STARDRAGON ENTERPRISES

GALILEO BASE

FREE SAGITTARIAN ALLIANCE

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Gentlemen! How're we doing today?

Ah, Colonel, hello--

Hey, Colonel.

--we're doing very well, sir.

So, progress report.

Yessir. Our last test was last night; we're still doing analysis. Time to live is still short: only a few minutes at full operating strength, but we can stretch that out to a few hours if we keep neural activity to a minimum. In this--

Excuse me, Major. Do you have the chart on this one?

Yessir, I was just getting around to that one. As you can see, sir, we have 2 full standard devs, getting close to three, really--

I'm reading this as barely more than two.

Yessir, but we think we can up that to 2.4, no, sorry, 2.5, maybe 2.6. Ellis is working on that now, uh, doing analysis, but I don't think...

Not even close to ready, Colonel.

Quite alright, Ellis, carry on.

Yessir.

I interrupted you before, Major. Sorry about that. You were saying?

Uh, yessir, I was saying that if we keep neural activity to a minimum, then we can extend viability for several hours. This one went until until oh seven twelve this morning.

But now we come back to Kenderson's conundrum-with-a-k: will it survive jump?

GALILEO BASE is set in the PD/FSA Universe and is being run by Stardragon Enterprises (Dave Leung). I hope to run this game in either IAP or early Spring; apps will go out at an appropriately early time.