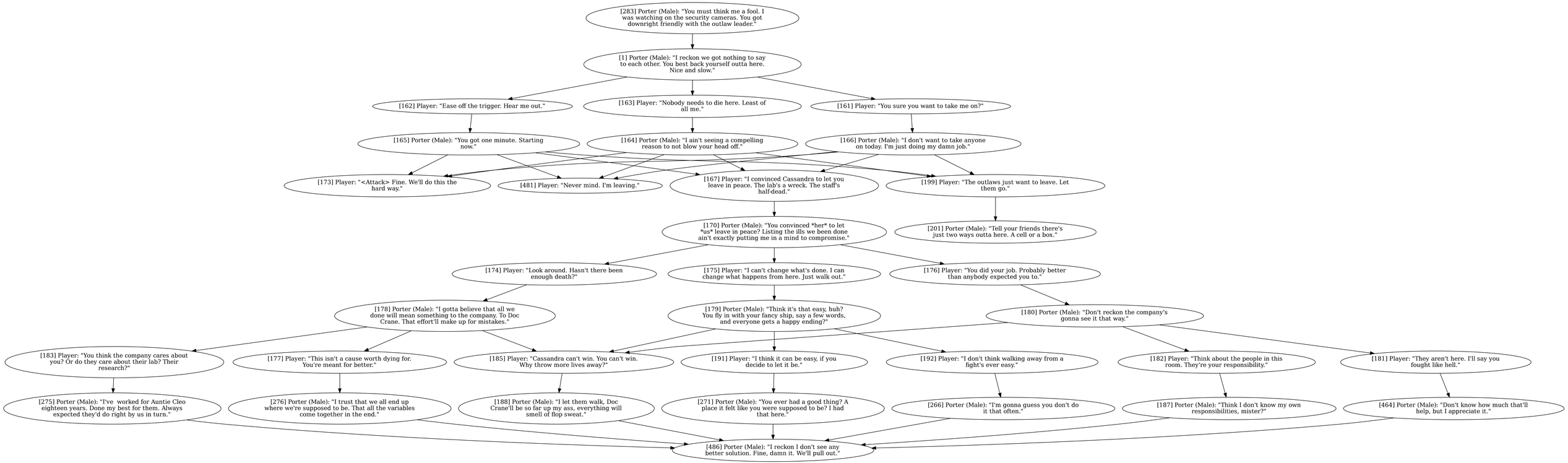
[283] Porter (Male): "You must think me a fool. I was watching on the security cameras. You got downright friendly with the outlaw leader."
[1] Porter (Male): "I reckon we got nothing to say to each other. You best back yourself outta here. Nice and slow."
[162] Player: "Ease off the trigger. Hear me out."
[163] Player: "Nobody needs to die here. Least of all me."
[161] Player: "You sure you want to take me on?"
[165] Porter (Male): "You got one minute. Starting now."
[164] Porter (Male): "I ain't seeing a compelling reason to not blow your head off."
[166] Porter (Male): "I don't want to take anyone on today. I'm just doing my damn job."
[173] Player: "<Attack> Fine. We'll do this the hard way."
[481] Player: "Never mind. I'm leaving."
[167] Player: "I convinced Cassandra to let you leave in peace. The lab's a wreck. The staff's half-dead."
[199] Player: "The outlaws just want to leave. Let them go."
[170] Porter (Male): "You convinced *her* to let *us* leave in peace? Listing the ills we been done ain't exactly putting me in a mind to compromise."
[201] Porter (Male): "Tell your friends there's just two ways outta here. A cell or a box."
[174] Player: "Look around. Hasn't there been enough death?"
[175] Player: "I can't change what's done. I can change what happens from here. Just walk out."
[176] Player: "You did your job. Probably better than anybody expected you to."
[178] Porter (Male): "I gotta believe that all we done will mean something to the company. To Doc Crane. That effort'll make up for mistakes."
[179] Porter (Male): "Think it's that easy, huh? You fly in with your fancy ship, say a few words, and everyone gets a happy ending?"
[180] Porter (Male): "Don't reckon the company's gonna see it that way."
[183] Player: "You think the company cares about you? Or do they care about their lab? Their research?"
[177] Player: "This isn't a cause worth dying for. You're meant for better."
[185] Player: "Cassandra can't win. You can't win. Why throw more lives away?"
[191] Player: "I think it can be easy, if you decide to let it be."
[192] Player: "I don't think walking away from a fight's ever easy."
[182] Player: "Think about the people in this room. They're your responsibility."
[181] Player: "They aren't here. I'll say you fought like hell."
[275] Porter (Male): "I've worked for Auntie Cleo eighteen years. Done my best for them. Always expected they'd do right by us in turn."
[276] Porter (Male): "I trust that we all end up where we're supposed to be. That all the variables come together in the end."
[188] Porter (Male): "I let them walk, Doc Crane'll be so far up my ass, everything will smell of flop sweat."
[271] Porter (Male): "You ever had a good thing? A place it felt like you were supposed to be? I had that here."
[266] Porter (Male): "I'm gonna guess you don't do it that often."
[187] Porter (Male): "Think I don't know my own responsibilities, mister?"
[464] Porter (Male): "Don't know how much that'll help, but I appreciate it."
[486] Porter (Male): "I reckon I don't see any better solution. Fine, damn it. We'll pull out."