

13 DIFFICULTIES IN DEEP SPACE

This set of 13 refers to damage that could be encountered on a ship in space. These pieces primarily apply to an abandoned or derelict ship, but a GM could use these as inspiration for damages that could occur to an active ship. Material included was slightly modified from descriptions found in *Into the Future: Derelict Starships*; *Destinations: Repair Station 7-Osiris*; and the upcoming *Destinations: Nova Shadow* by Darren Pearce.

1. *Damaged Turrets*

Spherical black gun turrets dot the hull, part of the ship's defense system. Several of these turrets look to have been hit with heavy weapons fire, and have been blown wide open. Melted circuits, tufts of seat padding and frozen bits of gristle – presumably, the remains of their occupants – float around these turrets. The remaining turrets appear to be undamaged, without even a scratch on their paint. It could be that they were disabled electronically, or for some reason never manned in the first place.

2. *Docking Tube*

A tube attaches to one of the airlocks, bending off loosely into space. [It is not difficult to enter the open end of the tube.] Rounding a bend in the docking tunnel – a darkened tube of yellowish plastic, lined with support rings – you come upon a grim tableau. In front of the scorched airlock door floats a badly burned body. The walls of the tunnel have been seared and partially melted by the heat of a fire – presumably once raging on the other side of the airlock – and the corpse's spacesuit has been turned into so much slag. [This airlock is completely nonfunctional.]

3. *Ship's Airlock*

The airlock hatch hisses open. Even through your protective suit you can feel the bitter coldness that waits aboard this hulk. Your spotlight flickers to life and burns away the darkness of the compartment. A crystalline layer of frost covers every surface in the room. To the left are several empty suit lockers, and to the right a tool chest hangs on the bulkhead, still holding three or four wrenches and other implements for repair work. Further into the room sits a long dead control console.

4. *Ruptured Conduit*

A conduit evidently ruptured here because a white gas fills this area. It is like heavy fog: difficult to see into and impossible to see beyond with normal sight. The lack of air circulation means the cloud is not dissipating. Without investigating you cannot determine if it is oxygen and water vapor, coolant, or something even more toxic. [The GM could use this as a nuisance, to obscure a danger, or be a danger in itself. Exposure to the gas could cause a loss to dexterous ability, vision, or health in general. If the party is in environmental suits then the gas could corrode the suits, causing malfunctions or leaks at a 10% base chance after leaving the area. The corrosion might increase at an increment chosen by the GM, or even continue after exposure.]

5. *Destroyed Lift*

A huge burnt-edged hole gapes towards you from the wall at the far end of the hallway. [If the characters investigate:] Flickering light from nearby panels reveals the tangled mess of an internal lift car lying at the bottom of its shaft. Dark scorch marks cover everything, though the reason for this is not immediately obvious. The sturdy carpet that covered the floor of the lift car is charred and pieces of the steel underneath have been driven up through the ashes. Splattered dried blood lies everywhere inside the elevator car, along with some shreds of cloth on blackened steel fragments.

6. *Bodies on Station*

The flickering computer displays and the dull red of emergency lighting are all that illuminate this room. Several crewmembers bend over their consoles seemingly oblivious to two of their fellows lying on the floor near a row of damaged instrument panels. Looking more closely, through, you realize that the crewmembers are actually dead and slumped over their stations. The ones on the floor seem to have been victims of a close range explosion. The vacuum has kept the bodies from decaying properly, and the poor lighting was enough to trick your vision at first.



7. *Abandoned Dinner*

When you open the door to the next area, the stench of rotted food floods into the passageway. This sophisticated dining room is lined with fully dressed dinner tables, complete with elegant plates full of half-eaten meals and crystal goblets holding the remains of some dark red beverage. Eating utensils lie on plates or scattered about on the tables and several goblets tipped over, staining the white table covers with their contents. Chairs stand chaotically away from the tables and some even lie on the floor. Here and there you see personal items simply dropped and left behind. It is obvious the guests of this unfinished party left in a sudden panic.

8. *Destroyed Crew Cabin*

Peering through the small window in the door of the crew cabin reveals a scene of near-total destruction. An explosion of some sort seems to have ripped away the outer hull in a long strip and taken a chunk of the floor with it; some blackened and charred furniture remains in the room, but loose items appear to have been sucked out when the cabin depressurized.

9. *Damaged Corridor*

The long corridor is littered with fallen deck plating, torn metal, and broken devices, with numerous access doors blasted off their mechanisms. Dangerously sparking cables dangle from broken light fittings and touch the floor, causing massive electrical discharges to flare. They light up the darkness in bright and sudden waves, revealing the extent of the damage.

10. *Cold-damaged Hydroponics*

This heavy metal door is locked. [When the characters manage to unlock it:] **Inside it is as dark and cold as the rest of the ship, but it is rank with the smell of decay. There are no light controls near the door.** [A sensor panel in the middle of the right wall controls the lights; timers were set at “off” when the power failed.] **The room seems to be filled with ceiling-high metal racks covered in frost and holding tanks with things floating in them. There are walkways between the shelves but they are quite narrow and slick with ice.** [If the boarding party ventures farther in:] **The racks hold shallow tanks of cloudy liquid or of small solid particles. Lights are positioned so that all tanks would be illuminated when they are lit. The cloudy liquids are various colors: dull gray, the rusty color of old blood, and a violet that is nearly black. On the surfaces float withered, black growths. Some are very fine; others have large rotted leaves draped over the sides of the tanks.**

11. *Effects of Inertia*

The inertial dampeners in this area must have sustained damage because every loose object is piled onto one side of the room, most of them smashed into bits. Even the furniture pieces connected to different parts of the room were torn away from the bulkheads and smashed, leaving behind ragged holes exposing conduits and control systems. [In zero gravity very little would remain on the floor. Instead:] **The inertial dampeners in this area must have sustained damage and every loose object was smashed against one side of the room. Tiny bits float everywhere, interfering with visibility and possibly threatening the integrity of your protective suit. The large objects were intermeshed with such force that they have become a single mass, rotating slowly in front of you.**

12. *Main Drive*

This vast room is quite a shambles; several dangerous-looking cables have come loose from their main conduits and hang across like sparking snakes. Light is provided by the central well lamps and the glare of the main drive core. Several panels are badly damaged, their controls assuredly ruined by some kind of blast. Engineers unlucky enough to have been near these systems when they failed lie in heaps of limbs across the room in various places. Most of them seem to have been killed instantly by shrapnel while two are burnt and blackened, charred to black husks by power cables still attached to their bodies. The core’s primary shielding over the internal workings of the main drive is still in place but the metal seems to be under a great deal of stress; tiny fracture lines have formed over parts of it.

13. *Shuttle Bay*

It is instantly obvious that the gravity system in this bay has totally failed as everything that is not bolted down floats, in a macabre kind of dance in zero-g. Torn fuel lines and disconnected power cables twine and wind around each other like snakes; globules of a dark green-and-brown liquid bob around from place to place. The rest of the bay is relatively unharmed apart from the furthest reaches of the room, where a large hole has been blasted in the deck beneath what appear to be the remains of a shuttle-type vessel.