

Miss.	Speaker	Comm Name	Dialogue
B1			mission B1
B1	Marine LC 1	MS_COMM_B1_A1	All right... we're all linked up, nice and cozy.
B1	Marine LC 1	MS_COMM_B1_B1	Thanks for the escort, ladies.
B1	Maniac	MS_COMM_B1_C1	About time you rookies decided to join us
B1	Maniac	MS_COMM_B1_D1	Let's go, Plebe Patrol. Form up.
B1	Stiletto	MS_COMM_B1_D2	Don't start, Maniac.
B1	Maestro	MS_COMM_B1_D3	Oooh! It's Maniac! THE Maniac?
B1	Maniac	MS_COMM_B1_D4	Now that you scrubs have figured out how to get here, let's engage our autopilots and get on with it.
B1	Spyder	MS_COMM_B1_L1	All wings, this is Charlie. We've got unidentified craft on our scopes. Vectoring to intercept.
B1	Maestro	MS_COMM_B1_E1	*whistle* Will ya look at that..
B1	Stiletto	MS_COMM_B1_E2	Mother of God!
B1	Maestro	MS_COMM_B1_E3	I have a very bad feeling about this.
B1	Maniac	MS_COMM_B1_E4	Looks like the cats had one hell of a party... too bad we missed it.
B1	Anderson	MS_COMM_B1_F1	All craft, be advised: Charlie and Echo Wings report unknown hostile encounter.
B1	Dekker	MS_COMM_B1_G1	We have docked at the cruiser, Alpha Wing. Watch our backs.
B1	Dekker	MS_COMM_B1_G2	Alpha Wing, this is Marine One. This place is littered with dead cats. Whatever hit 'em hit 'em hard. We've located the ship's auxiliary log. Downloading...
B1	Maniac	MS_COMM_B1_I1	Whoa! Heads up, plebes! We've got company!
B1	Stiletto	MS_COMM_B1_I2	Where the hell did they come from?
B1	Maestro	MS_COMM_B1_M1	Those aren't Kilrathi fighters, unless they've got some new technology.
B1	Stiletto	MS_COMM_B1_M2	Just stay cloaked until we figure out if they're friendly.
B1	Maestro	MS_COMM_B1_N1	Um, they're shooting at me. Guess they're not friendly.
B1	Stiletto	MS_COMM_B1_J2	Activate your cloaking device, Maestro!
B1	Maestro	MS_COMM_B1_J3	I am using my cloaking device!
B1	Stiletto	MS_COMM_B1_J4	Hey! They're shooting at me, too!
B1	Stiletto	MS_COMM_B1_J5	Watch it, kids! They can see through our cloaking somehow!
B1	Dekker	MS_COMM_B1_G3	What the...? Alpha Wing, we're taking fire! Buggin' out!
B1	Dekker	MS_COMM_B1_G4	MARINES! WE ARE LEAVING!
B1	Marine LC 1	MS_COMM_B1_H1	Marine one, dusting off.
B1	Marine LC 1	MS_COMM_B1_H2	All right, Alpha Wing, get us back to the Midway.
B1	Maniac	MS_COMM_B1_I3	Crap! All craft, break and attack!
B1	Maniac	MS_COMM_B1_K1	Hope you plebes can make it home alone, 'cause I've gotta catch up with my patrol.
B2			mission B2
B2			Lieutenant Casey, several Panthers from the Black Widow Squadron have been ambushed while on patrol. Your wing is to rendezvous with the Black Widows at nav one. You will then escort them back to the Midway.
B2	CAG	MS_COMM_B2_A1	The nav route we've mapped out should help you avoid any hostile encounters. Good luck.

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B2	Stiletto	MS_COMM_B2_B1	Lets go find us a Maniac, shall we?
B2	Anderson	MS_COMM_B2_I1	Sensors indicate that an unknown source is scanning all comm frequencies. Keep your ears open
B2	Maniac	MS_COMM_B2_C1	About time you guys showed up.
B2	Stiletto	MS_COMM_B2_C2	Having problems, Maniac?
B2	Maniac	MS_COMM_B2_C3	Never thought I'd be glad to see a wing o' plebes.
B2	Maniac	MS_COMM_B2_D1	Ready when you are, Ace.
B2	AGenNoE	COMM_TAUNT	(any taunt will work)
B2	Stiletto	MS_COMM_B2_J2	Is everybody picking up their transmissions?
B2	Maestro	MS_COMM_B2_J3	I'm getting them. Whatever they're saying, though, my ship's computer doesn't recognize it.
B2	Maestro	MS_COMM_B2_J4	I'm going to open a voice link to Finley. Maybe she'll recognize this stuff.
B2	AGenNoE	COMM_TAUNT	(any taunt will work)
B2	Maestro	MS_COMM_B2_K2	Finley, are you reading this?
B2	Finley	MS_COMM_B2_K3	I've got you, Maestro. Can't tell you for sure what it is we're hearing, though. I'll run some analysis on it.
B2	Maniac	MS_COMM_B2_E1	Any time you're ready, lieutenant.
B2	Finley	MS_COMM_B2_L1	Folks, our computer has no idea who – or what – is talking to you out there. Be careful.
B2	Maniac	MS_COMM_B2_F1	Let's go home.
B2	Stiletto	MS_COMM_B2_G1	Think you can manage it from here, Maniac?
B2	Maniac	MS_COMM_B2_H1	Black Widow Lead to Midway: where do you want these stray Tigersharks we picked up?
B3a			mission B3a
B3a	Stiletto	MS_COMM_B3A_A1	Stay focussed, rookie. We've got a job to do.
B3b			mission B3b
B3b	Dallas	MS_COMM_B3B_A1	I hope you're better than Blair thinks you are.
B4			mission B4
B4	CAG	MS_COMM_B4_A1	All craft, be advised: we are tracking numerous inbound enemy craft closing fast. You are to engage and eliminate all hostile targets. Stay alert and watch your tailpipes, people.
B4	Anderson	MS_COMM_B4_A1	All you have to do is keep 'em off us until we reach the jump point.
B4	Anderson	MS_COMM_B4_C1	The Midway is approaching the jump point. Be prepared to break off engagement and land.
B4	Anderson	MS_COMM_B4_D1	Midway to all Wings: we are preparing to jump. Break off your engagements and return to the carrier. Repeat: break off and return.
B4	Maestro	MS_COMM_B4_D2	Gamma Wing, return to the Midway.
B4	Maestro	MS_COMM_B4_D3	See ya back at the ranch, Casey.
B4	Stiletto	MS_COMM_B4_D4	Omega Wing, return to base.. Omega Lead to Alpha Lead: time to go, Lieutenant
B4	Anderson	MS_COMM_B4_E1	Midway to Lieutenant Casey: you're cutting it close. If you don't get back here on full burner, we're jumping without you.

