

ASTEROID FIELDS AND SHIP GRAVEYARDS

There's no money in trading salvaged plating or bulk ore. The Company's seen to that: they run colossal amounts of the stuff at rates an independent crew couldn't possibly survive on.

A crew can sometimes turn up something valuable in an otherwise unmemorable debris field or chain of rocks, however, either due to dumb luck, or a generous word from someone in the know.

THE HARD WAY

Scanning or prospecting in a suitable area for something that was missed by previous surveys requires a properly equipped ship and crew, and takes several days. Make an Intellect Check. **If successful, you're certain you've learned everything there is to know about the area.** On a Critical Success, this includes the location of an Asteroid or Derelict that may have some value. The Warden rolls to find out what.

If you fail, your survey isn't detailed enough to be widely useful, but you are confident (perhaps falsely so) that you haven't missed spotting anything of value. **On a Critical Failure, someone has noticed you lingering in this area.** The Warden should roll to determine who.

THE EASY WAY

For a variety of reasons, one of a crew's benefactors may prefer to reward them with some valuable information instead of hard currency. Wardens can pick and choose the Asteroid or Derelict results they'd like to direct a crew toward, or can roll randomly. **On average, the payouts on these tables are worth about 2 Debt.**

GETTING WHAT YOU CAME FOR

Once you have the location of an interesting find, exploiting it for its value takes a few days or weeks. The Warden can play this out in whatever detail the table prefers, but **you may abstract the hard labor by having each character gain 1d10 Stress, Body Save for half.** If so, the crew gets the goods, provided they have the proper equipment and have solved any issues with the extraction.

Crews that put in grueling work get to know each other fairly well. Consider playing a scene together showing this, or ask each other questions about the characters' past, goals, and personality to reflect learning more about one another.

ASTEROID MINING AND SHIP SALVAGING v1.0 BY JACK SHIRAI (@YOURGMJACK)

SHIP ENCOUNTERS

D10	TYPE
0	Pirates (Raider)
1	Scavengers (Jump Courier)
2	Freelancers (Cargo Freighter)
3	Salvagers/Miners (Mining Rig or Salvage Cutter)
4	Local Authorities (Patrol Boat)
5	Local Authorities (Corvette)
6	Pirates (Corvette)
7	Company Authorities (Corvette)
8	Company Authorities (Light Frigate)
9	Distress Signal (roll again to determine if real or trap)

ASTEROIDS

D100	MATERIAL	DESCRIPTION
00-09	Enigmata	Signs and symbols have kept respectful and/or superstitious prospectors away from an otherwise profitable find; roll again to determine the type
10-19	Volatiles	Organic materials appropriate for fuel production; can refuel a ship several times for just time and labor
20-27	Esthetics	Whole asteroid has a pleasing shape/size that could potentially be of value to a collector (1 Debt, maybe)
28-35	Abandoned Claim	A hastily abandoned operation has left its equipment on the float: drones, beacons, explosives (1 Debt)
36-43	Fine Common Ore	A high-quality source of ore; the full amount has some value, but harvest would take several trips (1 Debt)
44-51	Uncommon Ore	Easily salable in most ports that deal in metal (1 Debt)
52-59	Salvage	A spacecraft has embedded itself into an asteroid and was missed by salvage crews; roll on the Derelict table
60-65	Bulky Ore	Particularly ungainly material; exploiting it would require a few veteran miners, or a handful of additional crew for all the manual labor (2 Debt)
66-71	Specialty Ore/Gas	Harvest requires the services of an expert (2 Debt)
72-77	Esoteric Ore/Gas	Material with a few obscure uses; must be refined, and appropriate refineries are infrequent (2 Debt)
78-83	Rare Ore	Finding a buyer for this haul would be tricky (3 Debt)
84-88	Restricted Ore	Material the Company claims a monopoly on; illegal to keep or sell without proper stamps/permits (3 Debt)
89-93	Radioactive Ore	A dangerous jackpot; harvest and transport requires constant exposure to low-grade radiation (4 Debt)
94-95	Cache	Several magnetized crates of goods and materiel; roll on Ship Encounters to determine owner (5 Debt)
96-97	Spacecraft	Built into an asteroid, stats as Raider (5 Debt)
98	Base	A small depot for goods and personnel; roll on Ship Encounters for owner and decide if they are present
99	Artifact	A treasure, clutched in the hands of an infiltrator android in an escape pod [Gradient Descent, p.62-63]

DERELICTS

Unless otherwise noted, derelicts also have spare plating that can be salvaged to do emergency Hull repairs later on.

