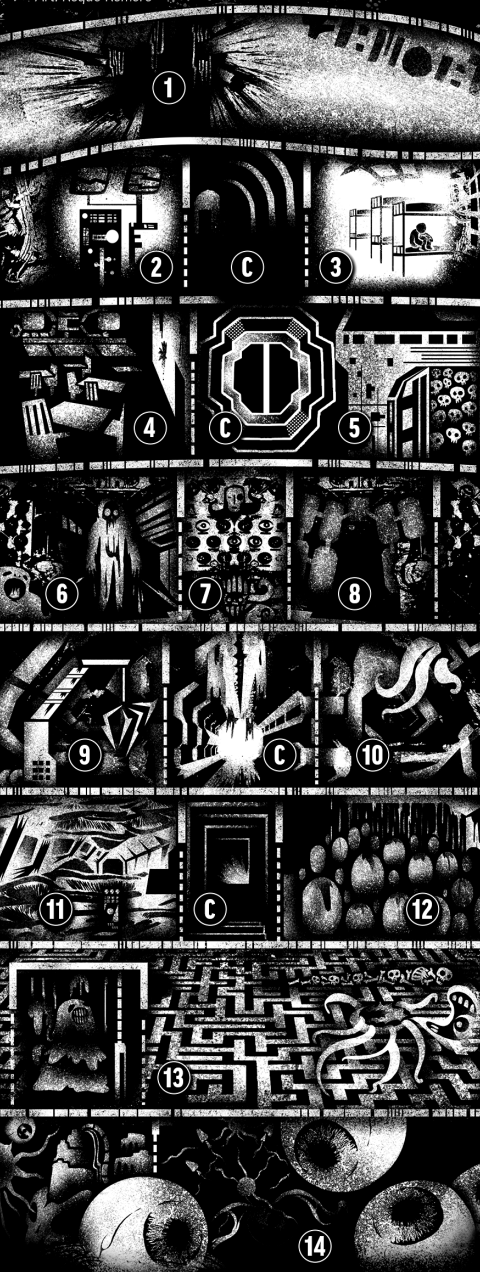


HULL BREACH

BOOKMARK DERELICT

Art: Roque Romero



Trapped in their final traumatic moments, the crew of PCO Freighter Deference haunt their derelict grave.

Bravo Team [BT]: Blackshield bounty for recovery of missing team (50kcr/head, dead or alive). BT's ship returned empty.

Distress Signal: Robeson [BT] sends a distress signal from the ship's bowels.

The Deference: Publico logos. Long-dead. No power, air or gravity. Airlocks into Galley (4) and Cargo A (9) corroded shut.

Exploration: Doors connect all adjacent rooms on the map. Closely track O2 use.

Deference Key

C. Corridor. Debris clog, 10 mins to cross.

1. Hull Breach. Exploded fuel tank wreckage, massive opening.

2. Command Center. Dot matrix logs cry mayday, list Medbay as final pressurized module.

3. Crew Quarters. Vaccsuited **CRUZ** "lost his team," begs spare O2. Follows PCs, won't leave the ship.

4. Galley. Chairs all face the Corridor.

5. Medbay. Pressurized (CO2), full of human skeletons.

6. Armory. APPARITION! Padlocked Vaccsuits and Foam Guns (3 hrs O2).

7. Toilet. Eyes watching from mirrors.

8. Cryochamber. Pod holds Latifi's [BT] corpse. Hull Breach-shaped burn.

9. Cargo A. Ammo crates (1d5 x 10kcr).

10. Cargo B. APPARITION! Medical supplies (1d10 x 100kcr).

11. Reactor. Core leak (Acute Radiation).

12. Science Lab. Covered in pulsating lung alveoli. Burst for 1d10 hrs O2.

13. M A Z E. Endless corridors, rushing air. **APPARITION!** Sanity Save or lost.

14. B R A I N. Haunting epicenter. Bedlam. Panic Check. Duke [BT] (desiccated), Robeson [BT] (dazed, low O2).

CRUZ

Possessed, damned BT member.

C:60 Fireball 1d100 DMG I:25 W:3(20)

Betrayal: Coaxes PCs deeper in, attacks only if they try leaving or reach **B R A I N**.

APPARITION

Oxygen-hungry ghost. Immune to bullets, dissipated by radiation.

Siphon: Steals 1d5 hrs O2 from victim.