Miss.	Speaker	Comm Name	Dialogue
B4	Captain	MS_COMM_B4_F1	This is your Captain speaking. All pilots, return to the Midway at once. We WILL leave this system in approximately 15 seconds.
B4	Captain	MS_COMM_B4_G1	This is the captain speaking. Although all of you have served well, we must leave this system at once to save as many lives as possible aboard the Midway. This decision is not made lightly, but it is the only choice available to us.
B4	Captain	MS_COMM_B4_G2	We thank you for your dedicated service. Good luck. Midway out.
B4b			mission B4b (reuses lines from B4a)
B4b	Captain	MS_COMM_B4B_E1	Lieutenant Casey. Return at once, or you will be left behind. Do you read me?
C1			mission C1
C1	Anderson	MS_COMM_C1_A1	Good luck, Casey.
C1	Anderson	MS_COMM_C1_S1	Alpha, it looks like the battle has been joined. We're patching you in to their comm channel.
C1	PILOT 1	MS_COMM_C1_S2	Keep at them, boys! Help's on the way!
C1	PILOT 2	MS_COMM_C1_T1	There are too many of them! They're coming in too fast! Are we getting help from the Midway, or not?
C1	Maestro	MS_COMM_C1_T2	They're getting creamed out there!
C1	Anderson	MS_COMM_C1_B1	Bad news, Alpha Wing: Our latest analysis confirms that you will not reach the convoy in time to offer much assistance. Save any ships you can. Good luck.
C1	TCS Barkley	MS_COMM_C1_C1	Mayday! Mayday! This is the TCS Barkley. We are under attack by unidentified hostiles! We need immediate assistance!
C1	PILOT 1	MS_COMM_C1_U1	Got to eject! Somebody pick me up!
C1	PILOT 2	MS_COMM_C1_U2	Sit tight, lieutenant. We don't have an SAR available right now.
C1	Maestro	MS_COMM_C1_D1	That's our objective, Casey. Let's get it done!
C1	TCS Barkley	MS_COMM_C1_E1	We're taking heavy damage! Our fighter cover is gone! Please respond to our location!
C1	PILOT 1	MS_COMM_C1_V1	No! Keep away from me! Somebody... HELP!
C1	PILOT 2	MS_COMM_C1_V2	Fighters, concentrate on that strange ship! It's picking up OUR pilots!
C1	Maestro	MS_COMM_C1_F1	Let's go, Lieutenant. Those boys need our help.
C1	TCS Porter	MS_COMM_C1_G1	Hull collapsing! We're breaking up! NOOOOOOOOOOOO!
C1	TCS Barkley	MS_COMM_C1_H1	Help! They're all over us! Ahhhhhhhhhh!!!!!!!
C1	CAG	MS_COMM_C1_H2	Too bad, Alpha Wing. We could've used that ship.
C1	CAG	MS_COMM_C1_I1	Alpha Wing, we're reading heavy losses of convoy ships. Be careful out there.
C1	TCS Redeemer	MS_COMM_C1_J1	We may have lost the transports, but WE could sure use some help, sir!
C1	Maestro	MS_COMM_C1_K1	That's the last of them. I just wish we could have gotten here sooner.
C1	TCS Redeemer	MS_COMM_C1_K2	There was nothing you could have done to save those transports. The bugs were just toying with them until you arrived.
C1	Maestro	MS_COMM_C1_K3	That doesn't make it any easier.
C1	TCS Redeemer	MS_COMM_C1_L1	This is the refueling vessel Redeemer. Anybody out there thirsty?
C1	TCS Redeemer	MS_COMM_C1_L2	Just park it on our deck: We'll top off the tank and reload your weapons racks.

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C1	Maestro	MS_COMM_C1_L3	Go ahead, Casey. I'll cover you while you hook up.
C1	Anderson	MS_COMM_C1_M1	All pilots return to the Midway. We are under attack. I repeat, we are under attack!
C1	Maestro	MS_COMM_C1_M2	Can't a guy get a little rest around here?
C1	Anderson	MS_COMM_C1_N1	What's keeping you, Alpha Wing? We need assistance at once.
C1	Anderson	MS_COMM_C1_O1	Where in blazes are you, Alpha? The Midway needs you now !
C1	Anderson	MS_COMM_C1_P1	Casey, be sure that their bombers don't get close!
C1	CAG	MS_COMM_C1_Q1	Lieutenant Casey, the launch deck has been damaged. We cannot release further fighters. Support Black Widow Squadron until further notice. (To cam dir 2) Chief, I need that launch deck clear ASAP!
C1	Rachel	MS_COMM_C1_Q2	I'll have three squadrons on the flight line in two minutes or less.
C1	CAG	MS_COMM_C1_Q3	Make it less. (To cam 1) Lieutenant, we are being attacked from a dozen directions. Defend each section of the Midway as ordered.
C1	CAG	MS_COMM_C1_Q4	(To cam dir 2) Refueling ship, you are ordered to hang back until our current crisis is over.
C1	CAG	MS_COMM_C1_Q5	Casey, get busy. We need these bandits off our backs.
C1	Anderson	MS_COMM_C1_R1A	Excellent job, Casey. Next time maybe we'll keep you closer to home. By the way, the Redeemer has reported in. Tough luck about the transports, but there was apparently nothing you could do.
C1	Anderson	MS_COMM_C1_R1B	Good work on the bombers, Lieutenant. A second or two longer and we would have gotten a first-hand look at what those clusters can do. Too bad you couldn't have come back with some of that convoy. You're clear to land.
C1	Anderson	MS_COMM_C1_R1C	We've sustained major damage, Lieutenant, and we have heavies moving our way. Looks like we're going to be on the run again. The Redeemer is reporting in now. You're clear.
C1	Anderson	MS_COMM_C1_R1D	We've sustained major damage, Lieutenant. Looks like we're on the run again. Bring it home ASAP.
C2a			mission C2a
C2a	Stiletto	MS_COMM_C2A_A1	All right, Casey. You're on the clock now. Take out their cover so the bombers can do their stuff.
C2a	Dallas	MS_COMM_C2A_B1	Those Destroyers are huge, Casey! Hope our Shrikes can handle 'em.
C2a	Dallas	MS_COMM_C2A_C1	The big guys aren't here, Casey.
C2a	Dallas	MS_COMM_C2A_D1	Let's handle these fighters and get to the next NAV point before Anderson pulls the plug on this one.
C2a	Anderson	MS_COMM_C2A_E1	All ships return to base. Your mission has been scrubbed. I repeat: return to base immediately.
C2a	Anderson	MS_COMM_C2A_F1A	Nice work, Lieutenant, but it's not over yet. We've still got that cruiser to deal with. At least now we have the upper hand.
C2a	Anderson	MS_COMM_C2A_F1B	What is the problem, Lieutenant? We were counting on you to clear the way for those Shrikes. Word has it that we're going to attempt one last stand before we evac the sector.
C3a			mission C3a
C3a	Anderson	MS_COMM_C3A_A1	No time to lose, Casey. You've got to clear out all of the fighter craft so the Shrikes in Bravo can take out that cruiser.
C3a	Anderson	MS_COMM_C3A_B1	Casey, we need you to get that bomber cluster before it gets within range. Air patrol will handle the fighters, while you handle those big guns.

Miss.	Speaker	Comm Name	Dialogue
C3a	AGenEng1	MS_COMM_C3A_F1	I bring you death.
C3a	Zero	MS_COMM_C3A_F2	Looks like these boys learned our language quick enough.
C3a	Maestro	MS_COMM_C3A_F3	I think I liked it better when I didn't understand them...
C3a	Anderson	MS_COMM_C3A_C1	Casey! Looks like that cruiser got off more bombers before it went down. You and the rest of Alpha had better get back before they're within range.
C3a	AGenEng4	MS_COMM_C3A_G1	Prepare to be tested!
C3a	Maestro	MS_COMM_C3A_G2	Test? Nobody said anything about a test. I didn't study.
C3a	Anderson	MS_COMM_C3A_D1	You have 60 seconds to start your landing sequence, my friend, then the Midway is jumping out of this system.
C3a	Stiletto	MS_COMM_C3A_D2	We'd better get back home, Casey, or we're gonna miss the bus.
C3a	Anderson	MS_COMM_C3A_E1A	Congratulations on a job well done, Casey. Looked like the Captain was going to pull the plug for a while there, but I knew you'd pull it out in the end.
C3a	Anderson	MS_COMM_C3A_E1B	All ships return to base. Your mission has been scrubbed. I repeat, return to base immediately. We are evacuating this system at once!
DL1			mission DL1
DL1	Anderson	MS_COMM_DL1_A1	Nice job, Casey. That should give 'em one hell of a surprise when they jump in!
D1			mission D1
D1	Anderson	MS_COMM_D1_A1	Take good care of Casey for us, Blair. He's still a little green around the gills.
D1	Blair	MS_COMM_D1_A2	Roger that, Midway. I'll make sure he doesn't break his training wheels.
D1	Anderson	MS_COMM_D1_B1	Alpha Wing: we're receiving a distress call from the SWACS. Communications are being interrupted by the --(static). Watch for enemies and... (static)
D1	Blair	MS_COMM_D1_B2	Looks like we're on our own for now, Lieutenant. Let's clear that comm station and see if Dekker and the marine engineers can hail the Midway from inside.
D1	Marine LC 1	MS_COMM_D1_C1	We're docking now.
D1	Dekker	MS_COMM_D1_D1	Marine One is docked, Alpha Wing. We're going in. Watch our backs. (helmet in hand?)
D1	Dekker	MS_COMM_D1_D2	Blair, we need you down here on the station. I think you should see this yourself.
D1	Blair	MS_COMM_D1_D3	I'm going to land, Casey. You wait out here in case we get more hostiles.
D1	Blair	MS_COMM_D1_E1	*whew* Now we know why the Midway couldn't transmit a distress comm through the Relay Station. It looks like a slaughterhouse down here.
D1	Dekker	MS_COMM_D1_F1	Lieutenant, we've got the EWR on line. Looks like we've got a friendly inbound.
D1	TCS Redeemer	MS_COMM_D1_G1	Remember us? After the Midway lost communications, we figured you might need our help...
D1	Dekker	MS_COMM_D1_G2	Any word on what's happened to them?
D1	TCS Redeemer	MS_COMM_D1_G3	The Midway is attempting to reestablish communications and avoid a heavy alien force. We're to resupply your ships so you can get back to them when the smoke clears.
D1	Dekker	MS_COMM_D1_G4	We can get the station back on line in an hour... with a lot of luck. You, however, have another problem... incoming alien fighters.

