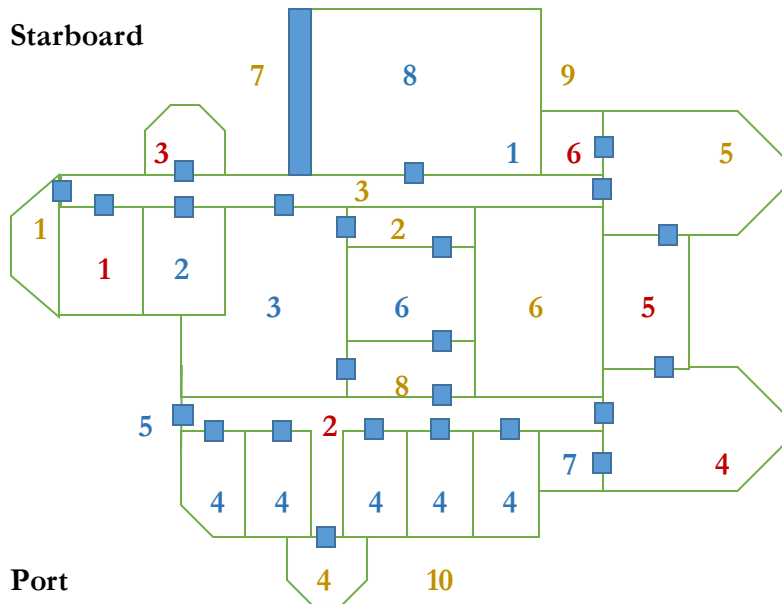


# THE RE-ENTRY RAGTIME

The players have booked passage on God's Salad Fork, mostly because it was incredibly cheap. Now they wake up on the floor, in a puddle of cryopod fluid, with klaxons going off. A robotic voice comes over the intercom and instructs them "PLEASE HEAD TO THE AI CORE." Here the AI reveals that the ship was just attacked. It is in high orbit around an unknown planet, but falling rapidly. If the ship isn't repaired within ONE REAL WORLD HOUR, it's going to tear itself apart in re-entry. Make sure to start a stopwatch, put it where everyone can see, and then read off the following problems. Roll for 2 Red Problems and 5 Yellow Problems. For every room, roll a d6: on a six there is no oxygen here.

PLEASE HURRY. I DON'T WANT TO DIE.

# Regular Rooms	Contents
1 Cryopods	Cables, Cryofluid, Hand Lotion, Mop
2 Captain's Room	Letter Knife, Personal Letters, Ant-Virus Chip
3 Common Area	Laptop (Can be plugged into the console to fly-by-wire).
4 Crew Quarters	Shockstick, Gas Mask, Spray Paint, Clothes, Personal Effects
5 Airlock	Five Spacesuits, with Mag Boots
6 Water Cycling	Pipe, Wrench, Crowbar, Axe, Fire Extinguisher
7 Tool Room	Laser Saw, Sealant, Duct tape, Broken Repair Robot
8 Cargo Bay	Metal Sheets, Deluxe Prosthetic Limbs, 1d4 convenient things



Written By Maxim Golubchik

## The Damage (Read this out loud)

## The Fix (Let 'em think)

<b>1 AI CORE:</b> A VIRUS HAS OVERTAKEN MY DOOR CONTROLS. UNTIL YOU PURGE IT, THE DOORS WILL TRY TO KILL YOU.	Make a hard computer's check to purge the virus. Or just shut the AI down: if so, remove the timer from the table.
<b>2 PORT HALLWAY:</b> A HUNTER KILLER DROID IS ROAMING THE HALLS.	Kill it or space it!
<b>3 STARBOARD TURRET:</b> TARGETING SHOWS A SINGLE MISSILE IS STILL INBOUND. ETA IS 10 MINUTES.	There are three shots left in the Turret B. Make an average shot to hit it.
<b>4 PORT ENIGINE:</b> IT IS FLOODED WITH FUEL. IT WILL ATTEMPT TO RE-IGNITE IN 10 MINUTES, ONLY TO EXPLODE.	Drain it. A hard computers check will stop it, an average mechanics check will turn it off.
<b>5 POWER PLANT:</b> I AM RUNNING ON EMERGENCY POWER. THE SHIP WILL SHUT DOWN IN 20 MINUTES IF YOU DO NOT RESTART THE POWER PLANT.	Fix the power plant with an average mechanics check, then turn it on.
<b>6 AIR CYCLER:</b> IT HAS BEEN OFF FOR SOME TIME. UNLESS YOU FIX IT, YOU WILL ALL FAINT IN 20 MINUTES.	The power cable has been severed: find something to replace it.

## The Damage (Read this out loud)

## The Fix (Let 'em think)

<b>1 COCKPIT:</b> THE FLIGHT CONSOLE HAS EXPLODED. THE CONTROLS ARE INOPERABLE.	Get the laptop and fly the ship by wire. Get a droid to jack in directly.
<b>2 BATHROOM &amp; SHOWER:</b> I AM DETECTING A FOREIGN OBJECT INSIDE.	A mine droid that's crawled into the sink.
<b>3 STARBOARD HALLWAY:</b> THERE IS A LARGE HOLE IN THE SIDE OF THE SHIP. IT WILL SPLIT THE SHIP UPON RE-ENTRY.	Weld this thing shut, shore it up.
<b>4 PORT TURRET:</b> THE MISSILE RACK IS EXPOSED. THE HEAT OF RE-ENTRY WILL DETONATE THE MISSILES.	Cut it off. Bring them inside.
<b>5 STARBOARD ENGINE:</b> IT IS NON RESPONSIVE. I CAN'T DETERMINE WHY.	A wire popped out: plug it in to reconnect it.
<b>6 FUEL TANK:</b> IT IS LEAKING. THE ENGINE ROOM IS ANKLE DEEP IN FUEL.	Drain it. Replace or fix the leaking fuel pipe.
<b>7 CARGO BAY AIRLOCK:</b> NOT PROPERLY CLOSED. FLAMES WILL ENTER AND GUT THE SHIP UPON RE-ENTRY.	It's stuck on a laser pistol. Remove it and hit the door dose button.
<b>8 KITCHEN:</b> UNDERNEATH THE FLOOR IS THE HEAT SINK. IT ISN'T CONNECTED.	Get a man to crawl into the trap door and connect wires.
<b>9 OUTSIDE:</b> A MINE DROID HAS LATCHED UNTO THE SHIP.	Cut it off!
<b>10 OUTSIDE:</b> FUEL IS LEAKING FROM THE PORT FUEL SCOOP. IT WILL IGNITE IN REENTRY.	Hard computer check on the console to dose it. Or grab a wrench and dose it manually.

