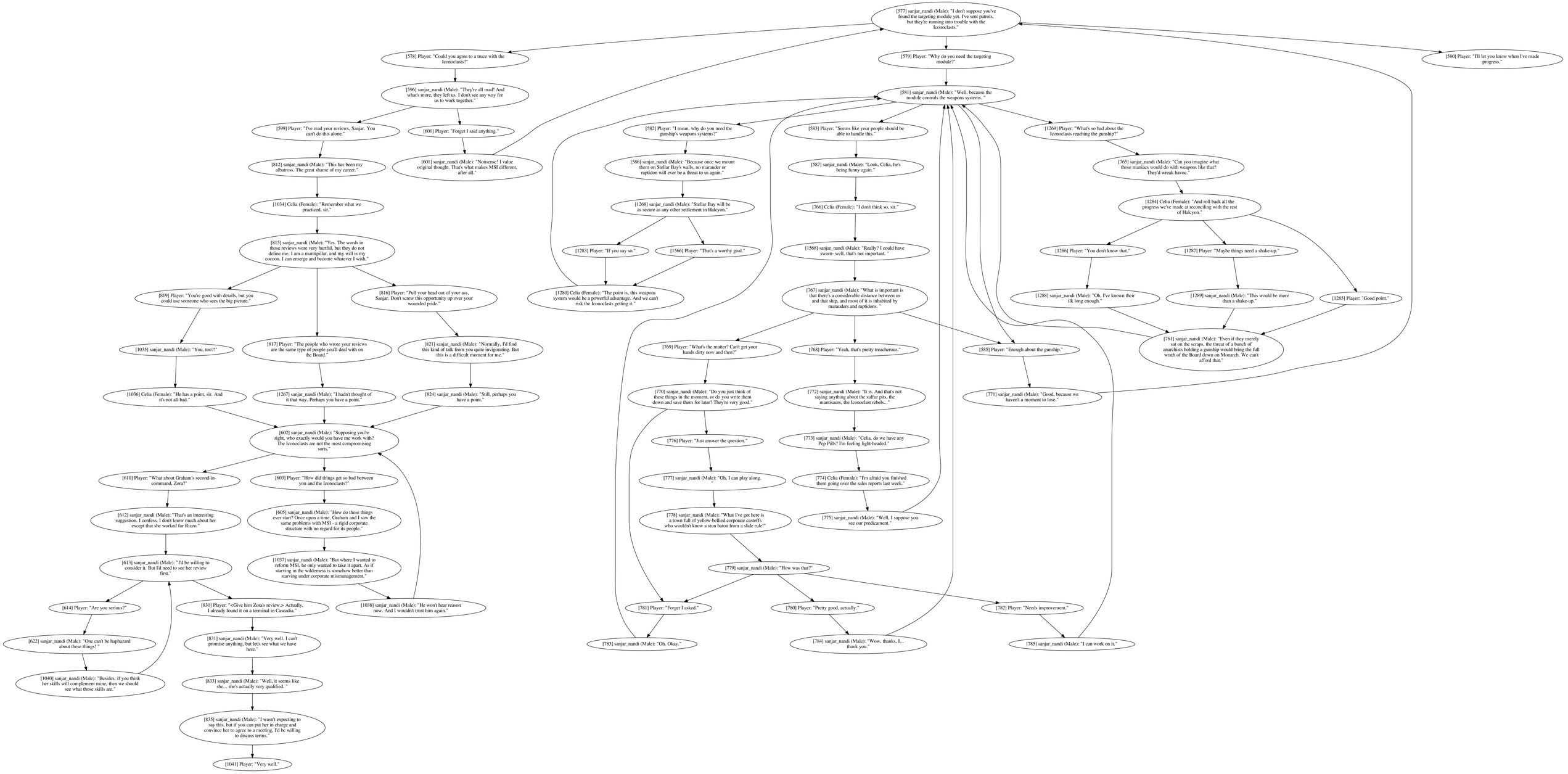
[577] sanjar_nandi (Male): "I don't suppose you've found the targeting module yet. I've sent patrols, but they're running into trouble with the Iconoclasts."
[578] Player: "Could you agree to a truce with the Iconoclasts?"
[579] Player: "Why do you need the targeting module?"
[580] Player: "I'll let you know when I've made progress."
[596] sanjar_nandi (Male): "They're all mad! And what's more, they left us. I don't see any way for us to work together."
[581] sanjar_nandi (Male): "Well, because the module controls the weapons systems. "
[599] Player: "I've read your reviews, Sanjar. You can't do this alone."
[600] Player: "Forget I said anything."
[601] sanjar_nandi (Male): "Nonsense! I value original thought. That's what makes MSI different, after all."
[582] Player: "I mean, why do you need the gunship's weapons systems?"
[583] Player: "Seems like your people should be able to handle this."
[1269] Player: "What's so bad about the Iconoclasts reaching the gunship?"
[812] sanjar_nandi (Male): "This has been my albatross. The great shame of my career."
[586] sanjar_nandi (Male): "Because once we mount them on Stellar Bay's walls, no marauder or raptidon will ever be a threat to us again."
[587] sanjar_nandi (Male): "Look, Celia, he's being funny again."