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D1	Blair	MS_COMM_D1_H1	Hang on, Casey. I'll be in the air in three minutes. Just keep 'em busy until I get there.
D1	Dekker	MS_COMM_D1_H2	Casey, play cat and mouse with them until Blair gets out there.
D1	Blair	MS_COMM_D1_I1	Dekker, are any of your men on the landing bay level?
D1	Dekker	MS_COMM_D1_I2	No, sir. They're all present and accounted for.
D1	Blair	MS_COMM_D1_I3	That's strange... I'm reading another life form down here... Something must be wro... *cuts off*
D1	Dekker	MS_COMM_D1_J1	We have a launch from the station's bay: some kind of alien ship, but we scanned one human on board. They've got Blair!
D1	Dekker	MS_COMM_D1_K1A	Casey, we've got more bogies inbound. We're trapped here. Break off your pursuit and return to the station ASAP.
D1	Dekker	MS_COMM_D1_K1B	Don't worry, Casey. We'll get him later. But for now, we've got more bugs inbound. Keep us clear.
D1	Dekker	MS_COMM_D1_L1	Evacuate the sta... aaaaahhhhhhhhhhh!!!!!!
D1	Anderson	MS_COMM_D1_M1	Alpha Flight, the Midway's under attack. Our orders are to pull back for now. We will return at the earliest opportunity. Good luck.
D1	Dekker	MS_COMM_D1_N1	The coast is clear, fly boy. Time to land in the station's hangar and take a breather.
D3			mission D3
D3	Dekker	MS_COMM_D3_A1	Bad news, Lieutenant. More enemies are on the way. Even worse, we haven't heard one word from the Midway yet. Looks like the local transmitter's too weak to penetrate the alien jamming.
D3	Dekker	MS_COMM_D3_A1	ATTACH It doesn't stop there, though. With the main relay transmitter down, we can't send a wake-up call to Confed, either. You've got to keep those guys busy until we can get this baby on line. Good luck!
D3	CAG	MS_COMM_D3_B1	This is the TCS Midway. We've rerouted our comm links and are on the way. Hang in there.
D3	Anderson	MS_COMM_D3_B1	ATTACH TO PREVIOUS Casey, we've launched a wing of Panthers. They're heading your way now.
D3	Maniac	MS_COMM_D3_C1	Hope you can hold 'em till we get there, Ace.
D3	Maniac	MS_COMM_D3_D1	That's the last of 'em, Ace. Hey... where's your wingman anyhow? Blair didn't go AWOL, did he?
D3	Dekker	MS_COMM_D3_D2	Seems we had some sort of close encounter, Major. Blair's been abducted. (pause for effect) Me and the boys are done securing the station, though, and the transmitter's on line. I'll fill you in back at the Midway.
D3	CAG	MS_COMM_D3_E1	This is truly a tragic day for the Confederation. Your courage will not be forgotten, Mr. Casey and Mr. Decker.
E1			mission E1
E1	Stiletto	MS_COMM_E1_A1	Hey, Ace. Betcha I can find that buoy before you do.
E1	Maniac	MS_COMM_E1_B1	Encountering light enemy presence at NAV 3. Situation nominal.
E1	Maniac	MS_COMM_E1_C1	Heads up, Casey: we've got an anomalous reading back at Nav 3. (static burst) Can't pin it down. You might want to check it out on your way through there. We're heading back.
E1	Maniac	MS_COMM_E1_D1	Hey, Plebe.. I thought you guys cleared this place out! It's crawlin' with bugs!
E1	Stiletto	MS_COMM_E1_E1	Scanners picking up multiple unknowns in the asteroid field. One of 'em might be our jammer.

Miss.	Speaker	Comm Name	Dialogue
E1	Stiletto	MS_COMM_E1_E2	Time to see who's got it... and who doesn't.
E1	Stiletto	MS_COMM_E1_F1	Whoa! Heads up Casey! We've got company!
E1	Stiletto	MS_COMM_E1_G1	You can't win 'em all ace.. lets take it home..
E1	Anderson	MS_COMM_E1_H1A	Good job, Lieutenant. The SAR will pick up the buoy. Come on home.
E1	Anderson	MS_COMM_E1_H1B	Give it up, Lieutenant. Another squadron will have to locate the buoy. Pull back to the Midway.
E1	Anderson	MS_COMM_E1_I1	Midway to Alpha Wing, the CAG's ordered you back. Return to base on the double!
E2			mission E2
E2	CAG	MS_COMM_E2_A1	Lieutenant Casey, I am allowing this against my better judgement, but we owe that boy a chance. I just don't want to lose you in the process.
E2	Anderson	MS_COMM_E2_A1	ATTACH You'll escort the SAR shuttle to NAV one. There, you will help to locate and rescue the pilot who ejected from his damaged fighter. When you find him, return to the Midway. Good hunting.
E2	SAR 1	MS_COMM_E2_B1	We've got his ID signal, but it's pretty weak. Stand by...
E2	SAR 1	MS_COMM_E2_C1	We found him, sir! Repeat: we've found him!
E2	SAR 1	MS_COMM_E2_C2	Cover us, sir. We're making our pickup.
E2	SAR 1	MS_COMM_E2_D1	We got him sir, lets get the hell out of here.
E2	Anderson	MS_COMM_E2_E1	You did your best, Lieutenant. At least you made it back yourself. You're cleared to land.
E3a			mission E3a
E3a	Maestro	MS_COMM_E3A_A1	Ah... nothing like a nice, quiet patrol.
E3a	Anderson	MS_COMM_E3A_B1	Lieutenant Casey, abort your present mission and proceed to new NAV point two. We are updating your nav map now. Locate and defend the SWACS there at all costs, then provide escort back to the Midway by way of NAV three.
E3a	SWACS 1	MS_COMM_E3A_C1	Sure glad you guys showed up.
E3a	SWACS 1	MS_COMM_E3A_D1	Guess we owe you boys a steak dinner. Thanks.
E3a	Anderson	MS_COMM_E3A_E1	It's going to be a little hard to get information back without that SWACS. Next time, bring it home. You're cleared.
E3b			mission E3b
E3b	Anderson	MS_COMM_E3B_A1	All fighters, the Midway is under heavy attack! Return to base immediately!
E4a			mission E4a
E4a	Stiletto	MS_COMM_E4A_A1	Now that we're all dressed up, let's go find us a party.
E4a	Maestro	MS_COMM_E4A_A2	And me without my music-discs
E4a	Hawk	MS_COMM_E4A_A3	I wouldn't exactly call that stuff 'music', kid...
E4a	Maestro	MS_COMM_E4A_B1	Hewwo, puddy tats...
E4a	Kilrathi Ace 1	MS_COMM_E4A_C1	Greetings, apes, it is a good day to die, is it not?
E4a	Hawk	MS_COMM_E4A_C2	You can do all the dyin' you want, furball.

