons bay depleted


BCV29.WAV       (warning)...shields are down
                - warning regarding current state of shields


BCV30.WAV       Emerging from hyperspace
                - ship emerging from hyperspace


BCV31.WAV       (warning)...evacuate ship
                    - ship's integrity compromised


===============================================================================
=
                                [ PILOTS ]
===============================================================================
=

FORMAT: 11KHz, 16 Bit PCM Mono
```

These audio messages are generated by the combat pilots. They are also
displayed in the ship's COMMLINK simultaneously.

Each voicefx is recorded for a combat pilot. Two letters are appended to
the end of the voice file which signify the combat pilot it is associated
with.
Example, BCV32ASC.WAV is for Scorpion and BCV32ALA.WAV is the same message

but
recorded for Lace. Some voicefx have multiple samples and these are chosen at
random by the ai system.

COMBAT PILOT ABBREVIATIONS TO BE APPENDED TO END OF FILENAME:

```
HEllraiser  - Male
LAce        - Female
NIghtwing   - Female
RoGue       - Male
ROamer      - Male
SCorpion    - Male
SHadow      - Male
STarfire    - Female
```

BCV32A.WAV   "Control, we have a breach, please advise"
BCV32B.WAV   "Control, request permission to intercept"
BCV32C.WAV   "Control, looks like we have an intruder"

                 - Pilot is under 'weapons hold' orders and an unidentified
               craft
                  has been detected on radar. Pilot is requesting tactical
                  instructions

BCV33A.WAV   "Inbound, inbound!...."
BCV33B.WAV   "Incoming!"
BCV33C.WAV   "We've got an incoming!"
BCV33D.WAV   "This DOES NOT look good!"

                 - A weapon has been launched at the craft.

BCV34A.WAV   "Target lock"
BCV34B.WAV   "I've got positive lock..."
BCV34C.WAV   "Target acquisition"
BCV34D.WAV   "Target acquisition confirmed"

                 - Pilot has a positive lock on target

BCV35A.WAV   "Hold still, this won't hurt a bit"
BCV35B.WAV   "Try this on for size..."
BCV35C.WAV   "I've got something for you"
BCV35D.WAV   "Will you hold still, please"
BCV35E.WAV   "So, you wanna play huh?"
BCV35F.WAV   "..this won't hurt a bit"
BCV35G.WAV   "Here's something to remember me by"

                 - Pilot is taunting target. Usually prior to weapons release

BCV36A.WAV   "Launch, launch, launch!"
BCV36B.WAV   "Launch confirmed!"
BCV36C.WAV   "Missile launched, breaking"

                 - Pilot has launched a weapon at target

BCV37A.WAV   "Darn, I missed!"
BCV37B.WAV   "I missed, I missed!"
BCV37C.WAV   "Oh no, I missed!"
BCV37D.WAV   "He's jamming, looks like it's a miss"

                 - Pilot's weapon missed it's intended target

BCV38A.WAV   "Bingo...yeah!"

```
BCV38B.WAV   "Aw, I'm sorry!"
BCV38C.WAV   "Target destroyed!"
BCV38D.WAV   "Scratch one!"
BCV38E.WAV   "I got him, I got him"
BCV38F.WAV   "Yes!"
BCV38G.WAV   "Yeeee haawwwww!"
BCV38H.WAV   "See, told you it won't hurt"

             - Pilot has destroyed the target

BCV39A.WAV   "This bogie's all over me!"
BCV39B.WAV   "Can't shake him!"
BCV39C.WAV   "Damn, he's good!"
BCV39D.WAV   "Where'd he go?"
BCV39E.WAV   "Hey, get offa me"
BCV39F.WAV   "..can't shake him"
BCV39G.WAV   "Control, this bogie's all over me!"

             - Pilot is in an intense dogfighting situation

BCV40A.WAV   "...we're under fire, request permission to engage!"
BCV40B.WAV   "Control, request permission to engage!"

             - Pilot is under 'weapons hold' orders and being attacked. Once
               the order to fire is given, he/she will do so.

BCV41A.WAV   "...target confirmed, request permission to fire!"
BCV41B.WAV   "Control, do I have permission to fire?"

