



Rude Awakening by Michael K. Tumey - [CC-BY-SA 3.0](http://creativecommons.org/licenses/by-sa/3.0) <http://creativecommons.org/licenses/by-sa/3.0>

Up to 6 sci-fi adventurers at least one with engineering skills, another a pilot, and one commando. The PCs have been in cold sleep for 9 years, though they were supposed to be awakened in 18 months. An attack on the starship 8 years ago killed all aboard, disabling wake ability of sleep pods, though cold sleepers survive in stasis. Now starship is being recovered in salvage operation. Any survivors aboard an abandoned ship risk dismissing salvage rights, so salvagers will eliminate any survivors they encounter. Salvagers are equal level/skill to PCs. Salvage activity elsewhere deactivates the sleep pods.

A. Cold Sleep Pods - PCs awaken from cold sleep, as their pods shut down.

B. 6 EVA suits here for each PC, though only 20 minutes oxygen in each.

C. Hull breach here results in airless area with zero G, EVA mag boots must be engaged. Bridging is damaged, requiring party to leap 20 feet from one side to other and risking flying into open space (moderate difficulty).

D. Damaged open airlock leads to zero G shaft, missing catwalk forces party to leap across to 3 airlock doors across 30+ foot gap (moderate difficulty).

E. Airlock opens to corridor with debris blocking end. Opening airlock sends loose debris flying at all PCs entering, causing 2d6 damage each and risk breaching EVA suit. Hours are required to clear debris.

F. Damaged airlock door to debris blocked corridor as in E, but no air inside to cause damage. Hours to clear (intended as time/oxygen wasters).

G. Airlocks allow party to access contained air, may shut off oxygen use on suits.

H. Armory of weapons, and ammunition. Armed salvage robot guards this chamber from any non-salvaging party, attacking if anyone touches any weapon in armory - large, heavily armored robot, with powerful strength claws (1d6), and 2 chain guns (3d6) damage per round. Will fight until inoperable.

I. Supply room - food rations, bottled water, medical, tools and equipment.

J. Elevator here cannot go down due to damage in shaft but can go up. Next 2 floors elevator doors are jammed shut, the third floor is first that will open, upper decks are prevented access due to shaft damage above this deck.

K. Next accessible upper deck is engineering. Damaged plasma conduits cause severe damage (4d6 electrical/fire) to anyone within 10 foot radius. Must negotiate labyrinth to avoid hazards. 2 armed human salvagers here are dismantling drive and 1 is at control console at lower end of chamber.

L. Corridor with damaged grav-plating doubles gravity here. Slow walking (moderate difficulty). Any strenuous activity like fighting (very difficult). Unhindered salvage robot enters chamber attacking the struggling PCs.

M. Hull breach means another airless, zero G area, forcing PCs to turn on air supply and reactivate mag boots. 4 armed salvagers here in EVA suits are dismantling a small power plant. A difficult fire in zero G ensues.

N. Jammed airlock requires an engineer to bypass locking mechanism requiring more oxygen spent (moderate difficulty). Once inside chamber PCs can shut off air supply again in normal gravity. (Referee should be keeping track of minutes remaining in PC's EVA suits as oxygen may be dangerously low.)

O. Missile Bay - a now dead salvager was attempting to remove a missile from launch tube, but triggered missile to fire while still clamped in place. Exhaust cause 3d6 fire damage to any passing through this chamber to exit. Engineer can shut off missile while taking 2d6 damage while doing it (moderate).

P. Airlock forced open to airless, normal gravity. Turn oxygen on again.

Q. [Small star ship](#) docking bay contains the PC's assigned team ship, a 100 ton Skate class raider trader. This bay is airless so requires oxygen turned on again. 2 armed salvagers attempt to open airlock into ship, while 3 more work on opening the jammed airlock doors to open space. A salvage robot blares an alarm prior to attacking PCs entering bay.



Details of Opposing Force:

Armed Salvage Robots are heavily armored, with double hit points as any one PC, arms can claw for 1d6 damage, or fire 2 heavy machine guns for 3d6.

Salvagers in EVA suits are armed with laser pistols and rifles, and are equal in fighting skills to PCs.