Miss.	Speaker	Comm Name	Dialogue
E4a	Kilrathi Ace 1	MS_COMM_E4A_C3	..growl..
E4a	Anderson	MS_COMM_E4A_D1	Midway to strike force: Bravo wing reports engagement with enemy fighters. You are clear to proceed.
E4a	Kilrathi Ace 1	MS_COMM_E4A_E1	We shall take the carrier in the name of vengeance, do not get in the way, apes.
E4a	Hawk	MS_COMM_E4A_E2	If I decide to 'get in the way' you won't be around long enough to stop me.
E4a	Stiletto	MS_COMM_E4A_F1	How nice! Guess that leaves the cruiser for you, sugar. We'll keep your six clear once the shootin' starts.
E4a	Maestro	MS_COMM_E4A_F2	Yeah, we'll be right behind ya'... SUGAR...
E4a	Kilrathi Ace 1	MS_COMM_E4A_G1A	Well fought, humans, perhaps we shall honor you in battle one day.
E4a	Kilrathi Ace 1	MS_COMM_E4A_G1B	Have you no true warriors left in you race, ape? You fight no better than newborn cubs.
E4b			mission E4b
E4b	Stiletto	MS_COMM_E4B_A1	Its a shame we gotta miss the big show..
E4b	Maestro	MS_COMM_E4B_A2	If we don't draw off enough of those fighters, that strike force won't have a prayer...
E4b	Stiletto	MS_COMM_E4B_A3	And if the strike force bites it, you can bet the Midway will be the next target they hit....
E4b	Maestro	MS_COMM_E4B_B1	Contact! Multiple targets! Approaching from the asteroid field!
E4b	Stiletto	MS_COMM_E4B_B2	All right! Maestro, take your bomber and concentrate on the convoy. We'll tie up the escorts until the fighters arrive.
E4b	Maestro	MS_COMM_E4B_B3	Roger that! Okay boys: let's bag us a convoy!
E4b	Stiletto	MS_COMM_E4B_C1	Heads up, people! Here comes the cavalry!
E4b	Stiletto	MS_COMM_E4B_C2	All Panthers, break off and engage the inbound fighters!
E4b	Stiletto	MS_COMM_E4B_C3	Midway, our friends have arrived, you're clear to start the party.
E4b	Anderson	MS_COMM_E4B_C4	Roger, Alpha Lead. Keep 'em busy for a while. We wouldn't want them to crash the party.
E4b	Maniac	MS_COMM_E4B_D1	Ka-BOOM! Oh, Baby! Yeah!
E4b	Hawk	MS_COMM_E4B_E1	Yes! Look at 'em burn!
E4b	Kilrathi Ace 2	MS_COMM_E4B_F1	For my clan, and for Sivar, I claim my vengeance!
E4b	Maniac	MS_COMM_E4B_G1	Oh Yeah! I got your 'Ship Killer' right here baby!
E4b	Maniac	MS_COMM_E4B_H1	What the...! Where the hell did they come from?
E4b	Hawk	MS_COMM_E4B_H2	This is definitely not good... the place is crawling with bugs...
E4b	Anderson	MS_COMM_E4B_I1	Strike force, this is Midway: your mission is buster. Say again, your mission is buster.
E4b	Maniac	MS_COMM_E4B_I2	Roger that Midway, we're buggin' out!
E4b	Kilrathi Ace 2	MS_COMM_E4B_I3	You run from battle human? You dishonor you race with your actions!
F1			mission F1
F1	Hawk	MS_COMM_F1_A1	This don't feel right kid, riskin' our butts to save some freakin' furballs...
F1	Hawk	MS_COMM_F1_B1	Looks like those cats are getting hammered. Damn shame, ain't it?
F1	Kilrathi Ace 2	MS_COMM_F1_C1	You will assist us, human!
F1	Hawk	MS_COMM_F1_D1	There are still enemies out here, Casey. Let's kill the bastards!

Miss.	Speaker	Comm Name	Dialogue
F1	Hawk	MS_COMM_F1_D2	I took the liberty of turning off our flight recorders before we left. Nobody's gonna know what happened out here, but you, me, and a bunch of dead cats.
F1	Hawk	MS_COMM_F1_D3	You make the call on this one... but if we're going to attack, it'd better be soon.
F1	Kilrathi Ace 2	MS_COMM_F1_D4	Accompany us to the rendezvous point, human
F1	Hawk	MS_COMM_F1_E1	These are Sivar Renegades. We don't take 'em down today, they'll be raiding our colonies tomorrow.
F1	Hawk	MS_COMM_F1_E2	This is your chance to pay 'em back... for your dad! Shoot the bastards!
F1	Hawk	MS_COMM_F1_E3A	Right on kid! Let the fur fly!
F1	Hawk	MS_COMM_F1_E3B	You sure you're the Iceman's son, boy?
F1	Kilrathi Ace 2	MS_COMM_F1_F1	Traitorous ape! We will feast upon your entrails!
F1	Kilrathi Ace 2	MS_COMM_F1_G1	Human... you have no honor...
F1	K Corvette	MS_COMM_F1_H1A	You fly well, for a clawless ape...
F1	K Corvette	MS_COMM_F1_H1B	We had heard... a great many things of you, human. Obviously, we were misinformed, or our brethren would have been returned to us safely.
F1	K Corvette	MS_COMM_F1_H1C	Your Confederation's best was less than adequate -- a fact we shall keep in mind the next time we are asked to assist you
F1	Hawk	MS_COMM_F1_I1	I think I'm gonna puke.
F1	Hawk	MS_COMM_F1_J1	That corvette makes for a lovely target. Don't think I can resist.
F1	Hawk	MS_COMM_F1_J2	If we don't finish what we started, we'll be facing a court martial. The Hawk don't go for that.
F1	Hawk	MS_COMM_F1_J3	Die proud, kid. You're the best damn wingman I've flown with since your old man.
F1	K Corvette	MS_COMM_F1_J4	Do you wish to end your pitiful existence as well, simian fool?
F1	K Corvette	MS_COMM_F1_K1	We would pursue and destroy the pale, hairless one... if he merited a warrior's death, which he clearly does not.
F1	K Corvette	MS_COMM_F1_L1	The lower life forms of your Confederation may no longer depend upon our assistance against this foe.
F1	K Corvette	MS_COMM_F1_M1	You are no Warrior of the True Blood! Your death offers us little honor!
F2			mission F2
F2	SWACS 1	MS_COMM_F2_A1	This is Lookout 1. We're beginning our scan.
F2	SWACS 1	MS_COMM_F2_A2	Just keep them off of us for 90 seconds...
F2	SWACS 1	MS_COMM_F2_B1	60 seconds to go. Keep it up!
F2	SWACS 1	MS_COMM_F2_C1	30 seconds...
F2	SWACS 1	MS_COMM_F2_D1	Scan complete. We're out of here!
F2	SWACS 1	MS_COMM_F2_E1	Panther lead, we're tracking multiple hostiles ahead, vectoring straight in on us
F4b			mission F4b
F4b	Anderson	MS_COMM_F4B_A1	All craft return to base. The Midway is under attack. Say again: all craft return to base.
F5			mission F5
F5	Marine LC 2	MS_COMM_F5_A1	Keep those bugs out of our way, flyboys. We're headed for the rock.

