



When salvaging the ship, roll a D4 and your Current Dice.

Locate the Result on this table and follow the prompt.



# 1

# 2

# 3

# 4

(Or Odds)	(Or Evens)	(Requires Laser Cutter)	(Requires Laser Cutter)
You can extract metals from this room without affecting structural integrity. 1d4 Hull Metals.	You can extract glass from this room without affecting structural integrity. 1d4 Quartz Glass.	This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.	Fall through a hole, land in the Skip Drive reactor room. Take the Irradiated condition. Composure Challenge 6 to escape without taking Irradiated again.
Part of the Skip Drive containment. Extract 4 units of Lead. Composure Challenge 8 or take the Irradiated condition.	The ship's Mess Hall. Contains unopened Ration Packets. You can grab all the Food that you can carry.	A still working replicator. You can use it to extract 1 unit of either Rubber, Power Source, Computer Chip.	You get cut while trying to pass through a gap in the hull. Take the condition Bleeding.
Cargo container with the components for a Base Camp, Hydroponic Bed, Sub-Dock or Reactor. Choose one component from any of those build lists.	A first aid station with a kit containing some Potassium Iodide tablets. First Aid Challenge 6, extract 1d4 tablets.	A room full of industrial cleaners and solvents. Find 1d4 Acid here.	A cache of spare ship parts. Find 1d4 Hull Metals and a Computer Chip.
You get too close to the Skip Drive breach. If you don't have a Lead-Lined suit, take the Irradiated condition.	While squeezing through some damaged doorways, you cut open your suit. Take Bleeding. If it's a Lead-lined suit, you can now take the Condition Irradiated. Crafting Challenge 4 to repair.	This section of the ship is damaged beyond recognition. There are no useful supplies here.	A box of Power Sources. Gain 1d4 Power Sources.
A cargo container with a cache of seeds you can grow in a Hydroponics bed.	A cargo container with damaged Laser Cutters inside. Crafting Challenge 8, gain a Laser Cutter.	A med bay, containing supplies that can restore up to 1 condition. Gain 1d4 medical kits.	This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.
A room containing live wires, with salvageable computer components. Crafting challenge 8, obtain a Power Source OR computer Chip.	This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.	A medical bay, still functioning. You may restore 1 Condition.	A console connected to one of the sensor arrays, still functioning. Reveal one unrevealed card. (If there are 'On first visit' instructions, those do not apply until someone goes there.)
A complete Lead-lined suit. Takes up 1 unit of space in a pack.	You can extract metals from this room without affecting structural integrity. Extract 1d4 Hull Metals.	A loose beam falls on your leg, trapping you. Take the Broken Leg condition. Composure challenge 6 to escape, or someone else can help you out.	A cache of spare ship hull parts. Find 1d4 Pressurized Metals and 1d4 Quartz Glass.
A still working replicator. You can use it to extract 1 unit of either Rubber, Power Source, Computer Chip.	You can extract metals from this room without affecting structural integrity. Extract 1d4 Hull Metals.	A crate containing a working Scooter. Gain 1 Scooter.	This room is empty and contains nothing useful.
A room with Communications equipment. You manage to send an emergency pulse. Automatically roll a 1 on the next Radio check.	A piece of still-burning wreckage falls on you while moving through one of the rooms. Take the condition Burned.	A backup distress beacon. Takes 4 hours to Extract. Bring it back to the base to begin broadcasting distress signals. Requires a powered base.	A medkit containing burn cream, which you can use to treat the condition Burned on a First Aid challenge 4.
Storage for metals gathered while your ship was in flight. Take 1 each unit of metals: Pressurized Metals, Hull Metals, Lead, Copper.	This room is empty and contains nothing useful.	A still functional reactor. Choose Biogas or Nuclear. Requires at least one other person to transport this back to a base.	A functional Desalinization Still in a cargo container. Takes up 4 spaces in a pack. Only available once. Afterward, extract 1d4 Lead or Rubber.
The medical facility, some antibiotics and other first aid supplies. Extract 1d4 supplies that can be used to treat various Conditions.	This section of the hull is exposed, and you can extract 1d4 pieces of the Pressurized Metals.	A mining suite that contained valuable mineral deposits found on an asteroid. Gain 1 diamond.	You find a corpse inside this room. They have a Lifeboat tag matching yours. It seems this saboteur didn't make it to the lifeboat.
A bay Submersibles and Pressure Suits, most of them badly damaged. Extract 1 component Required list for either Submersible or Pressure Suit.	This section of the ship is damaged beyond recognition. Take all the Hull Scraps you can carry.	A cache of useful parts, somehow undisturbed in the crash. Take 1 of any item you need.	Storage room with hard copies of Personnel files about the crew. Ask any crew member about their Secret. Or, extract 1 Power Source of Computer Chip.