[765] sanjar_nandi (Male): "Can you imagine what those maniacs would do with weapons like that? They'd wreak havoc."
[1034] Celia (Female): "Remember what we practiced, sir."
[1268] sanjar_nandi (Male): "Stellar Bay will be as secure as any other settlement in Halcyon."
[766] Celia (Female): "I don't think so, sir."
[1284] Celia (Female): "And roll back all the progress we've made at reconciling with the rest of Halcyon."
[815] sanjar_nandi (Male): "Yes. The words in those reviews were very hurtful, but they do not define me. I am a mantjellar, and my will is my cocoon. I can emerge and become whatever I wish."
[1283] Player: "If you say so."
[1566] Player: "That's a worthy goal."
[1568] sanjar_nandi (Male): "Really? I could have sworn- well, that's not important. "
[1286] Player: "You don't know that."
[1287] Player: "Maybe things need a shake-up."
[1280] Celia (Female): "The point is, this weapons system would be a powerful advantage. And we can't risk the Iconoclasts getting it."
[819] Player: "You're good with details, but you could use someone who sees the big picture."
[816] Player: "Pull your head out of your ass, Sanjar. Don't screw this opportunity up over your wounded pride."
[767] sanjar_nandi (Male): "What is important is that there's a considerable distance between us and that ship, and most of it is inhabited by marauders and raptidons. "
[1288] sanjar_nandi (Male): "Oh, I've known their ilk long enough."
[1289] sanjar_nandi (Male): "This would be more than a shake-up."
[1285] Player: "Good point."
[1035] sanjar_nandi (Male): "You, too?!"
[817] Player: "The people who wrote your reviews are the same type of people you'll deal with on the Board."
[821] sanjar_nandi (Male): "Normally, I'd find this kind of talk from you quite invigorating. But this is a difficult moment for me."
[769] Player: "What's the matter? Can't get your hands dirty now and then?"
[768] Player: "Yeah, that's pretty treacherous."
[585] Player: "Enough about the gunship."
[761] sanjar_nandi (Male): "Even if they merely sat on the scraps, the threat of a bunch of anarchists holding a gunship would bring the full wrath of the Board down on Monarch. We can't afford that."
[1036] Celia (Female): "He has a point, sir. And it's not all bad."
[1267] sanjar_nandi (Male): "I hadn't thought of it that way. Perhaps you have a point."
[824] sanjar_nandi (Male): "Still, perhaps you have a point."
[770] sanjar_nandi (Male): "Do you just think of these things in the moment, or do you write them down and save them for later? They're very good."
[772] sanjar_nandi (Male): "It is. And that's not saying anything about the sulfur pits, the mantisaurs, the Iconoclast rebels..."
[771] sanjar_nandi (Male): "Good, because we haven't a moment to lose."
[602] sanjar_nandi (Male): "Supposing you're right, who exactly would you have me work with? The Iconoclasts are not the most compromising sorts. "
[776] Player: "Just answer the question."
[773] sanjar_nandi (Male): "Celia, do we have any Pep Pills? I'm feeling light-headed."
[610] Player: "What about Graham's second-in-command, Zora?"
[603] Player: "How did things get so bad between you and the Iconoclasts?"
[777] sanjar_nandi (Male): "Oh, I can play along. "
[774] Celia (Female): "I'm afraid you finished them going over the sales reports last week."
[612] sanjar_nandi (Male): "That's an interesting suggestion. I confess, I don't know much about her except that she worked for Rizzo."
[605] sanjar_nandi (Male): "How do these things ever start? Once upon a time, Graham and I saw the same problems with MSI - a rigid corporate structure with no regard for its people."
[778] sanjar_nandi (Male): "What I've got here is a town full of yellow-bellied corporate castoffs who wouldn't know a stun baton from a slide rule!"
[775] sanjar_nandi (Male): "Well, I suppose you see our predicament."
[613] sanjar_nandi (Male): "I'd be willing to consider it. But I'd need to see her review first."
[1037] sanjar_nandi (Male): "But where I wanted to reform MSI, he only wanted to take it apart. As if starving in the wilderness is somehow better than starving under corporate mismanagement."
[779] sanjar_nandi (Male): "How was that?"
[614] Player: "Are you serious?"
[830] Player: "<Give him Zora's review.> Actually, I already found it on a terminal in Cascadia."
[1038] sanjar_nandi (Male): "He won't hear reason now. And I wouldn't trust him again."
[781] Player: "Forget I asked."
[780] Player: "Pretty good, actually."
[782] Player: "Needs improvement."
[622] sanjar_nandi (Male): "One can't be haphazard about these things! "
[831] sanjar_nandi (Male): "Very well. I can't promise anything, but let's see what we have here."
[783] sanjar_nandi (Male): "Oh. Okay."
[784] sanjar_nandi (Male): "Wow, thanks, I... thank you."
[785] sanjar_nandi (Male): "I can work on it."
[1040] sanjar_nandi (Male): "Besides, if you think her skills will complement mine, then we should see what those skills are."
[833] sanjar_nandi (Male): "Well, it seems like she... she's actually very qualified. "
[835] sanjar_nandi (Male): "I wasn't expecting to say this, but if you can put her in charge and convince her to agree to a meeting, I'd be willing to discuss terms."
[1041] Player: "Very well."