Miss.	Speaker	Comm Name	Dialogue
F5	Dekker	MS_COMM_F5_B1	We have docked at Dula Seven, Alpha Wing. Cover our butts.
F5	Dekker	MS_COMM_F5_C1	Alpha Wing, this is marine one... access to the reactor level is blocked. We cannot terminate the self destruct sequence.
F5	Dekker	MS_COMM_F5_D1	Alpha Wing, this is marine one... We've scanned human life signs on the next level. We're going to check it out. Wish us luck.
F5	Dekker	MS_COMM_F5_E1	Man, I do NOT have time for this! Alpha Wing, my boys've found somebody alive in here! We're bringing him out. Cover our retreat!
F5	Finley	MS_COMM_F5_E2	Make it snappy, Marine One. Dula Seven's Thermium reactor is ten points past critical. She's ready to blow.
F6			mission F6
F6	Anderson	MS_COMM_F6_A1	Lieutenant Casey: there's an alien probe in the area. We must assume that it could be used to direct an enemy attack against the Midway. You are tasked with locating and destroying this probe.
F6	Kilrathi Ace 2	MS_COMM_F6_B1A	The murdering hairless ape is not worthy of our assistance.
F6	Kilrathi Ace 2	MS_COMM_F6_B1B	The Kilrathi are pleased to provide assistance.
F6	Kilrathi Ace 1	MS_COMM_F6_C1	Does the primate require the assistance of a higher life form?
F6b			mission F6b
F6b	CAG	MS_COMM_F6B_A1	Looks like they're coming after us again. We're tracking several new groups of bogies closing fast.
F6b	CAG	MS_COMM_F6B_A1	ATTACH TO PREVIOUS You are to engage and eliminate all hostile targets. Stay sharp, people.
G1			mission G1
G1	Anderson	MS_COMM_G1_A1	Get that comm array down and bring the aliens back for the ambush.
G1	Anderson	MS_COMM_G1_B1	Enemy counter-attack is imminent. Withdraw to the jump point and await reinforcements.
G1	Anderson	MS_COMM_G1_C1	Lieutenant Casey, fall back to the ambush area now!
G1	Anderson	MS_COMM_G1_D1	The Confed assault group is coming through the jump point. Protect the Midway just a few minutes more.
G1	Anderson	MS_COMM_G1_E1	All clear. Bring 'em in, Casey.
G1	Anderson	MS_COMM_G1_F1A	Glad you got that Comm tower down. Come on in.
G1	Anderson	MS_COMM_G1_F1B	Too bad you didn't get the Comm tower down. You'll get one more run at it. You're cleared.
G1	CAG	MS_COMM_G1_G1	All pilots from the Wolf Pack Squadron: you are being transferred to the Midway effective immediately. Your nav coordinates are being updated to reflect your new destination. Welcome aboard.
G2			mission G2
G2	Anderson	MS_COMM_G2_A1	If we fail to eliminate any enemy stragglers, our element of surprise will be lost. Don't let a single one get away.
G2	Anderson	MS_COMM_G2_B1A	Looks like they weren't able to get word to their fleet. We'll be in good position to take on their main force. Good work! You're clear to land, Lieutenant.

Miss.	Speaker	Comm Name	Dialogue
G2	Anderson	MS_COMM_G2_B1B	If they were able to get word to their main fleet, we're in big trouble! You can land when you're ready, Lieutenant.
G3			mission G3
G3	Anderson	MS_COMM_G3_A1	Take out the defenses around the ship killer or the marines will be cut to ribbons before they land.
G3	Maniac	MS_COMM_G3_B1	Let's see them try and stop us!
G3	Maniac	MS_COMM_G3_C1	Let me at those defense sats!!
G3	Maestro	MS_COMM_G3_D1	Whoa! That thing's bigger than I thought!
G3	Maniac	MS_COMM_G3_D2	I hear that all the time!
G3	Maestro	MS_COMM_G3_D3	Sure you do, Maniac... Then you wake up.
G3	Maniac	MS_COMM_G3_D4	Plebe.
G3	Maestro	MS_COMM_G3_E1	Let's wax those little turrets, Casey!
G3	Maniac	MS_COMM_G3_F1	Too bad you couldn't take out that comm station, Case!
G3	Maniac	MS_COMM_G3_G1	Where are those Marines?!!
G3	Maniac	MS_COMM_G3_H1	Wonder what's in those containers?
G3	Marine LC 2	MS_COMM_G3_I1A	We're moving in!
G3	Marine LC 2	MS_COMM_G3_I1B	We've got to head in now, but it looks like their defenses are still intact. Wish us luck!
G3	Marine LC 2	MS_COMM_G3_I2A	Good thing you got those defenses down. Good work.
G3	Dekker	MS_COMM_G3_J1	This is Marine One: we're in!
G3	Spyder	MS_COMM_G3_J2	Control, this is Delta Lead. We've got some sort of faint homing signal coming from nearby.
G3	Finley	MS_COMM_G3_J3	Delta Lead, go ahead and go check it out. Then report back to me.
G3	Spyder	MS_COMM_G3_J4	Lieutenant Commander, it's some kind of a distress beacon. My computer says its from a Confed ship, but it's certainly not a newer model. I'm bringing it home.
G3	Dekker	MS_COMM_G3_K1	Resistance is heavy. Watch our backs.
G3	Dekker	MS_COMM_G3_L1	We're almost to the control deck!
G3	Dekker	MS_COMM_G3_M1	Uh-oh! They've fired up the main engines!
G3	Maniac	MS_COMM_G3_N1	It's starting to MOVE!
G3	CAG	MS_COMM_G3_O1	The ship killer is preparing to attack! Take her out, Lieutenant!
G3	CAG	MS_COMM_G3_P1	Casey: direct your fire toward the vessel's main engines. You've got to take them out before she powers up her plasma weapon.
G3	Finley	MS_COMM_G3_P2	Casey, our readings indicate that the ship killer's plasma weapon is warming up. Direct your fire on its main power plant. Go!
G3	Dekker	MS_COMM_G3_Q1	Alpha Wing, we have secured the Ship Killer's firing control.
G3	Dekker	MS_COMM_G3_R1	Now we're securing the lower decks. Opposition's pretty heavy, but we've got it under control.
G3	Dekker	MS_COMM_G3_S1	Ladies and gentlemen, the vessel is secure! Our casualties are pretty heavy, but not as bad as theirs. They fought to the last. Send us another LC with some backup. Marine One is coming home.
G3	CAG	MS_COMM_G3_T1	Good work, Mr. Casey. You can bring your people home now.

Miss.	Speaker	Comm Name	Dialogue
G3	Finley	MS_COMM_G3_U1	Here's some news, Lieutenant. Delta Wing retrieved an outlying distress beacon. It's Confed in origin, but not one of the newer models. Even so, it might help us find out a bit more about what we're up against here.
G3	CAG	MS_COMM_G3_U1	And... you're cleared to land.
H1y			mission H1y
H1y	CAG	MS_COMM_H1Y_A1	Make it easy for those bombers, Lieutenant.
H1y	Anderson	MS_COMM_H1Y_E1A	Nice work, sir. That new ship must fit you like a glove.
H1y	Anderson	MS_COMM_H1Y_E1B	Tough luck, sir. Confed reinforcements are taking heavy losses from their bombers.
H1y	Spyder	MS_COMM_H1Y_B1	This is Bravo Leader. Once you take out those defenses, we'll come in for the kill.
H1y	Spyder	MS_COMM_H1Y_D1	Good work. Commencing bombing run now.
H1z			mission H1z
H1y	CAG	MS_COMM_H1Y_A1	Lieutenant Casey, as soon as you get word from Bravo Wing, make your torpedo run against the enemy carrier.
H1z	Spyder	MS_COMM_H1Z_B1	This is Bravo Leader. We'll make sure the teeth on that beast are pulled. You knock it out.
H1z	Spyder	MS_COMM_H1Z_D1	You're clear to deliver the goods, Casey.
H2y			mission H2y
H2y	Anderson	MS_COMM_H2Y_A1A	Nice job clearing us a path. You are cleared to land.
H2y	Anderson	MS_COMM_H2Y_A1B	Are their mine layers that tough, sir? Hope they didn't lay enough to put the Midway down.
H2z			mission H2z
H2z	Anderson	MS_COMM_H2Z_A1	Lieutenant Casey, scanners have detected an enemy carrier hiding out in the asteroids. If you've got enough ordnance left, we'd like you to take a crack at it.
H2z	Anderson	MS_COMM_H2Z_B1A	Nice work. You're cleared for landing. We'll send another team out after that carrier.
H2z	Anderson	MS_COMM_H2Z_B1B	Nice work. You're cleared for landing. Oh, and good job on that Carrier, Lieutenant!
H2z	Anderson	MS_COMM_H2Z_B1C	We've lost communications with the reinforcements in this system. Better luck next time. Commence landing procedures.
H3			mission H3
H3	Anderson	MS_COMM_H3_A1	Lieutenant, please hold off on your current mission objectives and help deal with the fighters emerging from the asteroid belt.
H3	Anderson	MS_COMM_H3_B1	Thanks, Lieutenant. You may proceed with your initial mission objectives.
H3	Anderson	MS_COMM_H3_C1	We're picking up ultra low-frequency signature waves that match the alien technology. Commander Finley thinks you may have tracked that other ship killer. Stand by...
H3	Finley	MS_COMM_H3_C2	That's it. We're uploading a new nav coordinate to your ship. Go there, get a close look at that ship, and then get the hell out again.

