Combat Barks video game scripts

30 practice scripts from VO Journey Academy. Free to record, free to use in your reel. Download the PDF to mark up in the booth, or print it straight from here.

Wasteland Raider Bark Sheet

Enemy barks, post-apocalyptic · Adult (25-40) · Any (character choice) · 30 seconds

[SCAV, a raider in a scrapyard gang. Each line is a separate bark]

[idle]

Quiet out here. Too quiet.

Who drank my water? I'll find out. I always find out.

[enemy spotted]

Fresh meat! Over by the bus!

There! Behind the wall!

Got a live one, boys!

[attacking]

Come on out, I don't bite! Much!

Eat lead, scav!

Keep 'em pinned!

[taking damage]

[pained grunt]

Agh! Lucky shot!

That's gonna leave a mark!

[reload]

Reloading! Cover me!

Come on, come on, jammed again!

[lost the player]

Where'd they go? Spread out!

You can't hide forever!

[low health]

I'm bleeding here! Somebody!

[ally down]

They got Tank! They got Tank!

[death]

[short choked effort]

Not... like this...

Orbital Trooper Squad Leader Callouts

Squad callouts, military sci-fi · Adult (30-45) · Any (character choice) · 30 seconds

[SERGEANT MAIKA ROSS leads a squad of orbital troopers on the moon colony of Varrus-4]

[combat start]

Contact front! Weapons free!

Here they come. Hold the line, troopers!

[orders]

Flank left! Move, move!

Suppressing fire on that ridge!

Grenade out! Get clear!

Fall back to the dropship!

Hold position. Wait for my mark.

Mark!

[enemy spotted]

Hostiles on the catwalk!

Heavy unit, twelve o'clock!

Sniper in the tower!

[taking damage]

[sharp grunt]

I'm hit, I'm hit, I'm fine!

Armour's holding. Barely.

[ally down]

Man down! Medic!

Get him up! We leave no one!

[reload]

Changing mags!

[objective]

Charge is set. Thirty seconds!

[victory]

Area secure. Good work, troopers.

That's how it's done. Regroup on me.

Goblin Skirmisher Barks

Enemy barks, comic fantasy · Any (creature) · Any (character choice) · 30 seconds

[SNIKKET, a small goblin with a large spear]

[enemy spotted]

Ooh! Shiny human! Get it!

Intruder! Snikket saw first! Snikket gets the boots!

[attacking]

Stabby stab!

Hee hee! Run, run!

[taking damage]

Ow! Owie! Not the face!

[ally down]

Grubb is squished! Who's next? Not Snikket!

[taunt]

Snikket is the scariest! Ask anyone! Ask Snikket's mum! She knows!

[low health]

Truce! Truce! Snikket has a cousin you can fight instead!

[fleeing]

Tactical running away!

[death]

[squeaky yelp]

No fair...

Knight Commander, Siege Barks

Ally barks, fantasy war · Adult (40-55) · Any (character choice) · 30 seconds

[SER ALDRIC VANE commands the defence of the walls of Highmoor during a night siege]

[battle start]

To the walls! Every one of you, to the walls!

They come at dawn. Let them find us waiting.

[rally]

Stand fast! Highmoor does not fall!

Shields up! Hold them at the gate!

For every home behind these walls!

[enemy spotted]

Ladders on the east wall!

Siege tower! Burn it!

Archers, loose!

[attacking, efforts]

[heavy sword swing effort]

[shield bash effort]

Back, you dogs!

[taking damage]

[grunt]

A scratch! Keep fighting!

[ally down]

Get him off the wall! Someone take his post!

[low health]

I am not finished yet.

[victory]

They break! They run! Highmoor stands!

Rest now. You've earned it. Every one of you.

[death]

[long pained exhale]

Hold... the gate...

Stealth Guard Alert States

Enemy barks, stealth · Adult (30-45) · Any (character choice) · 60 seconds

[A GUARD patrols the halls of Lord Marrowby's manor. Each tag is an alert state]

[idle]

[yawns]

Why do the rich need guards at three in the morning? The silver isn't going anywhere.