D100	NAME	SCAN	CONTENTS
00-04	Second Sailing	Courier, no signals	Navigation hard drive can be pulled, contains a faster route to a nearby destination and a route to an unknown location
05-09	Soixante Rochers	Mining Rig, no signals	Prospecting data can be recovered from mining terminal memory: a valuable asteroid a jump-1 away, and another a jump-3 away
10-14	Blue Sagittarius	Cargo Freighter, no signals	All but 1 Hull's worth of plating stripped; last plating covered with prayers and symbols
15-19	CSS Rosalind Franklin	Research Vessel, no signals	Ship's computer wracked with a virus that infects anything connected (1 Debt if cleaned)
20-24	CSS Kurashiki	Patrol Vessel, faint traces of explosives	Torpedo launcher intact, but jammed with an armed warhead (1 Debt)
25-29	Infeasible	Cargo Freighter, energy source	Ship's reactor is intact, but vessel is rigged as bait and will signal nearby pirates (1 Debt)
30-34	Time and a Half	Salvage Cutter, energy source	Half-dozen bodies inside with gunshot wounds; reactor intact, but rigged to detonate on signal from a device on one of the corpses (1 Debt)
35-39	Particular	Passenger Liner, radiation source	Warp core has ruptured inside jump drive and must be pulled [high-grade radiation] (1 Debt)
40-44	Maria Teresa	Corvette, no signals	Several biologically-locked Exosuits in armory [as Advanced Battle Dress w/ 13 AP and two 02 tanks]; each non-functional until hacked
45-49	Pink Rabbit	Courier, faint heat signature	One sealed compartment has a heating cube and long-range comms loaded with 3 contacts/locations: "Client", "Ride" and "Plan B"
50-53	Alas, Lord is Upon Me	Mining Rig, energy source	Ship is shot to hell, but the engine and reactor could be pulled with significant effort (2 Debt)
54-57	Hurricane Zoe	Mining Rig, no signals	Ship's comms and computer are extensively hardwired together; could be torn out (1 Debt) or painstakingly separated (2 Debt)
58-61	From the Pagan Vastlands	Cargo Freighter, no signals	Hold has a hidden crate of stimspice [A Pound of Flesh, p.23]; each dose is marked as property of local crime syndicate (2 Debt)

D100	NAME	SCAN	CONTENTS
62-65	By and Large	Mining Rig, no signals	Comms and computer intact, but two destroyed androids have uploaded themselves to memory and want to be separated and freed (2 Debt)
66-69	Return Address	Courier, no signals	Thruster system has fiddly aftermarket upgrades; requires assistance of a specialist in order to salvage without damaging (2 Debt)
70-73	CSS Eudoxus	Research Vessel, no signals	Lab equipment salvageable, but loaded with chemicals that have breached the hull (2 Debt)
74-77	CSS Shuixīng	Mining Rig, energy source	Mining equipment intact, but is very obviously stamped as Company property (2 Debt)
78-80	CSS Corvus	Corvette, no signals	Hull has high-tech railgun attached, will be difficult to remove in one piece (3 Debt)
81-83	CSS Vera Rubin	Research Vessel, no signals	Multi-function sensors jammed on one function, but could be sold to gullible buyer (3 Debt)
84-86	Whitehall Mariner	Passenger Liner, no signals	Rear compartment has several crates of compressed algae rations and two banks of intact cryopods filled with corpses (3 Debt)
87-89	CSS Estrella Blanca	Courier, no signals	Company executive transponder functional and hasn't been reported lost; could be sold (3+ Debt) or used to gain illicit docking clearance
90-92	Ohio Bloodbuzz	Cargo Freighter, energy source	Hidden compartment holds 4 cryopods on independent power; pods contain blank custom sleeves [A Pound of Flesh, p.21] (5 Debt)
93-94	CSS Gresham Sykes	Patrol Vessel, life signs, energy source	Malfunxion blew jump drive, thrusters and comms; crew alive, stranded for weeks, and down to the last of their rations
95-96	Ever Sunny	Raider, energy source	Made from terrestrial cargo boat; catastrophic weapon damage, but systems intact and could be used to similarly jury-rig a ship (5 Debt)
97	Net Ninety	Cargo Freighter, radiation source	Stripped of valuables, but operational; reactor is running unshielded [low-grade radiation]
98	Spinward Correction	Salvage Cutter, life signs, energy source	Hull has a single easily repaired breach and 1 survivor in a vacc suit; they refuse to identify themselves or leave the crew once rescued
99	[designation not found]	Courier, energy source	Ship is fully operational, but wiped clean; digging into the ship's memory can turn up the most recent jump coordinates, but nothing else