             - Pilot is under 'weapons hold' orders and has target lock.
            Once
               the order to fire is given, he/she will do so.

BCV42A.WAV   "Control, we need help out here!"
BCV42B.WAV   "Control, we have a situation here!"
BCV42C.WAV   "..request immediate assistance"
BCV42D.WAV   "Control, launch the alert 5 craft!"
BCV42E.WAV   "Control, get us outta here!"

             - Pilot is requesting tactical assistance

BCV43A.WAV   "....he's got lock on me!"
BCV43B.WAV   "I've been acquired!"
BCV43C.WAV   "Oh no, he's got lock!"

             - Target has lock on pilot.

BCV45A.WAV   "Hostile target identified"

             - Pilot has positive id on target

BCV46A.WAV   "Multiple bogies, inbound!"
BCV46B.WAV   "Does anyone see a trailer?"
BCV46C.WAV   "Bogies inbound, inbound"

             - Pilot has detected multiple inbound targets

BCV47A.WAV   "....he's a friendly"

             - Pilot has positive id on target

BCV48A.WAV   "I've got clean scan"
```

```
BCV48B.WAV   "All quiet here"
BCV48C.WAV   "Anyone see anything?"
BCV48D.WAV   "Still searching..."

             - No hostiles have been detected on pilot's radar (active scan)

BCV49A.WAV   "Target is breaking off attack"
BCV49B.WAV   "Hey, come back here"
BCV49C.WAV   "He's bugging out"
BCV49D.WAV   "Had enough already?"

             - Target is breaking off it's attack

BCV50A.WAV   "Acknowledged"
BCV50B.WAV   "Affirmative"

             - Pilot is executing requested command

BCV51A.WAV   "That's a negative"
BCV51B.WAV   "Unable to comply"

             - Pilot was sent an order he/she cannot comply with and will
               ignore it.

BCV52A.WAV   "Switching to lasers"

             - Pilot is switching to laser firing mode

BCV53A.WAV   "Switching to missiles"

             - Pilot is switching to missile launch mode

BCV54A.WAV   "Eject, eject, eject!"

             - Pilot is ejecting escape pod.

BCV55A.WAV   "Control, request immediate evac"

             - The escape pod is seeking the Battlecruiser or is on a planet
               surface

BCV56A.WAV   "Cruising blind"

             - Pilot has his/her radar off (passive scan)

BCV57A.WAV   "Welcome to the party pal!"
BCV57B.WAV   "The more the merrier!"

             - Another friendly craft has entered the combat zone

BCV58A.WAV   "...I'm low on power"
BCV58B.WAV   "be advised, low power status"

             - Pilot's craft has a low power level and will now attempt to
               return to base

BCV59A.WAV   "...I'm running out of power"
BCV59B.WAV   "be advised, critical power status"

             - Pilot's craft has a critical power level and will now attempt
               to return to base
```

BCV60A.WAV   "weapon stores depleted"

            - Pilot has run out of missiles.

BCV61A.WAV   "laser power depleted"

            - Craft no longer has enough power to channel to lasers

BCV62A.WAV   "Control, I have a systems failure"
BCV62B.WAV   "...critical systems failure"

            - The craft's integrity has reached or fallen below 35%

BCV63A.WAV   "Shutdown, shutdown!"

            - The craft has run out of power and is drifting in space or
              plummeting to the planet's surface.

BCV64A.WAV   "Control, returning to base"

            - Pilot is headed back to the Battlecruiser

BCV65A.WAV   "Hey, watch it!"
BCV65B.WAV   "What the..."
BCV65C.WAV   "...are you nuts!"

            - Pilot was hit by friendly fire.

BCV66A.WAV   "Maintaining docking profile"

            - Pilot is waiting to dock

BCV67A.WAV   "Spacebound, spacebound!"
BCV67B.WAV   "Man, what a rush!"

            - Pilot is leaving a planet/moon surface for space

BCV68A.WAV   "Planetfall!"
BCV68B.WAV   "Express elevator, going down!"
BCV68C.WAV   "Whoah, what a rush!"

            - Pilot is entering a planet/moon surface

BCV69A.WAV   "Control, target is fleeing, pursue?"

            - Target is fleeing the region. Pilot is requesting a chase
              order

BCV70A.WAV   "...flash traffic, flash traffic!"
BCV70B.WAV   "Control, priority one flash traffic"
BCV70C.WAV   "..repeat, flash traffic detected"

            - Pilot has detected a hostile attack carrier on radar.

BCV71A.WAV   "Mission accomplished"

            - Pilot has completed the current mission order

BCV72A.WAV   "He's going hyper!"
BCV72B.WAV   "Jump anomaly forming!"

            - Pilot's target has activated his hyper jump engines