Left corridor, right corridor, back again. Riveting.

[suspicious]

Huh? What was that?

That door was shut. I'm sure it was shut.

Hello? Anyone there?

[idle, chatting]

The cook says the manor's haunted. The cook also says carrots help you see in the dark.

[searching]

Come out. I know you're here.

If you come out now, I'll tell the captain I found you sleeping.

Check behind the curtains. Always the curtains.

I heard something. I'm not crazy.

[alerted]

Intruder! In the east hall!

There! Stop right there!

Sound the bell!

[lost the player]

Where did they go? Search every room!

[giving up]

Probably just a cat. It's always a cat.

Fine. Back to the patrol. Nobody saw anything.

[finds unconscious ally]

Wake up! Who did this to you?

Field Medic Squadmate

Ally barks, military shooter · Young adult (18-25) · Any (character choice) · 30 seconds

[CORPORAL JESS OYELARAN, field medic in the invented Northern Coalition army]

[healing ally]

Hold still, hold still. I've got you.

Patching you up. Don't move.

That's the last of the bandages. Make it count.

[revive]

Stay with me! Come on, open your eyes!

You're not dying on my shift.

[low supplies]

I'm out of meds! Need a resupply!

[enemy spotted]

Contact! Rooftop!

[taking damage]

[short gasp]

Okay, okay, I'm good!

[player heals self]

Hey, that's my job.

[victory]

Everyone breathing? Good. Sound off.

[low health]

I need a medic, and I'm the medic. That's a problem.

Sniper Overwatch Callouts

Ally barks, military shooter · Adult (30-45) · Any (character choice) · 30 seconds

[OVERWATCH speaks over a radio from a hilltop, watching the player below]

[in position]

Overwatch in position. I've got eyes on you.

[target spotted]

Two tangos by the truck. Left one's mine.

Patrol coming your way. Stay low.

[player spotted]

They've seen you. Get to cover, I'll thin them out.

[confirm]

Target down.

Clean hit. Moving to the next.

[warning]

Hold. Hold. Wait for the guard to turn.

Go. Now.

[reload]

Reloading. You're on your own for five.

[relocating]

They've spotted my glint. Moving.

Survivor, Down to the Last Shells

Player barks, survival horror · Adult (25-40) · Any (character choice) · 30 seconds

[DANA, a survivor, inside an abandoned hospital overrun by the infected]

[enemy spotted]

Oh no. No, no, no. There's more.

They're coming through the vents!

[attacking]

Get back! Get away from me!

[shotgun effort]

[low ammo]

Two shells. Two shells left.

I need ammo. I need ammo now.

[out of ammo]

[click, click]

Empty! Come on!

[taking damage]

[sharp cry]

It bit me! It bit me!

[low health]

I can't, I can't keep running.

Find the med kit. Just find the med kit.

[safe room]

[shaky exhale]

Okay. Okay. Door's locked. Breathe.

[death]

[strangled scream]

Mech Pilot Cockpit Chatter

Player barks, mech sci-fi · Adult (25-40) · Any (character choice) · 30 seconds

[RIO VALEK pilots the mech IRONHART in the canyons of the planet Teska]

[deploy]

Ironhart online. Let's dance.

All systems green. Well, mostly green.

[enemy spotted]

Hostile walker, two o'clock!

Missile lock! They've got me painted!

[attacking]

Firing main cannon!

Eat plasma!

Rockets away!

[taking damage]

[jolt effort]

Left arm's hit! I can still swing it!

Armour at forty percent. That's fine. That's totally fine.

[overheating]

Heat's spiking! Venting!

Come on, cool down, cool down!

[system failure]

Targeting's down. Going manual.

Shields gone! I'm running on hope here!

[low health]

Ironhart's falling apart under me!

[victory]

Target destroyed. Who's next?

That's the last one. Ironhart, you beautiful machine.

[eject]

Punching out! Punching out!

