**Key / Legend:**

**{ = Presenting with situation.**

**[ = Option/Choice**

**\* = Result**

***Italics* = Flavour text**

**Distress Call:**

***Some ships are under attack. Will you rise to the call for aid?***

***Ship 1:*** - Small Merchant Freighter - Under attack from a pirate

{*Will you defend the weak, or join the strong?*

[Defend Freighter - *“After fighting off the pirate the merchant hails you thanking you for assistance. They ask if you could be of assistance one more time and repair the damage from the attack.”*

[Demand payment for the trouble of saving and the cost of repairs. *"After mulling it over, the merchant reluctantly agrees, and transfers the* ***SCRAP****. Your repair crew fixes the damage to the little ship"*

\*Gain **SCRAP**

\*Send Repair **CREW**

[Offer Repair assistance with whatever the merchant has on hand: *"You send an engineering team over to assess and repair the merchant's vessel"*

\*Gain **XPRT**

[Send Repair **CREW** with spare parts from your inventory.

\*Lose Small **SCRAP**

\*Gain Large **XPRT**

\*Gain **MAP**

[Attack Freighter - Freighter disabled "*The freighter can no longer fight, and surrenders."*

[Attack Pirate *"You turn your weapons upon the pirate. Your crew suffered some casualties in the exchange."*

\*Lose Small **CREW**

\*Gain **XPRT**

\*Gain Large **SCRAP**

\*Gain **RATIONS**

\*Gain **ARTIFACT**

[Split profits: "The pirate captain agrees to split the profits with you for a fair 60/40"

\*Gain Small **SCRAP**

\*Gain **XPRT**

***Ship 2:*** - Ship life support not working

[Provide parts from your ship to help fix?

\*Lose **SCRAP**

[Assist with materials they have on hand?

{During repairs they ambush you and try and enslave you.

[Fight them off: *"You managed to fight them off, but at a high cost"*

\*Lose high **CREW**.

[Run away: "*In your retreat, you lost some crew"*

\*Lose low **CREW**.

***Ship 3:*** - Escape pod - Prisoner on the run from the law seeking asylum in Orion.

{A creature is