```
BCV73A.WAV  "Crash!, crash!"
BCV73B.WAV  "I'm losing control"

              - Pilot's craft is falling to the surface due to damage

BCV74A.WAV  "Maintaining escort profile"

              - Pilot is on escort orders

BCV75A.WAV  "Maintaining tactical profile"

              - Pilot is on tactical orders

BCV76A.WAV  "Returning to base"

              - Pilot is returning to base

BCV77A.WAV  "Control, we're ready for launch"

              - Pilot is ready to launch

BCV78A.WAV  "Hey, this ship isn't armed!"

              - Pilot has detected that the ship isn't armed prior to launch

BCV79A.WAV  "Hey, this ship isn't fit to fly!"

              - Pilot's ship has failed a systems check prior to launch

BCV80A.WAV  "Preparing for jump"

              - Pilot is about to activate hyper jump engines
```

```
==============================================================================
=
                             [ OFFICERS ]
==============================================================================
=
```

FORMAT: 11KHz, 16 Bit PCM Mono

These audio messages are generated by the ship's personnel. They are also
displayed in the ship's COMMLINK simultaneously.

Each voicefx is recorded for the ship's personnel. Two letters are appended
to
the end of the voice file which signify the officer it is associated with.
Example, BCV81ARE.WAV is for the Research Engineer.

PERSONNEL ABBREVIATIONS USED IN FILENAMES:

```
FO, Flight Officer      - Male
NO, Navigation Officer  - Female
CM, Comms Officer       - Female
TO, Tactical Officer    - Female
CO, Combat Officer      - Male
MO, Medical Officer     - Female
CE, Chief Engineer      - Male
RE, Research Engineer   - Female
C,  Comms chatter       - These voicefx should contain misc chatter
resembling
```

several people talking at once in the background.
These will be played back at low volume to simulate
chatter amongst the flight engineers, system engineers
and other crew members.

[Flight Officer - Tommy Brooks]

```
BCV81AFO.WAV    "Engaging thrust profile "
BCV81BFO.WAV    "Disengaging thrust profile"
BCV81CFO.WAV    "Unable to engage requested thrust profile"
BCV81DFO.WAV    "Engaging hyperdrive profile"
BCV81EFO.WAV    "Disengaging hyperdrive profile"
BCV81FFO.WAV    "Unable to engage hyperdrive"
BCV81GFO.WAV    "Inputting navigation co-ordinates"
BCV81HFO.WAV    "Configuring jump profile"
BCV81IFO.WAV    "Unable to compute jump profile"
BCV81JFO.WAV    "Docking profile engaged"
BCV81KFO.WAV    "We've been refused docking clearance"
BCV81LFO.WAV    "Mother, compute orbital profile"
BCV81MFO.WAV    "Preparing to leave orbit"
BCV81NFO.WAV    "Evac procedures activated!"
BCV81OFO.WAV    "Brace for impact!"
BCV81PFO.WAV    "Taking evasive action!"
BCV81QFO.WAV    "Propulsion systems are off-line!"
BCV81RFO.WAV    "Propulsion systems back on-line"
BCV81SFO.WAV    "Configuring for solar energy extraction"
BCV81TFO.WAV    "We've entered null space. Prepare for vector redirect"
BCV81UFO.WAV    "Going off station, sir"
BCV81VFO.WAV    "Flight Officer reporting for duty, sir"
```

[Navigation Officer - Lanna Kasugi]