Robot Sentry Barks

Enemy barks, sci-fi · Any · Any (character choice) · 15 seconds

[SENTRY UNIT 9, a security robot patrolling a research lab]

[patrol]

Patrol route active. All sectors nominal.

Scanning. No anomalies detected.

[suspicious]

Movement detected. Investigating.

Identify yourself.

[alerted]

Unauthorised personnel. Lethal force approved.

Target acquired. Engaging.

[taking damage]

Armour compromised. Rerouting power.

[low health]

Critical damage. Critical. Crit-

[destroyed]

Shutting... down...

Boarding Party, Pirate Crew Barks

Enemy barks, pirate fantasy · Adult (30-45) · Any (character choice) · 30 seconds

[CAPTAIN MOLL BRANNIGAN leads a boarding party onto an enemy ship]

[boarding]

Grapples away! Over the rail, ye dogs!

Take the ship! Leave the cook, we need a cook!

[enemy spotted]

Bluecoats on the quarterdeck!

[attacking]

Have at ye!

[cutlass slash effort]

Is that all ye've got?

[taking damage]

Argh! Ye'll pay for that!

[taunt]

Ye fight like a seasick parrot!

I've had worse from a barnacle!

[ally down]

Man overboard! Leave him, he can swim!

[low health]

Not today, Davy. Not today.

[victory]

She's ours! Raise the colours!

Check the hold, lads. I smell gold. And possibly cheese.

[death]

[defeated groan]

Pogo the Platform Hero

Player barks, kids platformer · Any · Any (character choice) · 30 seconds

[POGO, a springy hero, bounces through Candy Canyon]

[jump]

[happy hup!]

Wahoo!

[double jump]

And again!

[collect coin]

Shiny!

Ooh, that's a lot of coins!

[power-up]

Rocket boots! Let's go!

I feel super!

[find secret]

Ooh, a secret door! I love secret doors! What's in here?

[bump into enemy]

Oof! Hey, that's rude!

[lose a life]

Aw, nuts!

[level complete]

We did it! High five!

That was the best level ever! Until the next one!

[idle, waiting]

Hello? Are we going? I'm ready when you are!

Ring Barks: The Thunder Baron

Wrestling barks, sports · Adult (30-45) · Any (character choice) · 15 seconds

[THE THUNDER BARON, a wrestler in a gold cape, plays to the crowd in a packed arena]

[entrance]

The Baron has arrived! Kneel, peasants!

[taunt]

Is that the best you've got? My grandmother hits harder!

Look at me! Look at this cape!

[strike efforts]

[punch effort]

[body slam effort]

[taking damage]

Oof! That's illegal! Referee!

[finisher]

Here comes the Thunder!

[pin]

One! Two! Three! Count it!

[victory]

Undefeated! Unbreakable! Unbelievably handsome!

[loss]

That was a fluke! Rematch!

Rival Racer Radio Chatter

Racing barks, motorsport · Adult (25-40) · Any (character choice) · 30 seconds

[NIKO SANTANA, a rival driver, on open radio during the Crimson Coast Grand Prix]

[race start]

See you at the finish line. If you get there.

Lights out! Let's go!

[overtaking player]

Catch you later! Actually, no. You won't.

Too slow! Way too slow!

[being overtaken]

Hey! That was my line!

Enjoy the lead. It won't last.

[collision]

Watch it! You want to trade paint?

[crash]

[impact grunt]

No, no, no! My car!

[final lap]

Last lap. This one's mine.

[win]

Champion! Again! Somebody get me a bigger trophy!

[lose]

Lucky. You got lucky. Next time.

Battle Mage Spellcast Sheet

Player barks, fantasy · Adult (25-40) · Any (character choice) · 15 seconds

[SERAPHINE ASH, a battle mage, in combat]

[casting efforts]

[short focused exhale]

[big release effort]

[spells]

Ignis Vora!

Frost, bind them!

Shield of Aether!

Chain lightning!

[low mana]

My mana's spent!

I need a moment to draw power!

[spell interrupted]

Agh! Lost the spell!

[taking damage]

[pained gasp]

You'll regret that!

[victory]

The weave holds. They don't.

