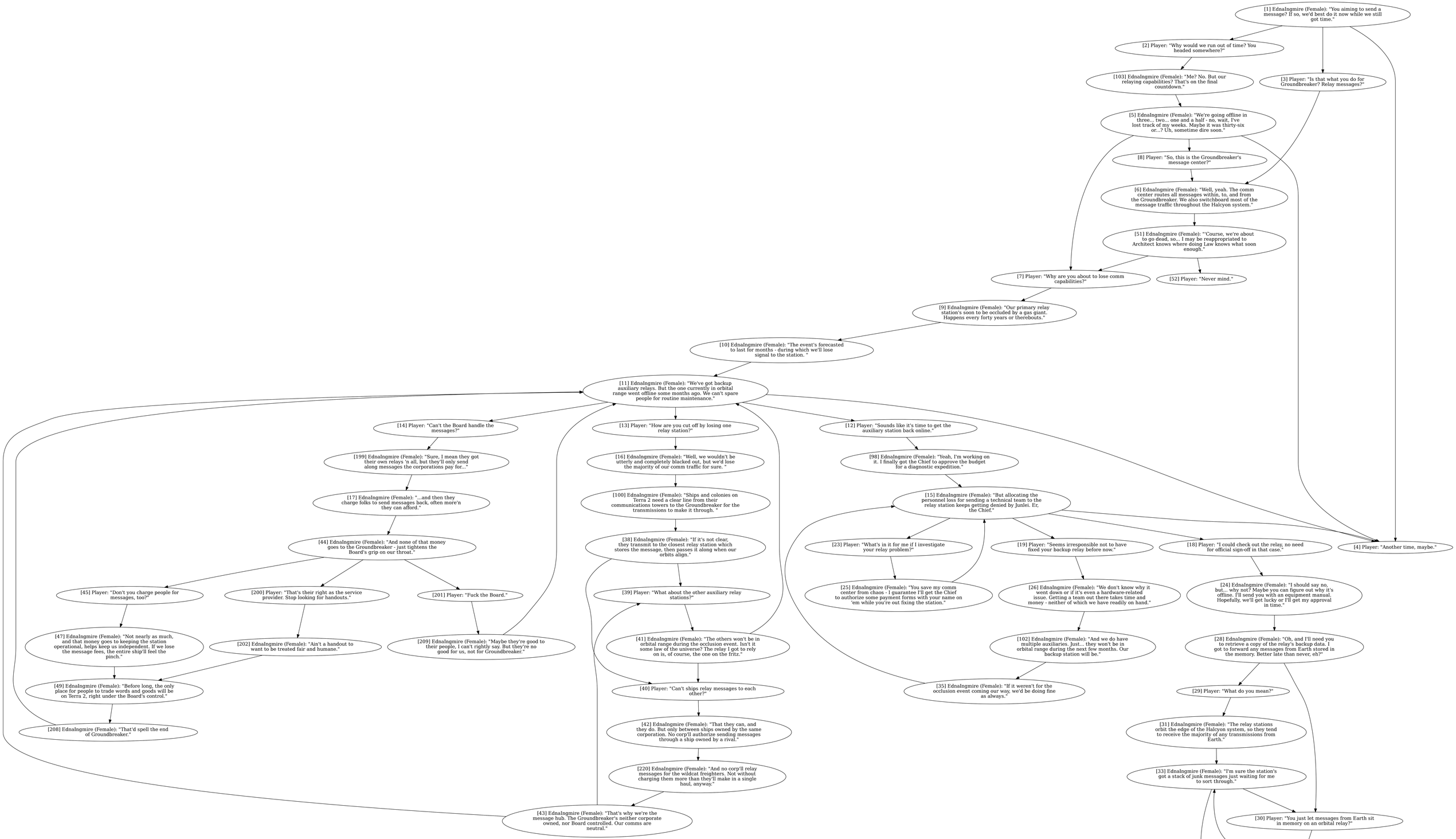
[1] EdnaIngmire (Female): "You aiming to send a message? If so, we'd best do it now while we still got time."
[2] Player: "Why would we run out of time? You headed somewhere?"
[103] EdnaIngmire (Female): "Me? No. But our relaying capabilities? That's on the final countdown."
[3] Player: "Is that what you do for Groundbreaker? Relay messages?"
[5] EdnaIngmire (Female): "We're going offline in three... two... one and a half - no, wait, I've lost track of my weeks. Maybe it was thirty-six or...? Uh, sometime dire soon."
[8] Player: "So, this is the Groundbreaker's message center?"
[6] EdnaIngmire (Female): "Well, yeah. The comm center routes all messages within, to, and from the Groundbreaker. We also switchboard most of the message traffic throughout the Halcyon system."
[51] EdnaIngmire (Female): "'Course, we're about to go dead, so... I may be reappropriated to Architect knows where doing Law knows what soon enough."
[7] Player: "Why are you about to lose comm capabilities?"
[52] Player: "Never mind."