```
BCV82ANO.WAV    "Course plotted from nav co-ordinates"
BCV82BNO.WAV    "I am unable to plot a course for that destination"
BCV82CNO.WAV    "Verifying current location"
BCV82DNO.WAV    "N.I.D computer is inoperable"
BCV82ENO.WAV    "Jump parameters computed"
BCV82FNO.WAV    "Escape route plotted"
BCV82GNO.WAV    "Starstation detected in this sector"
BCV82HNO.WAV    "Starbase detected in this sector"
BCV82INO.WAV    "Unable to launch probe. Invalid target selected"
BCV82JNO.WAV    "Probe has been launched"
BCV82KNO.WAV    "Probe has reached it's destination"
BCV82LNO.WAV    "Probe has been reprogrammed"
BCV82MNO.WAV    "Navigation systems are off-line!"
BCV82NNO.WAV    "Navigation systems back on-line"
BCV82ONO.WAV    "Activating navitron computer"
BCV82PNO.WAV    "Hyperion Subspace Device configured"
BCV82QNO.WAV    "Preparing to drop out of hyperspace"
BCV82RNO.WAV    "Going off station, sir"
BCV82SNO.WAV    "Nav Officer reporting for duty, sir"
```

[Comms Officer - Sandy Crane]

```
BCV83ACM.WAV    "VIDLINK deactivated"
BCV83BCM.WAV    "VIDLINK activated"
BCV83CCM.WAV    "I am picking up an IFF signal from that target Kara"
BCV83DCM.WAV    "An S.O.S distress signal has been detected"
BCV83ECM.WAV    "Broadcasting S.O.S distress signal on all channels"
BCV83FCM.WAV    "Incoming comms request, acknowledge?"
BCV83GCM.WAV    "Communication link established"
```

```
BCV83HCM.WAV    "Communication link disconnected"
BCV83ICM.WAV    "Activating commlink computer"
BCV83JCM.WAV    "Incoming probe communications"
BCV83KCM.WAV    "Communication system has gone off-line"
BCV83LCM.WAV    "Communication system back on line"
BCV83MCM.WAV    "Communications lost with interceptor"
BCV83QCM.WAV    "Communications lost with shuttle"
BCV83UCM.WAV    "Communications lost with vehicle"
BCV83YCM.WAV    "Going off station, sir"
BCV83ZCM.WAV    "Comms Officer reporting for duty, sir"
```

[Tactical Officer - Kara Moran]

```
BCV84ATO.WAV    "Interceptor launched"
BCV84ETO.WAV    "Interceptor is returning to base"
BCV84ITO.WAV    "Interceptor has docked"
BCV84MTO.WAV    "Interceptor has ejected"
BCV84QTO.WAV    "Interceptor pod retrieved"
BCV84UTO.WAV    "Interceptor is badly damaged"
BCV84YTO.WAV    "Interceptor has been destroyed"

BCV85CTO.WAV    "Interceptor is under attack"
BCV85GTO.WAV    "Interceptor is engaging"
BCV85KTO.WAV    "Interceptor is breaking it's attack"
BCV85OTO.WAV    "Shuttle launched"
BCV85STO.WAV    "Shuttle is returning to base"
BCV85WTO.WAV    "Shuttle has docked"

BCV86ATO.WAV    "Shuttle has been destroyed"
BCV86ETO.WAV    "Shuttle is under attack"
BCV86ITO.WAV    "Distortion field detected"
BCV86JTO.WAV    "There's something out there"
BCV86KTO.WAV    "Multiple boggies inbound!"
BCV86LTO.WAV    "We're been scanned on radar!"
BCV86MTO.WAV    "Target has armed it's weapons!"
BCV86NTO.WAV    "Target is preparing to fire!"
BCV86OTO.WAV    "Target has fired. Missile inbound!"
BCV86PTO.WAV    "Inpact in t-minus 10 seconds!"
BCV86QTO.WAV    "Inpact in t-minus 5 seconds!"
BCV86RTO.WAV    "Launching alert five craft"
BCV86STO.WAV    "E.M.D jammer activated"
BCV86TTO.WAV    "Missile is burning through our jamming!"
BCV86UTO.WAV    "Target acquisition profile selected"
BCV86VTO.WAV    "Missile pods are empty"
BCV86WTO.WAV    "Missile launched"
BCV86XTO.WAV    "Weapons pod one is off-line"
BCV86YTO.WAV    "Weapons pod two is off-line"
BCV86ZTO.WAV    "Deploying mine defense grid"