Miss.	Speaker	Comm Name	Dialogue
H3	Finley	MS_COMM_H3_D1	I think we've got enough information, Lieutenant. You'd better clear out of there.
H3	Finley	MS_COMM_H3_E1A	That's it. We're downloading your data now, Lieutenant. Good job. This may give us the advantage that we need.
H3	Anderson	MS_COMM_H3_E1B	Those enemy aces are tough. Better luck next time. You're cleared to land.
H4			mission H4
H4	Anderson	MS_COMM_H4_A1A	Good work on that ship killer! You are cleared to land.
H4	Anderson	MS_COMM_H4_A1B	Sounds like you went through hell, Casey... and so will we... You're clear to come aboard.
H5			mission H5
H5	Anderson	MS_COMM_H5_A1	Protect that gun, Casey. We can't win this war without it!
H5	Anderson	MS_COMM_H5_B1A	You saved our asses, Lieutenant. You are cleared to land.
H5	Anderson	MS_COMM_H5_B1B	We're in big trouble now. Cleared for landing.
H6			mission H6
H6	Anderson	MS_COMM_H6_A1	Wow! There they are, Casey. We're counting on you to paint that target for us!
H6	Finley	MS_COMM_H6_B1	Good work, Casey. Now get the hell out of there, or you'll be vaporized.
H6	Rachel	MS_COMM_H6_B2	We're all set here. You may fire when ready, Finley.
H6	Anderson	MS_COMM_H6_C1	Hell of a fireworks show! You are clear to land.
I1			mission I1
I1	Anderson	MS_COMM_I1_A1	Cover those bombers so they can destroy the enemy starships.
I1	Stiletto	MS_COMM_I1_B1	Let's try out these new missiles!
I1	Stiletto	MS_COMM_I1_C1	These new missiles are kicking their butts!
I1	Anderson	MS_COMM_I1_D1	You people make us some room!
I1	Anderson	MS_COMM_I1_E1	The bombers at Nav two are having a tough time of it, Casey. Take your group there and assist them as soon as you're finished with your current targets.
I1	Anderson	MS_COMM_I1_F1	We're really taking it to them now! You're cleared to land, Lieutenant!
I2			mission I2
I2	CAG	MS_COMM_I2_A1	Lieutenant Casey: the dreadnought has launched flights of bombers along with long-range anti-ship missiles. Your primary job is to intercept the missiles; then handle the bombers. Good luck.
I2	Maestro	MS_COMM_I2_B1	Let's hope these Wasps can get us there in time! Punch it, Casey!
I2	Anderson	MS_COMM_I2_C1	We've got trouble here! Please assist at once!
I2	Anderson	MS_COMM_I2_D1	Alien Bombers coming in. Lieutenant, you must stop them!
I2	Anderson	MS_COMM_I2_E1	That was a close one!
I2	Anderson	MS_COMM_I2_F1	You know, Casey... I bet they're starting to get a little scared of you out there...
I2	Anderson	MS_COMM_I2_G1	See you in hell, you bastards! AAAAAAaaaaaah!

Miss.	Speaker	Comm Name	Dialogue
I3			mission I3
I3	Anderson	MS_COMM_I3_A1	Take out those Starships and Get back here. Good Luck.
I3	Stiletto	MS_COMM_I3_B1	Bomber force one, this is two: we've encountered a bit of a... setback. (*explosion*) They've really put up a fight here at NAV two around their carrier and cruiser, and we could use a bit of help -- like NOW!
I3	Anderson	MS_COMM_I3_C1	The bombers at Nav two are having a tough time of it, Casey. Take your group there and assist them as soon as you're finished with your current targets.
I3	Anderson	MS_COMM_I3_D1A	Nice work on those starships! You're cleared to land.
I3	Anderson	MS_COMM_I3_D1B	Tough break, sir. Looks like we're going to have to try that one again.
I3b			mission I3b
I3b	CAG	MS_COMM_I3B_A1	Lieutenant Casey, your bomber wing needs to eliminate any and all ships remaining in this area. I'm uploading the NAV specs now.
I4			mission I4
I4	Anderson	MS_COMM_I4_A1	Let's hope those training missiles keep them busy!
I4	Spyder	MS_COMM_I4_B1	Excellent! The decoys are drawing the fighters away!
I4	Spyder	MS_COMM_I4_C1	Go for the turrets first!
I4	Spyder	MS_COMM_I4_D1	They've figured out the missiles are duds! We're in for it now!
I4	Spyder	MS_COMM_I4_E1	I'm targeting the bridge!
I4	Spyder	MS_COMM_I4_F1	Try to disable her engines!
I4	Spyder	MS_COMM_I4_G1	The turrets are down. Let's head home!
I4	Spyder	MS_COMM_I4_H1	We're outnumbered! Pull back to the Midway!
I4	Anderson	MS_COMM_I4_I1A	Great job on the turrets. That'll make it easier on the bombers! Come on in, Lieutenant!
I4	Anderson	MS_COMM_I4_I1B	With those turrets still active, it's going to be tough on our bombers. Initiate landing procedures.
I5			mission I5
I5	CAG	MS_COMM_I5_A1	Lieutenant: your bomber group will attack the dreadnought's bridge and engines while a recon group checks out this wormhole gate. I'm uploading navigational information now.
I5	Recon 1	MS_COMM_I5_A2	Keep those bugs out of our way, flyboys. We're headed for the rock.
I5	Recon 1	MS_COMM_I5_B1	Jeez Louise! Would you look at that thing?!
I5	Recon 1	MS_COMM_I5_C1	Midway, this is Recon 1. We've got your data, and we're heading home.
I5	Anderson	MS_COMM_I5_D1A	Nice work on that Dreadnought, sir! Recon's done their part, too. You are cleared to land!
I5	Anderson	MS_COMM_I5_D1B	Tough break, sir. Don't worry, though: the recon group made it back safely with some interesting data. You're clear.
I6			mission I6