[9] EdnaIngmire (Female): "Our primary relay station's soon to be occluded by a gas giant. Happens every forty years or therebouts."
[10] EdnaIngmire (Female): "The event's forecasted to last for months - during which we'll lose signal to the station. "
[11] EdnaIngmire (Female): "We've got backup auxiliary relays. But the one currently in orbital range went offline some months ago. We can't spare people for routine maintenance."
[14] Player: "Can't the Board handle the messages?"
[199] EdnaIngmire (Female): "Sure, I mean they got their own relays 'n all, but they'll only send along messages the corporations pay for..."
[17] EdnaIngmire (Female): "...and then they charge folks to send messages back, often more'n they can afford."
[44] EdnaIngmire (Female): "And none of that money goes to the Groundbreaker - just tightens the Board's grip on our throat."
[45] Player: "Don't you charge people for messages, too?"
[200] Player: "That's their right as the service provider. Stop looking for handouts."
[201] Player: "Fuck the Board."
[47] EdnaIngmire (Female): "Not nearly as much, and that money goes to keeping the station operational, helps keep us independent. If we lose the message fees, the entire ship'll feel the pinch."
[202] EdnaIngmire (Female): "Ain't a handout to want to be treated fair and humane."
[209] EdnaIngmire (Female): "Maybe they're good to their people, I can't rightly say. But they're no good for us, not for Groundbreaker."
[49] EdnaIngmire (Female): "Before long, the only place for people to trade words and goods will be on Terra 2, right under the Board's control."
[208] EdnaIngmire (Female): "That'd spell the end of Groundbreaker."
[13] Player: "How are you cut off by losing one relay station?"
[16] EdnaIngmire (Female): "Well, we wouldn't be utterly and completely blacked out, but we'd lose the majority of our comm traffic for sure. "
[100] EdnaIngmire (Female): "Ships and colonies on Terra 2 need a clear line from their communications towers to the Groundbreaker for the transmissions to make it through. "
[38] EdnaIngmire (Female): "If it's not clear, they transmit to the closest relay station which stores the message, then passes it along when our orbits align."
[39] Player: "What about the other auxiliary relay stations?"
[41] EdnaIngmire (Female): "The others won't be in orbital range during the occlusion event. Isn't it some law of the universe? The relay I got to rely on is, of course, the one on the fritz."
[40] Player: "Can't ships relay messages to each other?"
[42] EdnaIngmire (Female): "That they can, and they do. But only between ships owned by the same corporation. No corp'll authorize sending messages through a ship owned by a rival."
[220] EdnaIngmire (Female): "And no corp'll relay messages for the wildcat freighters. Not without charging them more than they'll make in a single haul, anyway."
[43] EdnaIngmire (Female): "That's why we're the message hub. The Groundbreaker's neither corporate owned, nor Board controlled. Our comms are neutral."
[12] Player: "Sounds like it's time to get the auxiliary station back online."
[98] EdnaIngmire (Female): "Yeah, I'm working on it. I finally got the Chief to approve the budget for a diagnostic expedition."
[15] EdnaIngmire (Female): "But allocating the personnel loss for sending a technical team to the relay station keeps getting denied by Junlei. Er, the Chief."
[23] Player: "What's in it for me if I investigate your relay problem?"
[25] EdnaIngmire (Female): "You save my comm center from chaos - I guarantee I'll get the Chief to authorize some payment forms with your name on 'em while you're out fixing the station."
[19] Player: "Seems irresponsible not to have fixed your backup relay before now."
[26] EdnaIngmire (Female): "We don't know why it went down or if it's even a hardware-related issue. Getting a team out there takes time and money - neither of which we have readily on hand."
[102] EdnaIngmire (Female): "And we do have multiple auxiliaries. Just... they won't be in orbital range during the next few months. Our backup station will be."
[35] EdnaIngmire (Female): "If it weren't for the occlusion event coming our way, we'd be doing fine as always."
[18] Player: "I could check out the relay, no need for official sign-off in that case."
[24] EdnaIngmire (Female): "I should say no, but... why not? Maybe you can figure out why it's offline. I'll send you with an equipment manual. Hopefully, we'll get lucky or I'll get my approval in time."
[28] EdnaIngmire (Female): "Oh, and I'll need you to retrieve a copy of the relay's backup data. I got to forward any messages from Earth stored in the memory. Better late than never, eh?"
[29] Player: "What do you mean?"
[31] EdnaIngmire (Female): "The relay stations orbit the edge of the Halcyon system, so they tend to receive the majority of any transmissions from Earth."
[33] EdnaIngmire (Female): "I'm sure the station's got a stack of junk messages just waiting for me to sort through."
[30] Player: "You just let messages from Earth sit in memory on an orbital relay?"
[32] EdnaIngmire (Female): "It's not like they're in high demand. Most tend to be adverts on new products, meaning only folks in Byzantium can afford 'em."
[34] Player: "I'm off."
[4] Player: "Another time, maybe."