BCV87ATO.WAV    "Mine launch bay is off-line"
BCV87BTO.WAV    "Mine launch bay is empty"
BCV87CTO.WAV    "Cloaking system activated"
BCV87DTO.WAV    "Cloaking system deactivated"
BCV87ETO.WAV    "Cloaking system is off-line"
BCV87FTO.WAV    "Raising shields"
BCV87GTO.WAV    "Shields lowered"
BCV87HTO.WAV    "Shield strength modified"
BCV87ITO.WAV    "Shield integrity breach!"
BCV87JTO.WAV    "Shield is collapsing!"
BCV87KTO.WAV    "Hull integrity breach!"
BCV87LTO.WAV    "Hull is collapsing!"
BCV87MTO.WAV    "Weapon systems activated"
```

```
BCV87NTO.WAV    "Weapons computer is off-line!"
BCV87OTO.WAV    "Weapons computer back on-line"
BCV87PTO.WAV    "P.T.A system activated"
BCV87QTO.WAV    "P.T.A system is off-line"
BCV87RTO.WAV    "FATAL system activated"
BCV87STO.WAV    "FATAL system is off-line"
BCV87TTO.WAV    "TACSCAN computer is off-line"
BCV87UTO.WAV    "TACSCAN computer back on-line"
BCV87VTO.WAV    "C.V.D computer is off-line"
BCV87WTO.WAV    "C.V.D computer is back on-line"
BCV87XTO.WAV    "Primary laser turret is off-line"
BCV87YTO.WAV    "Secondary laser turret is off-line"
BCV87ZTO.WAV    "Auxiliary laser turret is off-line"


BCV88ATO.WAV    "Ion-Disruptor Array is off-line"
BCV88BTO.WAV    "TacOps computer is off-line"
BCV88CTO.WAV    "Activating TacOps computer"
BCV88DTO.WAV    "Activating Tactical computer"
BCV88ETO.WAV    "Tactical computer is off-line"
BCV88FTO.WAV    "Probe sci-link relay disconnected"
BCV88GTO.WAV    "Probe sci-link relay is on-line"
BCV88HTO.WAV    "Tractor beam engaged"
BCV88ITO.WAV    "Tractor beam disengaged"
BCV88JTO.WAV    "Unauthorized launch detected"
BCV88KTO.WAV    "Tommy, get us out of here...now!"
BCV88LTO.WAV    "Kendrick, I need more shield power!"
BCV88MTO.WAV    "Going off station, sir"
BCV88NTO.WAV    "Tactical Officer reporting for duty, sir"


[Combat Officer - Paul Resnig]

BCV89ACO.WAV    "Interceptor is readying"
BCV89ECO.WAV    "Interceptor is launch ready"
BCV89ICO.WAV    "Interceptor failed diagnostics"
BCV89MCO.WAV    "Interceptor is off-line"
BCV89QCO.WAV    "Flight deck is badly damaged. Launch operations delayed"
BCV89RCO.WAV    "Operations is damaged. Briefings will be rescheduled"
BCV89SCO.WAV    "Deployment bay is badly damaged. Combat operations delayed"
BCV89TCO.WAV    "Transporter room is off-line. Deployment operations delayed"
BCV89UCO.WAV    "Interceptor charger one is off-line"
BCV89VCO.WAV    "Interceptor charger two is off-line"
BCV89WCO.WAV    "Interceptor bay is damaged. Launch may be delayed"


BCV90ACO.WAV    "Unable to assign flight engineers to launch operations"
BCV90BCO.WAV    "Unable to assign combat pilots to flight operations"
BCV90CCO.WAV    "Auxiliary charger is off-line.
BCV90DCO.WAV    "Shuttle launch bay is damaged. Launch operations delayed"
BCV90ECO.WAV    "Shuttle is readying"
BCV90ICO.WAV    "Shuttle is launch ready"
BCV90MCO.WAV    "Shuttle failed diagnostics"
BCV90QCO.WAV    "Shuttle is off-line"
BCV90UCO.WAV    "Vehicle is readying"
BCV90YCO.WAV    "Vehicle is launch ready"