Miss.	Speaker	Comm Name	Dialogue
I6	CAG	MS_COMM_I6_A1	Lieutenant Casey, maintain formation with your wing and the Marine landing craft. You must make certain that the insertion goes off without a hitch.
I6	Marine LC 2	MS_COMM_I6_B1	We're going in. Keep us clear!
I6	Dekker	MS_COMM_I6_C1	We're in, but this ain't gonna be a cakewalk. (*shots*) Just keep our airspace clear!
I6	Dekker	MS_COMM_I6_D1	This is Dekker. We've fought our way into the tower control room... (*lots of shooting*) ...and we're just barely holding our own. We're working on the first shields now, but their security codes are tough to break.
I6	Dekker	MS_COMM_I6_E1	Ok... that's got it! Shield one is down!
I6	Stiletto	MS_COMM_I6_E2	We'll worry about the fighters, Casey. You get those towers down!
I6	Dekker	MS_COMM_I6_E3	Team one, take towers two through four. We'll get five through seven.
I6	Dekker	MS_COMM_I6_F1	We've got shields on towers two and five lowered. Go get 'em, kid.
I6	Dekker	MS_COMM_I6_G1	We've got a lot of company in here, folks, but we've got towers three and six down.
I6	Dekker	MS_COMM_I6_H1	Team one reports heavy losses, but they've brought down shield four.
I6	Dekker	MS_COMM_I6_I1	Team one, you're clear. Get back here and give us a hand!
I6	Dekker	MS_COMM_I6_I2	Team one? Do you copy? Come in, dammit!
I6	Dekker	MS_COMM_I6_I3	We've got to make it to that last tower, boys. Stay with me!
I6	Dekker	MS_COMM_I6_I4	ATTACH I've lost contact with team one, and they've gotten most of my boys as well. (*enemy fire*) AND we're having a hell of a time getting to that last tower... Huh? oh... Jeez... Casey, we have got a BIG problem. (*enemy fire intensifies*)
I6	Dekker	MS_COMM_I6_I4	Sensors indicate a big enemy fleet -- and I do mean BIG -- coming in from the other end of that wormhole. Soon as my boys bring that last tower's shield down, you better... (*Dekker hit and cut off*)
I6	Anderson	MS_COMM_I6_I6	Colonel Dekker: the shields are still up on the last tower. Colonel Dekker? Come in, Dekker.
I6	Dekker	MS_COMM_I6_I7	We can't make it to Tower Seven! We're pinned down at six. Send in reinforcements!!
I6	Dekker	MS_COMM_I6_I8	Sorry Kid, I couldn't do it. Make us proud.
I6	Anderson	MS_COMM_I6_J1	Lieutenant, withdraw to the refueling ship at the new Nav point on your map. You'll meet your reinforcements there.
I6	CAG	MS_COMM_I6_K1	Lieutenant Casey. We've been monitoring transmissions, so we're aware of the enemy fleet that's on its way through the wormhole. That means we're running out of time, but the shields are still up on that last tower.
I6	CAG	MS_COMM_I6_K1	ATTACH Commodore Blair will be entering tower seven to deactivate the shields on the last tower while Dekker's men pull out. You need to ensure that Blair makes it there in one piece. Refuel at the rendezvous point immediately.
I6			mission I6 -- continued
I6	Blair	MS_COMM_I6_L1	Alright Casey, let's go get 'em!
I6	Blair	MS_COMM_I6_M1	Cover me, and I'll get that last shield down.
I6	Blair	MS_COMM_I6_N1	I knew you'd be the one, Casey. Your father would be proud.

Miss.	Speaker	Comm Name	Dialogue
I6	Blair	MS_COMM_I6_O1	I'm in, but it's awfully dark in here. Let me get some light... there! *whistle* I've never seen anything like this!
I6	Blair	MS_COMM_I6_P1	The shield's down, Casey. You may fire when ready. I'll have plenty of time to get out of here before the wormhole collapses. Do it! NOW, Lieutenant!
I6	Blair	MS_COMM_I6_Q1	Great job! Now get the hell out of here before you're caught in the big bang. I'll be there in a minute...
L1			mission L1
L1	Anderson	MS_COMM_L1_A1	There are thousands of civilian lives depending upon you, Lieutenant.
L1	Maestro	MS_COMM_L1_B1	There they are. Let's take it to 'em!
L1	Stiletto	MS_COMM_L1_B2	You and Maestro take out the bombers. Casey. Alpha four and I will keep those fighters of your back.
L1	TCS Callisto	MS_COMM_L1_C1	We're certainly glad to see you, sir, but I hope there's more help on the way.
L1	TCS Callisto	MS_COMM_L1_D1	Hull integrity weakening! We can't ... AAAAaaaaahhhhhh!!!!
L1	Stiletto	MS_COMM_L1_E1	Nice work, team! Let's head back.
L1	TCS Callisto	MS_COMM_L1_F1	That was incredible! We owe you folks our lives!
L1	TCS Callisto	MS_COMM_L1_F2	We'll send each of you a case of our finest Goddard Reserve.
L1	Anderson	MS_COMM_L1_G1	All pilots return to base. Our position has been compromised! All pilots return to base for immediate evacuation.
L1	Anderson	MS_COMM_L1_H1A	Callisto Station sends their thanks, Lieutenant. All of our other positions are reporting success. Looks like we'll be going back on the offensive here pretty soon. I knew you could do it! The deck's clear for you.
L1	Anderson	MS_COMM_L1_H1B	All of our positions are being overrun, Lieutenant. It doesn't look good for our side. Hopefully we can make a last stand at Proxima. You're clear.
L2			mission L2
L2	Anderson	MS_COMM_L2_A1	Wait for Alpha team's signal, Casey. Charlie team will be in right behind you. Make sure the welcome mat's rolled out.
L2	Anderson	MS_COMM_L2_B1	All pilots return to base. Your mission is a failure.
L2	Anderson	MS_COMM_L2_C1A	That was beautiful! I love it when you guys work as a team! You're cleared, sir.
L2	Anderson	MS_COMM_L2_C1B	That's not good, Lieutenant. One more performance like that and we'll be out of business. We retreat to Proxima right after you land.
L3			mission L3
L3	Anderson	MS_COMM_L3_A1	This is it, people. If we don't handle these creeps here, there won't be anyone left to attend our funerals.
L3	Anderson	MS_COMM_L3_B1	HOLY SH...!!!! Lieutenant, hold your position! We're sending a wing of Shrikes. Cover them while they do their thing.
L3	Anderson	MS_COMM_L3_C1	This is the TCS Midway. We've lost our bombers and are being overrun by alien forces. The Captain has ordered us to plot an intercept course for the alien cruiser. We need immediate reinforcements.

Miss.	Speaker	Comm Name	Dialogue
L3	Anderson	MS_COMM_L3_D1	Wow! You really are a hero now, Casey! That was close... (pause for effect) too close.
L3	Anderson	MS_COMM_L3_E1	This is the TCS Midway. All pilots are ordered to get clear of this sector at once. If you are located, you are to report news of this encounter to Confed Command.
L3	Captain	MS_COMM_L3_E2	We thank you for your dedicated service. Good luck. Midway out.
L3	Anderson	MS_COMM_L3_F1	See you in hell, you bastards! AAAAAAaaaaaah!
S1			mission S1
S1	Instructor	MS_COMM_S1_A1	Welcome to the TCS Midway Combat Simulator. This system is comprised of several training details for Confed Academy Pilots of varying levels of experience. This first mission encompasses basic flight and fighting tactics.
S1	Instructor	MS_COMM_S1_A2	The white arrow on your forward view is pointing to the first Navigation bouy. Turn your ship to face this Nav point. Once it is in front of you, the Nav point should appear as a 'white cross.' Fly to within 100 klicks of the bouy...
S1	Instructor	MS_COMM_S1_A3	Good. Now, turn your ship to face nav point two. You will, again, need to fly to within 100 klicks of the nav bouy. Since it is a bit farther away, use your AFTERBURNERS to increase your speed.
S1	Instructor	MS_COMM_S1_B1	Excellent. Now, stop your ship. Use the minus key to decrease your "Set speed" to zero. When you stop, we'll do some basic target practise.
S1	Instructor	MS_COMM_S1_B2	There is now a target nearby. Use the "T" key to select this target. Watch for changes in your 'Heads Up Display.' The selected target will appear, along with sensor data (such as alignment, range, shield strength and armor level).
S1	Instructor	MS_COMM_S1_B3	The cursor in the center of your forward view will point you towards the target. Turn your ship to face the target and increase your speed to close in on it. Get within 20 klicks of the target...
S1	Instructor	MS_COMM_S1_B4	Here is a new target. Use "T" to select it, and then use the "L" key to "LOCK" the target. "Target Lock" will engage the Inertial Target Tracking system as well as an advanced sensor package which will allow you to identify the contents of cargo boxes.
S1	Instructor	MS_COMM_S1_B5	Using your ship's weapons, destroy this bouy. Press "G" to cycle through available guns. Press "F" to select "FULL GUNS." Use the trigger on your joystick or the SPACEBAR on your keyboard to open fire.
S1	Instructor	MS_COMM_S1_B6	The next nav point is more than a hundred thousand klicks away. Flying manually to this point can take a very long time. To avoid this use the "AUTOPILOT" feature. Press "A" when you see the 'AUTO' light and your ship will fly automatically to Nav3.
S1	Instructor	MS_COMM_S1_C1	Experiment with your ship's missile system on the next target. Press the "M" key to select missile types and use the ENTER key to fire the selected missile. Missiles that require a "lock" can only be fired on "LOCKED" targets.
S1	Instructor	MS_COMM_S1_C2	Press the "T" key to select the Kilrathi ship. Use the "L" key to lock the target. The Inertial Target Tracking system (or "ITTS") provides a green diamond which you can use as a "Bullseye" when firing your guns and missiles.

