

Task

4 barks per action for 10 randomly generated RTS units. Three workers, seven soldiers.

When voiced, barks may not exceed 3 seconds each.

(PER UNIT) Descriptors and verbs may not be reused in different barks.

(PER UNIT) Barks may not start with the same word.

Actions

Alert — Unit is clicked on

Move — Ordered to move

Move (Impossible) — Ordered to move to impassable terrain

Gather — Ordered to gather resources; mounted units cannot gather

Fight — Ordered to attack an enemy

Attacked — Unit is attacked offscreen

Special Action — Unique action defined per unit

Unit Type — Worker

Personality — Direct, efficient

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Build
Hello?	Moving.	Unable.	Gathering.	Attacking.	Enemies at home!	Building.
Ready.	At once.	Can't do that.	As we need.	Will do my best.	Assistance needed.	Right away.
Your order?	Yes.	That isn't possible.	Collecting.	Emergency understood.	Base under siege.	Constructing.
Commander?	I'll make sure of it.	Apologies, commander.	Taking resources.	To arms.	Infrastructure at risk.	Swiftly.

Unit Type — Worker

Personality — Nervous, loyal

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Build
Read— Ready!	Over here?	Sorry.	The usual?	I'll try. I'll try!	They're at home! Home!	Scaffolding.
Good day.	Right.	Don't think I can do that.	Absolutely.	Me?!	Where's our soldiers?!	Blueprints are somewhere...
Oh, hello.	Okay, yeah.	Uh...	Grabbing that.	Am I really the best for this?	[high-pitched screaming]	Getting started.

All set.	That's doable.	Maybe another time?	This one's my favourite.	What?!	We aren't trained for this!	Something new!
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Unit Type — Worker

Personality — Motivational, eager

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Build
What's next, commander?	Certainly.	Sure wish I could.	On it.	Something different, eh?	Big problem, commander.	Throwing that up.
All ears.	Right!	Sorry to disappoint.	Back to work.	Doing everything I'm able to!	Watch it, watch it!	Building away.
Yeah?	Sounds good.	Not the best idea.	That's my speciality.	Now you've done it.	We need help!	Be finished in a jiffy.
Ready when you are.	Got you.	Someone else would.	I'm the one for this!	Think I can't punch?	Get people over here!	Been a while since I've built that.

Unit Type — Soldier

Role — Swordsman

Personality — Committed, stoic

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Beserk
Yes.	Of course.	Impassible.	Foraging.	Meeting the enemy!	Forces under attack.	[various guttural screams]
Ready.	At once.	This cannot be done.	Securing rations.	To battle!	Units struggling.	<i>(Maybe it's cheating but I like it)</i>
Commander?	Moving.	Can't go there.	Assisting.	For those at home!	Requesting backup.	
On your word.	Affirmative.	Others are better equipped.	Redrafting understood.	Charging!	We're stranded.	

Unit Type — Soldier

Role — Horseback marksman

Personality — Laidback, confident

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Charge
Hey man.	Got it.	Come on, man.		Firing!	Getting a bit spicy, commander.	Charging!
Ready when you are.	Fine by me.	Yeah... nah.		Right in my sight.	Ooh, that hurt a little.	Behind me!
Want something?	Sure.	Riding that way?		Say no more!	Not in trouble, but...	Move, move, move!
Another one?	Giving her a workout, aren't you?	Poor girl can't handle that.		Won't know what hit them.	Might need some help, here.	Let's do this!

Unit Type — Soldier

Role — Spy

Personality — Overly-attached, excitable

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Stealth
It's you!	Sure, sure!	Not certain I can.	This is new!	Going in.	Commander?!	Undercover.
Hi! Hello!	Oh, of course!	Want to, but...	A challenge? For me?	Anything for you!	This didn't go to plan.	[giggling]
Yes? Yes?	Great idea.	I would if I could!	Whatever you say.	They'll never know I'm coming.	How did they spot me?	See you when you see me.
Commander!	Love that.	Really sorry, commander.	Help? Absolutely!	Time to be direct.	Oh dear.	Bring you back something.

Unit Type — Soldier

Role — Sniper

Personality — Quick-tempered, sarcastic

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Snipe
Hm?	Going.	No.	Should get extra for this.	Firing.	Great frontline, commander.	Steady...
You interrupted me.	Whatever you say.	Ask someone else.	Beats target practice.	Enemy spotted.	How are they back here?	Little to the left...

Again?	Sure about this?	Not my job.	Only done this once, you know.	Hardest shot of my life.	We need help and it's not my fault.	Perfect.
Ah, the great commander.	Alright, then.	Do you think I'm stupid?	No-one else around?	Like we're still doing drills.	Don't have time for this.	Too easy.

Unit Type — Soldier

Role — Siege weapon

Personality — Cold, sadistic

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Bombard
Hello, commander.	Excellent.	As far as we go.		Fire.	Under siege.	[low chuckle]
Canons set.	At once.	Impossible.		Target locked.	Requesting aid.	I've been waiting for that.
Armed and ready.	Moving to position.	Won't happen.		Thrilling.	Machinery under fire.	Watch.
Preparing.	Understood.	That would be suicide.		Fools.	They'll regret this.	Thank you commander.

Unit Type — Soldier

Role — Demolitionist

Personality — Competitive, crazy

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Suicide
Hey hey!	Let's go.	Think I'm a miracle worker?	Suppose I can help.	Lighting them up!	Fuse about to blow, commander.	Don't cry for me, I'm already—
Of course, me!	Nice idea.	Not that crazy.	Want this blown up? No?	[cackling]	Bit of a situation.	What's hot, red, and sounds like—
Flattered.	I get you, I get you.	Hmm... no.	No dynamite? Come on.	Yes! YES!	Why? What did I do?	Eh. Had a good run.
Got a plan?	Hear you loud and clear.	Explode, not explore.	Blew my eyebrows off for this?	Fire in the hole!	You boom one guy...	Bada bing, bada—

Unit Type — Soldier

Role — Scout

Personality — Stuck-up, vain

Alert	Move	Move (Imp)	Gather	Fight	Attacked	Reveal Area
Oh?	That's it?	Absolutely not.	Manual labour? Really?	Ugh, fine.	Someone important's in trouble!	Hm. Boring.
You again.	Going, going.	No, honey.	I have better things to do.	Did everyone else quit?	Are you kidding me?	The grass is dreadful.
Somewhere new to see?	Fine, then.	Commander, think of my shoes.	Is this a demotion?	Shouldn't the soldiers be fighting?	Oh, do maps offend you?	Looks the same as everywhere else.
Excite me.	If you insist.	Funny.	Have I offended you?	This isn't what I'm trained for.	Don't even have a gun!	Would hate to fight on that.