[death]

[fading cry]

Boss Taunts: The Iron Matriarch

Boss barks, dark fantasy · Adult (40-55), female · Any (character choice) · 60 seconds

[QUEEN VALDRA, the Iron Matriarch, on her throne in the Citadel of Ash]

[intro]

So. The little hero climbs my tower. How brave. How foolish.

[phase one]

You mistake my patience for weakness.

Kneel, and I will make it quick.

Is that all? I have broken kings with less effort.

[taking damage, phase one]

A scratch. Nothing more.

[player heals]

Patch your wounds, little one. It only makes this last longer.

[phase two]

Enough games!

You have cracked my floor. I liked that floor.

You dare? In my hall?

My armour was forged in the heart of a volcano. And you think you can break it?

[taking damage, phase two]

[furious roar]

You will pay for every drop!

[phase three]

I will tear this citadel down around us both!

If I fall, I take you with me!

Burn! Everything burns!

[player low health]

There it is. The fear. I can smell it.

[defeat]

[pained exhale]

Impossible. I was... eternal.

[player defeated]

Another hero. Another statue for my garden.

Cult of the Hollow Moon Barks

Enemy barks, horror · Adult (any) · Any (character choice) · 30 seconds

[BROTHER CALLUM, a cultist of the Hollow Moon, in a forest at night]

[idle chant]

The moon is hollow. We will fill it.

She sees. She hungers. She waits.

[searching]

Come out, lamb. The moon wants to meet you.

We smell your fear on the wind.

[lost the player]

Run, lamb. The moon is patient. So are we.

[enemy spotted]

There! An unbeliever!

[attacking]

For the Hollow Moon!

Join us! Join us!

[taking damage]

Pain is a gift!

[death]

The moon... remembers...

Rookie's First Firefight

Ally barks, military shooter · Young adult (18-25) · Any (character choice) · 45 seconds

[PRIVATE THEO MARSH, nineteen, on his first mission with an invented Southern Federation unit]

[early mission, enemy spotted]

Is that them? Is that them? Sarge, I think that's them!

Contact! I think! Contact!

[early mission, taking damage]

[startled yelp]

That was close! That was really close!

[early mission, reloading]

Reloading! I think it's in backwards. No, it's fine!

[mid mission, attacking]

Got one! Sarge, I got one!

Covering fire, I've got you!

Moving up! Right behind you!

[mid mission, ally down]

Doc's down! I'll get him!

[late mission, enemy spotted]

Two hostiles, left side. I've got them.

Flanking. Stay on my six.

[late mission, reloading]

Changing mags. Ten seconds.

[late mission, low health]

I'm hit. It's okay. Keep moving.

[victory]

We did it. We actually did it.

Sarge? Thanks for not leaving me back there.

[death]

[soft gasp]

Tell Mum...

Berserker Rage Barks

Player barks, fantasy · Adult (30-45) · Any (character choice) · 15 seconds

[BRUNA STORMHIDE, a berserker of the northern clans]

[rage start]

[building growl into a roar]

Blood and thunder!

Now you've made me angry!

[attacking]

[axe swing effort]

Come on! All of you!

Is that a sword or a toothpick?

[taking damage]

[guttural grunt]

Ha! Again!

[killing blow]

Down you go!

[rage ending]

[heavy breath]

Is it over? Shame.

[victory]

The clans will sing of this! Loudly! Badly!

[death]

[defiant final roar]

Hacker on Comms

Support barks, cyber thriller · Young adult (18-25) · Any (character choice) · 30 seconds

[ZEE, a hacker in a cluttered apartment, talks into a headset to the player]

[mission start]

Okay, I'm in their system. Don't touch anything I wouldn't touch.

[unlocking]

Door's open. You're welcome.

Give me five seconds. Three. Done. I'm amazing.

[warning]

Heads up, guard incoming, left corridor.

Camera's turning. Freeze!

They just tripped an alarm. Not my fault. Probably.

[enemy spotted]

Two heat signatures behind that door!

[taking damage]

Whoa, you okay? Your vitals just did a thing!

