**Audio 1 — Outdoor / Helicopter / Gunshots/ crying baby**

**Speaker 1 (**Ramy, calm, indoor tone): Echo-Six, confirm status on the supplies.  
**Speaker 2** (Tobi), breathy, field, wind & bell bleed): Copies, sir we’re trying’ to hold position, but the routes are unclear. (children playing)  
**Speaker 1** (measured): You’ll hold? We can’t delay because command wants movement.  
**Speaker 2** (frustrated, garbled by static): Movement now? With those we got civilians near by. I won’t risk my team.  
**Speaker 1** (firm): I’m not asking for recklessness. We need coordination. Say again report status on civilian safety. (gunshot)  
**Speaker 2** (breathing audible): Civilians are mixed, we’ll prioritize evac if needed.

**Speaker 1** (quieter): Understood. (Baby crying) Hold for orders. Keep comms tight.

**Audio 2 — Indoor / helicopter /Church bell**

**Speaker 1** (Ramy, calm): Repeat, are you committed to the plan?  
**Speaker 2** (tobi, agitated): Committed, sir but that method (rotor thump) exposes the team.  
**Speaker 1** (sharper): We adapt. The objective is fixed. We move when conditions allow.  
**Speaker 2 (**fast) Allow? Can you hear what’s happening around?   
**Speaker 1** (lower): Focus on mitigation. Keep comms encrypted. You know the fallback.  
**Speaker 2 (**sad): Fallback’s fine on paper. (church bell). On ground it’s another story.  
**Speaker 1** (authoritative): Do what you can. Report any escalation.  
[SFX: helicopter]

**Speaker 2** roger

**Audio 3 — Outdoor / Seawave / Drone buzz**

**Speaker 1** (46, steady, indoor clarity): Status on the coastal waypoint?  
Speaker 2 (22, wet clothes rustle, breathy): Approach complete, sir… (drone buzz) — I see movement on the water.  
[SFX: drone buzz loud then backs off]  
**Speaker 1** (measured): Movement — confirm civilian or hostile?  
Speaker 2 (hesitant, masked by drone): Hard to tell — small craft, close to shore. I’m holding distance.  
[SFX: drone returns,]  
**Speaker 1** (firm): Do not engage. Gather intel, report pattern — then withdraw.  
**Speaker 2** (quiet, constrained): Copy. I’ll circle and… (static) — avoid direct contact.  
Speaker 1 (soft): Keep low profile. Do not escalate.  
[SFX: drone buzz fades; sea continues]

1. **Audio 4 — Indoor / Helicopter / Glass break**

[SFX: indoor office hum, distant street horns; abrupt glass break close at ~0:12]

**Speaker 1** (42, steady but stressed): We lost the element of surprise. Status?  
Speaker 2 (25, panicked whisper): They saw us (glass break) we’re boxed in a side street.  
**Speaker 1** (forceful): Keep calm. Prioritize people first. Extract where safe.  
Speaker 2 (hesitant): Can we still move the assets?  
**Speaker 1** (hard): Assets second. Lives first. You know the procedure keep that in mind.  
Speaker 2 (resigned): Understood. I’ll rally the team.  
**Speaker 1** (softer, motivational): Good. Remember why we’re here stay steady, we’ll get through this.  
Speaker 2 (quiet determination): Copy. Moving to safe point.  
[SFX: horns swell

1. **Audio 5 — Outdoor / Wind / Children**

[SFX: strong wind gusts, distant children playing/laughter low and non-identifiable]

Speaker 1 (47, low, calm): Are you observing the spot?  
Speaker 2 (21, strained vs wind): Yes — but there are kids nearby. We can’t… (child noise masks words)  
[SFX: child laughter close then fades]  
Speaker 1 (firm): No harm to civilians. If civilians present, withdraw and report.  
Speaker 2 (angry whisper): That handcuffs us — we can’t act cleanly.  
Speaker 1 (steady, moral): That’s the point. We follow the rules. Protect non-combatants.  
Speaker 2 (defensive): Sometimes those rules get people killed.  
Speaker 1 (softens): I know. Protecting them is part of the mission. Hold your position and prioritize safety.  
[SFX: wind gust masks end of sentence]  
Speaker 2 (quiet): Copy. Holding.  
[SFX: children and wind continue, fade]

1. **Audio 6 — Indoor / Construction site / Screams**

[SFX: indoor room tone with muffled construction hammering/drill through wall; short, non-graphic human distress sounds in background]

Speaker 1 (48, controlled): Report — what’s happening at your sector?  
Speaker 2 (23, rapid, panicked): We’ve got an incident — people screaming outside. (muffled cries) We need medical.  
[SFX: short, non-graphic screams, ambiguous source]  
Speaker 1 (urgent): Stabilize your position. Prioritize casualties, and call medevac if needed.  
Speaker 2 (overlapping with drill): Medevac? We can’t — noise is deafening, comms are jammed!  
Speaker 1 (steady): Do what you can. Protect survivors. I’m redirecting support.  
Speaker 2 (shaky): Copy — moving through the side entrance to pull people out.  
Speaker 1 (firm reassurance): Good. Keep breathing. Move calmly and report status.  
[SFX: drill hits resonant tone; screams subside]  
Speaker 2 (faint): On it. Out.