BCV91CCO.WAV    "Vehicle failed diagnostics"
BCV91GCO.WAV    "Vehicle is off-line"
BCV91KCO.WAV    "We're running low on combat kits"
BCV91LCO.WAV    "We've run out of combat kits"
BCV91MCO.WAV    "Priority one alert! Prisoners have escaped!"
BCV91NCO.WAV    "Priority one alert! We have intruders on board!"
BCV91OCO.WAV    "Marines assigned to search duty"
BCV91PCO.WAV    "Unable to assign marines to search duty"
```

```
BCV91QCO.WAV    "Marines are engaged in combat on deck one"
BCV91RCO.WAV    "Marines are engaged in combat on deck two"
BCV91SCO.WAV    "Marines are engaged in combat on deck three"
BCV91TCO.WAV    "Marines are engaged in combat on the sub-deck"
BCV91UCO.WAV    "A prisoner has stolen a craft and escaped!"
BCV91VCO.WAV    "Marines ready for combat deployment"
BCV91WCO.WAV    "Going off station, sir"
BCV91XCO.WAV    "Combat Officer reporting for duty, sir"
```

[Medical Officer - Allison Weeks]

```
BCV92AMO.WAV    "All injured personnel please report to Medibay"
BCV92BMO.WAV    "Radiation detected on deck one"
BCV92CMO.WAV    "Radiation detected on deck two"
BCV92DMO.WAV    "Radiation detected on deck three"
BCV92EMO.WAV    "Radiation detected on the sub deck"
BCV92FMO.WAV    "The infection is spreading on deck one"
BCV92GMO.WAV    "The infection is spreading on deck two"
BCV92HMO.WAV    "The infection is spreading on deck three"
BCV92IMO.WAV    "The infection is spreading on the sub-deck"
BCV92JMO.WAV    "Radiation contained"
BCV92KMO.WAV    "Infection contained"
BCV92LMO.WAV    "Nutripak level is very low"
BCV92MMO.WAV    "Nutripak level is critical"
BCV92NMO.WAV    "We've run out of Nutripaks"
BCV92OMO.WAV    "Medpak level is very low"
BCV92PMO.WAV    "Medpak level is critical"
BCV92QMO.WAV    "We've run out of Medpaks"
BCV92RMO.WAV    "Vacpak level is very low"
BCV92SMO.WAV    "Vacpak level is critical"
BCV92TMO.WAV    "We've run out of Vacpaks"
BCV92UMO.WAV    "The cloning module is off-line"
BCV92VMO.WAV    "The cloning module is back on-line"
BCV92WMO.WAV    "Commencing cloning procedure"
BCV92XMO.WAV    "Cloning is complete"
BCV92YMO.WAV    "Cloning suspended"
BCV92ZMO.WAV    "Main life support on deck two is critical"

BCV93AMO.WAV    "Main life support on deck two is off-line"
BCV93BMO.WAV    "Auxiliary life support on deck two is critical"
BCV93CMO.WAV    "Main life support on deck two is off-line"
BCV93DMO.WAV    "Kendrick, please repair all life support systems"
BCV93EMO.WAV    "Medibay is badly damaged. Operations could be delayed"
BCV93FMO.WAV    "Assigning medics to tend to injured personnel"
BCV93GMO.WAV    "Unable to assign medics"
BCV93HMO.WAV    "Scorpion is unfit to fly"
BCV93IMO.WAV    "Nightwing is unfit to fly"
BCV93JMO.WAV    "Hellraiser is unfit to fly"
BCV93KMO.WAV    "Roamer is unfit to fly"
BCV93LMO.WAV    "Lace is unfit to fly"
BCV93MMO.WAV    "Rogue is unfit to fly"
BCV93NMO.WAV    "Shadow is unfit to fly"
BCV93OMO.WAV    "Starfire is unfit to fly"
BCV93PMO.WAV    "Using transporters could injure personnel"
BCV93QMO.WAV    "Personnel with high fatigue must be taken off duty"
BCV93RMO.WAV    "Going off station, sir"
BCV93SMO.WAV    "Medical Officer reporting for duty, sir"
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[Chief Engineer - Kendrick]