[connection lost]

You're breaking up. Hello? Hello? Ugh, cheap firewall.

[objective complete]

Data's downloading. Ninety percent. Ninety-nine. Got it!

[extraction]

Get out of there. I'm ordering noodles to celebrate.

Hive Drone Barks

Enemy barks, alien creature · Any (creature) · Any (character choice) · 15 seconds

[A HIVE DRONE, an insect-like alien, stalks the corridors of a mining ship]

[idle]

[clicking breaths]

The hive. Is. Hungry.

Soft things. Nearby.

[searching]

Where. Where. Smell it. Warm.

Come. To. Hive.

[enemy spotted]

Found! Found! Warm one!

[attacking]

[shrill hiss]

Take! Take! For the Queen!

[taking damage]

[sharp chitter]

Hurt! Hive feels!

[ally down]

One falls. Many remain.

[death]

[wet rattle]

The Queen... will... know...

Mobile Brawler: Ziggy Spark

Hero barks, mobile casual · Any · Any (character choice) · 15 seconds

[ZIGGY SPARK, a pint-sized electric brawler, in a mobile arena game]

[character select]

Ziggy's charged up!

[ability]

Zap attack!

Feel the spark!

[ultimate]

Overload! Light 'em up!

[taking damage]

Yowch!

[respawn]

Back and buzzing! Miss me?

[victory]

Too fast for you!

Ziggy wins! Again!

[defeat]

Short circuit...

Tank Crew Chatter

Ally barks, military shooter · Adult (30-45) · Any (character choice) · 30 seconds

[COMMANDER BRANDT leads the crew of a tank called Old Kettle in an invented war]

[advance]

Driver, forward. Steady.

Push to the treeline.

[target spotted]

Enemy armour, two hundred metres, ten o'clock!

Anti-tank team in the ruins!

[firing]

Gunner, on my mark. Fire!

Hit! Hit! Load again!

[reload]

Loading! Up!

[taking damage]

[jolt grunt]

We're hit! Damage report!

Track's holding. Keep moving.

[low health]

Engine's smoking. Old Kettle's got one fight left.

[ally destroyed]

We lost Two. Take their sector.

[victory]

Area clear. Good shooting, all of you.

[bail out]

Bail out! Bail out!

Elven Archer Companion

Ally barks, fantasy · Adult (25-40) · Any (character choice) · 30 seconds

[LYRANE, an archer from the forest realm of Sylvaren, travels with the player]

[enemy spotted]

Movement, in the trees.

Wolves. Six of them. Possibly seven. One is hiding badly.

[attacking]

[arrow release exhale]

Another one for me.

Try to keep up.

[low arrows]

I'm running out of arrows. And patience.

[taking damage]

[sharp breath]

That will cost them.

[player takes damage]

You're bleeding. That's usually bad.

[victory]

That was almost graceful. On my part.

I counted. I won.

[exploration]

Do you smell that? Someone burned a stew nearby.

[death]

[soft exhale]

The trees... will remember.

Ambush at Crow's Gulch

Enemy barks, western · Adult (40-55) · Any (character choice) · 15 seconds

[MAGGIE CROW, a bandit leader, waits on a ridge above a dusty trail]

[ambush start]

Afternoon, stranger. Drop the gun real slow.

Boys. Now.

[orders]

Cut 'em off at the creek!

Jed, get round the back!

[taking damage]

[grunt]

Well, that was rude.

[low health]

Pull back! Pull back to the horses!

[taunt]

You picked the wrong gulch, friend.

[death]

[long exhale]

Shoulda... stayed home.

Captain's Calls, Five-a-Side

Sports barks, football · Adult (25-40) · Any (character choice) · 30 seconds

[CAPTAIN JODIE PARK on the pitch in an invented five-a-side league]

[calling for the ball]

Here! Man on! Man on!

Square it! I'm free!

[defending]

Press them! Don't let them turn!

Mark your man!

[goal]

Yes! Get in! What a goal!

[teammate scores]

What a finish! Told you that was your corner!