Miss.	Speaker	Comm Name	Dialogue
S1	Instructor	MS_COMM_S1_C3	Close in on the Kilrathi drone. Turn your ship if the drone moves from your forward view. Line up the center of your viewscreen and the green ITTS diamond and open fire. If the target gets away from you, use the TAB key to afterburn towards it.
S1	Instructor	MS_COMM_S1_C4	Congratulations! You have successfully completed this Simulation detail.
S1	Instructor	MS_COMM_S1_D1	Use the minus key repeatedly to bring your ship to a complete stop.
S1	Instructor	MS_COMM_S1_E1	Approach the drone to begin combat training.
S1	Instructor	MS_COMM_S1_F1	Face the nav bouy and fly to within 100 klicks of it to continue this mission.
S2			mission S2
S2	Instructor	MS_COMM_S2_A1	Welcome to the TCS Midway Combat Simulator. This detail will expand upon your existing knowledge of maneuvering, targeting and weapons firing.
S2	Instructor	MS_COMM_S2_A2	A Confederation transport and her escorts are being harassed by a wing of Kilrathi raiders. Autopilot to Nav 1 and assist the Confed forces.
S2	Instructor	MS_COMM_S2_B1	The escort's job is to ensure the safety of the cargo craft. These escort fighters have very little experience. They will probably need your help.
S2	Instructor	MS_COMM_S2_B2	Let's meet up with a Confed detachment at Nav2. A couple of friendly fighters will join your wing.
S2	Instructor	MS_COMM_S2_C1	A pair of light fighters have located you and are en route to your position. Lead these fighters to Nav3 for a more lethal round of enemy fighters.
S2	Instructor	MS_COMM_S2_C2	Use AUTOPILOT to reach Nav3. Your fellow fighter craft will follow...
S2	Instructor	MS_COMM_S2_D1	Kilrathi presence is heavy in this area. Take out every enemy ship... and be careful of the asteroids...
S2	Instructor	MS_COMM_S2_D2	Another transport is trying to make its way through Nav 1. They have fallen under attack by Kilrathi raiders, and have lost their escorts.
S2	Transport	MS_COMM_S2_E1	Mayday! This is the TCS Marburg... to any ships in the area... we need assistance.... (Crackle)
S2	Instructor	MS_COMM_S2_E2	Nav computer has re-selected Nav point 1. Head out to assist the Confed transport!
S2	Instructor	MS_COMM_S2_F1	You saved the TCS Marburg! Excellent Work! Congratulations on completing this simulation detail.
S2	Transport	MS_COMM_S2_F2A	WHY WON'T ANYBODY HELP US!!! THE BRIDGE IS ON FIRE!!!! YAAAAAAAAAAAA!!!
S2	Instructor	MS_COMM_S2_F2B	Had you reacted more quickly, those aboard the TCS Marburg would be alive today. Better luck next time. This concludes our simulation detail.
S3			mission S3
S3	Instructor	MS_COMM_S3_A1	Welcome to the TCS Midway Combat Simulator. This detail has been engineered to enhance your situational awareness and to improve your response to enemy resistance.
S3	Instructor	MS_COMM_S3_A2	Autopilot to Nav1 and clear the area of any hostiles. Once the area is clear, await the arrival of a Confederation transport.
S3	Instructor	MS_COMM_S3_B1	Keep all enemy fighters away from the transport.
S3	Instructor	MS_COMM_S3_B2	Excellent work! Now, autopilot to the next Nav point. The transport will follow you there and attempt to jump once you have cleared the nav area of any hostiles.

Miss.	Speaker	Comm Name	Dialogue
S3	Instructor	MS_COMM_S3_C1A	A fine job! The transport has made her jump and is out of your hands. Congratulations on completing this simulation detail.
S3	Instructor	MS_COMM_S3_C1B	Unfortunately, the enemy fighters overwhelmed the transport. This mission is a failure. Better luck next time. This concludes our simulation detail.
S4			mission S4
S4	Instructor	MS_COMM_S4_A1	Welcome to the TCS Midway Combat Simulator. This detail focuses on offensive maneuvers.
S4	Instructor	MS_COMM_S4_A2	Intelligence reports show a small detachment of Kilrathi heavy fighters awaiting a transport jump at Nav1. Autopilot to intercept them. Once you take care of the scout wing, await the Kilrathi transport.
S4	Instructor	MS_COMM_S4_A3	If any of the scout wing manage to leave the sector, they will alert the incoming fleet and this offensive strike will be lost. Let none of the Kilrathi vessels escape!
S4	Instructor	MS_COMM_S4_B1	Now, head to Nav2. Engage Kilrathi fighters and Corvette vessels. Again, let none escape...
S4	Instructor	MS_COMM_S4_C1A	Excellent work! Congratulations on completing this simulation detail.
S4	Instructor	MS_COMM_S4_C1B	Unfortunately, you have failed this mission. Better luck next time. This concludes our simulation detail.
S5			mission S5
S5	Instructor	MS_COMM_S5_A1	Welcome to the TCS Midway Combat Simulator. This is the final phase of offensive maneuver training.
S5	Instructor	MS_COMM_S5_A2	Head out to Nav1 and engage all enemies.
S5	Instructor	MS_COMM_S5_B1	Waves of fighters will continue to approach. Score will be awarded for the highest number of kills in the allotted time.
S5	Instructor	MS_COMM_S5_C1	When you are done surveying the Kilrathi fighting tactics, make your way to Nav3
S5	Instructor	MS_COMM_S5_D1	Excellent work! Congratulations on completing this simulation detail.
S5	Instructor	MS_COMM_S5_E1	You now have ten minutes to complete this mission.
S5	Instructor	MS_COMM_S5_E2	You now have five minutes to complete this mission.
S6			mission S6
S6	Instructor	MS_COMM_S6_A1	Welcome to the TCS Midway Combat Simulator. This simulation detail has been created specifically for the purposes of exploiting what we know of ENEMY FIGHTER technology.
S6	Instructor	MS_COMM_S6_A2	Proceed to the first nav point and engage all fighters. Each enemy vessel has been modeled according to field recon data. Make notes...
S6	Instructor	MS_COMM_S6_B1	We urge all Confed Pilots to engage this simulation detail as necessary to keep an edge on the enemy forces. End of detail.
S7			mission S7
S7	Instructor	MS_COMM_S7_A1	Welcome to the TCS Midway Combat Simulator. This simulation detail has been programmed specifically to model the flight patterns and weapons systems of ENEMY CAPITAL SHIPS and their fighter complement.

Miss.	Speaker	Comm Name	Dialogue
S7	Instructor	MS_COMM_S7_A2	Autopilot to Nav1 and engage all enemy craft. Be sure to take note of your power, shields and weapons configurations. This data should be useful (if not life-saving) in future conflict.
S7	Instructor	MS_COMM_S7_B1	We urge all Confed Pilots to engage this detail as necessary to sharpen their edge over Enemy capital ships. End of detail.
S7	Instructor	MS_COMM_S7_C1	A variety of friendly craft are awaiting your approach. If you fly near to any of these craft, they will accompany you to the engagement at Nav1.
S7	Instructor	MS_COMM_S7_D1	Confed Pilot Added To Strike Team.