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BCV94ACE.WAV    "BridgeViewer"
BCV94BCE.WAV    "Bridge"
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BCV94CCE.WAV     "Navitron Computer"
BCV94DCE.WAV     "Main computer"
BCV94ECE.WAV     "Commlink Computer"
BCV94FCE.WAV     "Aux Life Support"
BCV94GCE.WAV     "Transporter Room"
BCV94HCE.WAV     "Operations"
BCV94ICE.WAV     "Personnel qtrs 1"
BCV94JCE.WAV     "Personnel qtrs 2"
BCV94KCE.WAV     "Troop qtrs 1"
BCV94LCE.WAV     "Troop qtrs 2"
BCV94MCE.WAV     "Tactical computer"
BCV94NCE.WAV     "Weapons computer"
BCV94OCE.WAV     "Main Life Support"
BCV94PCE.WAV     "Logistix computer"
BCV94QCE.WAV     "Officers qtrs"
BCV94RCE.WAV     "Medibay"
BCV94SCE.WAV     "Research lab"
BCV94TCE.WAV     "Detention hold"
BCV94UCE.WAV     "Cloaking system"
BCV94VCE.WAV     "Cargo Bay 1"
BCV94WCE.WAV     "Cargo Bay 2"
BCV94XCE.WAV     "Cloning Module"
BCV94YCE.WAV     "Ion-Disruptor Array"
BCV94ZCE.WAV     "Weapons Pod 1"

BCV95ACE.WAV     "Weapons Pod 2"
BCV95BCE.WAV     "Mine Launch Bay"
BCV95CCE.WAV     "Tractor Beam Ctrl"
BCV95DCE.WAV     "Probe Launch Bay"
BCV95ECE.WAV     "Engineering"
BCV95FCE.WAV     "Interceptor charger 1"
BCV95GCE.WAV     "Interceptor charger 2"
BCV95HCE.WAV     "Interceptor Bay 1"
BCV95ICE.WAV     "Interceptor Bay 2"
BCV95JCE.WAV     "Interceptor Bay 3"
BCV95KCE.WAV     "Interceptor Bay 4"
BCV95LCE.WAV     "Reactor Cooling System"
BCV95MCE.WAV     "Nuclear Reactor"
BCV95NCE.WAV     "Solar Reactor"
BCV95OCE.WAV     "Reactor Core"
BCV95PCE.WAV     "Flight Deck"
BCV95QCE.WAV     "Solar Panel 1"
BCV95RCE.WAV     "Solar Panel 2"
BCV95SCE.WAV     "Auxiliary Charger"
BCV95TCE.WAV     "Shuttle Launch Bay"
BCV95UCE.WAV     "Troop Deployment Bay"
BCV95VCE.WAV     "Fore Laser Turret"
BCV95WCE.WAV     "Mid Laser Turret"
BCV95XCE.WAV     "Aft Laser Turret"
BCV95YCE.WAV     "Hull/Armor"
BCV95ZCE.WAV     "Shield"
BCV95_CE.WAV     "Engine"

BCV96ACE.WAV     "Hull integrity breach"
BCV96BCE.WAV     "Hull integrity compromised"
BCV96CCE.WAV     "Hull integrity critical!"
BCV96DCE.WAV     "Armor integrity breach"
BCV96ECE.WAV     "Armor integrity compromised"
BCV96FCE.WAV     "Armor integrity critical!"
BCV96GCE.WAV     "Low power status"
BCV96HCE.WAV     "Critical power status!"
BCV96ICE.WAV     "Systems power depleted!"
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BCV96JCE.WAV    "The nuclear reactor core is overheating!"
BCV96KCE.WAV    "The nuclear reactor core has been breached!"
BCV96LCE.WAV    "We're facing a possible core meltdown!"
BCV96MCE.WAV    "Emergency, reactor core meltdown imminent!"
BCV96NCE.WAV    "I have jettisoned the nuclear reactor core!"
BCV96OCE.WAV    "I'm taking the nuclear reactor offline until repaired"
BCV96PCE.WAV    "Power allocation failed due to lack of power"
BCV96QCE.WAV    "Power allocation succeeded"
BCV96RCE.WAV    "Solar energy conversion failed"
BCV96SCE.WAV    "Solar energy conversion succeeded"
BCV96TCE.WAV    "I'm running low on repair materials and parts"
BCV96UCE.WAV    "We're running low on radine crystals"
BCV96VCE.WAV    "We're running low on plutonium"
BCV96WCE.WAV    "We're running low on iridium"
BCV96XCE.WAV    "Radine crystals have reached a critical level!"
BCV96YCE.WAV    "Plutonium has reached a critical level!"
BCV96ZCE.WAV    "Iridium has reached a critical level!"