[conceded]

Heads up. We go again.

[foul]

Ref! That's a foul! Come on!

[final whistle, win]

That's it! Brilliant, all of you!

[final whistle, loss]

We'll learn from it. Next week.

Beast Tracker Weapon Barks

Player barks, action hunting · Adult (30-45) · Any (character choice) · 30 seconds

[KAEL DRAVEN hunts a giant armoured beast in the volcanic plains of Mordoth]

[hunt start]

There you are, big one.

Tracks are fresh. It's close.

[attacking]

[light swing effort]

[medium swing effort]

[heavy charged swing effort]

Take that!

[setting trap]

Trap's set. Come on, step in it.

[beast trapped]

Got it! Now, now, now!

[taking damage]

[impact grunt]

It's stronger than it looks!

[dodge]

Too slow!

[low health]

Need to fall back. Patch up.

[beast enraged]

It's angry! Watch the tail!

[beast flees]

Don't you run! I've come too far!

[victory]

It's down. Rest easy, beast.

[carving]

That'll make a fine helmet.

The Skeleton King's Three Phases

Boss barks, dark fantasy · Any (creature) · Any (character choice) · 60 seconds

[KING MORTHAL, the Skeleton King, rises from his throne in a crypt beneath the mountain]

[intro]

A living soul. In my crypt. How delightful. It has been so long since I had a guest.

[phase one]

I ruled these lands before your grandfathers' grandfathers were born.

You cannot kill what is already dead.

Rise, my soldiers! Greet our guest!

[taking damage, phase one]

I have felt worse. I have felt nothing for centuries.

[phase two]

You dare? You dare strike a king?

My crown! Do not touch my crown!

[summon]

Guards! Rise again! Your king commands it!

[player dodges]

You dance well for a mortal. Dance faster.

[taking damage, phase two]

[angry rattling hiss]

Insolent worm!

[phase three]

No! I will not return to the dark!

I was eternal! I was promised forever!

My kingdom will not end with me!

[player low health]

Yes. Yes! Join me. Join my army forever.

[defeat]

[long fading breath]

At last. Rest. Quiet. It is... so quiet.

[player defeated]

Another soldier for the king.

Kart Racer: Turbo Tilly

Racing barks, kids kart · Any · Any (character choice) · 15 seconds

[TURBO TILLY, a tiny racer in a giant helmet, drives a kart called the Teacup]

[race start]

Teacup's ready! Go, go, go!

[boost]

Zoooom! Bye-bye!

Turbo time!

[pick up item]

Ooh, a banana! Sneaky!

[hit by item]

Hey! Who threw that?

Whoa, I'm spinning!

[overtaking]

Scoot over! Coming through!

[last lap]

Last lap! Teacup, don't fail me now!

[win]

First place! Teacup is the best kart ever!

[lose]

That's okay. Teacup tried his best.

Last Stand at Outpost Nine

Player barks, military sci-fi · Mature (55+) · Any (character choice) · 45 seconds

[COLONEL ELENA RASK, the last defender of a remote outpost on the frozen planet Hallis]

[wave one]

Here they come. Right on time.

Let's see what you've brought me today.

[attacking]

Not through my door.

That's one. Who's next?

[enemy spotted]

Flyers, coming over the ridge. Lovely.

Heavy walker by the fuel tanks. That's new.

[reload]

Reloading. Don't get impatient.

[wave two]

More of them. Of course there are more of them.

[taking damage]

[pained grunt]

Still standing. Still annoyed.

That one's going to hurt in the morning.

[low ammo]

Three mags left. Make them count, Elena.

[wave three]

I see you. All of you.

Bigger ones this time. Somebody's been eating their greens.

Come on, then. I've got all night.

[low health]

[heavy breath]

Not yet. Not quite yet.

[radio, no answer]

Outpost Nine to command. Anyone. Anyone at all.

[final wave]

This is it, then.

Good. I was getting bored.

[death]

[quiet exhale]

Worth it.

[victory, rescue arrives]

Took your time. Hope you brought coffee.

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