BCV97ACE.WAV    "Radine stores depleted. Reactor is being shutdown"
BCV97BCE.WAV    "Plutonium stores depleted. Shield inoperable"
BCV97CCE.WAV    "Iridium stores depleted. Cloaking system inoperable"
BCV97DCE.WAV    "Radiation clearance procedures initiated"
BCV97ECE.WAV    "An explosion has occured on one of the decks"
BCV97FCE.WAV    "Engineering is badly damaged. Repairs may be delayed.
BCV97GCE.WAV    "Insufficient personnel in engineering. Repairs may be
delayed.
BCV97HCE.WAV    "...is damaged"              *
BCV97ICE.WAV    "...has been destroyed"      *
BCV97JCE.WAV    "...is under repair"         *
BCV97KCE.WAV    "...has been repaired"       *
BCV97LCE.WAV    "Going off station, sir"
BCV97MCE.WAV    "Chief Engineer reporting for duty, sir"


* Acts as a suffix for repair related messages.

[Research Engineer - Jo Lanix]

BCV98ARE.WAV    "Unsafe kryptonium level detected in cargo bays"
BCV98BRE.WAV    "Unsafe uranium level detected in cargo bays"
BCV98CRE.WAV    "Unsafe strontium level detected in cargo bays"
BCV98DRE.WAV    "A chemical explosion is imminent!"
BCV98ERE.WAV    "A flux field used for intra system travel"
BCV98FRE.WAV    "A jump point used for inter system travel"
BCV98GRE.WAV    "A wormhole sometimes used for intra system travel"
BCV98HRE.WAV    "That's an asteroid and a possible hazard"
BCV98IRE.WAV    "That's a meteoroid and a possible hazard"
BCV98JRE.WAV    "A planetary body. Retrieve data?"
BCV98KRE.WAV    "A starship. Retrieve data?
BCV98LRE.WAV    "A communications probe or satellite"
BCV98MRE.WAV    "A cargo container of some sort"
BCV98NRE.WAV    "A weapon and a definite hazard"
BCV98ORE.WAV    "Attempting to configure the Hyperion device"
BCV98PRE.WAV    "Attempting to configure the Tacyon Anagram shield"
BCV98QRE.WAV    "Attempting to configure the Trans Matrix cloaking device"
BCV98RRE.WAV    "Attempting to configure the RANDOM weapon"
BCV98SRE.WAV    "Attempting to configure the Karanian reactor"
BCV98TRE.WAV    "Attempting to configure the enhanced nav module"
BCV98URE.WAV    "Attempting to configure the celestial orb"
BCV98VRE.WAV    "Attempting to configure the cybernetic organism"
BCV98WRE.WAV    "Attempting to configure the phased array i.o.d"
BCV98XRE.WAV    "I don't have a clue how this thing works!"
BCV98YRE.WAV    "Hyperion Sub Space device is now installed"
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BCV98ZRE.WAV    "The Tacyon Anagram shield is installed"

BCV99ARE.WAV    "The Trans Matrix cloaking device has been configured"
BCV99BRE.WAV    "The RANDOM weapon has been configured"
BCV99CRE.WAV    "The Karanian reactor has been configured"
BCV99DRE.WAV    "The enhanced navigation module has been installed"
BCV99ERE.WAV    "The celestial orb has been installed"
BCV99FRE.WAV    "JAC has been installed and is on-line"
BCV99GRE.WAV    "The phased array iod has been installed"
BCV99HRE.WAV    "Going off station, sir"
BCV99IRE.WAV    "Research Engineer reporting for duty, sir"
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