1. <u>Observatory</u>
   Readable Description:
   Purpose:
   Exploration:
   - If, when a character first enters Observation, he/she/it takes a moment to relax and admire the starscape at some point during their first visit to the room, that character gains a D12 Inspiration die.
2. <u>Port Auxiliary Gravity / Shield Generator</u>
   Readable Description:
   Purpose:
   Exploration:
3. <u>Park Storage</u>
   Readable Description:
   Purpose:
   Exploration:
4. <u>Cold Storage</u>
   Readable Description:
   Purpose:
   Exploration:
5. <u>Starboard Auxiliary Gravity / Shield Generator</u>
   Readable Description:
   Purpose:
   Exploration:
6. <u>Kitchen B11</u>
   Readable Description:
   Purpose:
   Exploration:
7. <u>Stairwell A</u>
   Readable Description:
   Purpose:
   Exploration:
8. <u>Rampwell B</u>
   Readable Description:
   Purpose:
   Exploration:
9. <u>Lounge B12</u>
   Readable Description:
   Purpose:
   Exploration:
10. <u>Park Dome</u>
    Readable Description:
    Purpose:
    Exploration:
11. <u>Room B21</u>
    Readable Description:
    Purpose:
    Exploration:

Enemies: 1x Pirate Helmsman asleep. Will be awakened by a general alarm, and try to check in with a Taskmaster. If he is unable, he will head to the sound of gunfire or the Bridge via the Observatory.

12. Room B31
    Readable Description:
    Purpose:
    Exploration:

13. Room B41
    Readable Description:
    Purpose:
    Exploration:

14. Room B22
    Readable Description:
    Purpose:
    Exploration:

15. Room B32
    Readable Description:
    Purpose:
    Exploration:
    Enemies: 1x Pirate Medic, asleep. Will be awakened by a general alarm, and try to check in with a Taskmaster. If he is unable, he will head to the sound of gunfire or the Bridge via the Observatory. Will stop by Medical to pick up his supplies first if he can (failure to do so disables his greater heal ability and reduces the number of revives per engagement to 3).

16. Room B42
    Readable Description:
    Purpose:
    Exploration:

17. Animal Quarters
    Readable Description:
    Purpose:
    Exploration:

18. Medical
    Readable Description:
    Purpose:
    Exploration:

19. Upper Hold C21
    Readable Description:
    Purpose:
    Exploration:

20. Upper Hold C22
    Readable Description:
    Purpose:
    Exploration:

21. Hygiene D11
    Readable Description:
    Purpose:
    Exploration:

22. Storage D21

Readable Description:
Purpose:
Exploration:
23. Room D22
    Readable Description:
    Purpose:
    Exploration:
24. Room D23
    Readable Description:
    Purpose:
    Exploration:
    Enemies: 1x Pirate Script Kiddie, asleep. Will be awakened by a general alarm, and try to check in with a Taskmaster. If he is unable, he will head to the sound of gunfire or the Engineering Control Room.
25. Room D31
    Readable Description:
    Purpose:
    Exploration:
26. Room D32
    Readable Description:
    Purpose:
    Exploration:
    Enemies: 1x Pirate Gunslinger, asleep. Will be awakened by a general alarm, and try to check in with a Taskmaster. If he is unable, he will head to the sound of gunfire or the Engineering Control Room.
27. Room D33
    Readable Description:
    Purpose:
    Exploration:
28. Galley
    Readable Description:
    Purpose:
    Exploration:
29. Hygiene D24
    Readable Description:
    Purpose:
    Exploration:
30. Room D34
    Readable Description:
    Purpose:
    Exploration:
31. Galley Kitchen
    Readable Description:
    Purpose:
    Exploration:
32. Pantry
    Readable Description:
    Purpose:

Exploration:

33. Rampwell C
Readable Description:
Purpose:
Exploration:

34. Stairwell D
Readable Description:
Purpose:
Exploration:

35. Bridge
Readable Description:
Purpose:
Exploration: Piloting checks as normal. To warp to the Mendel system, a piloting character must pass a DC 40 Navigate – Int check.
Enemies: 1x Pirate Taskmaster, 2x Pirate Breacher. If alerted to the players, will activate a general alarm and attempt to use the internal sensors to track the incursion. Will attempt to use radio to coordinate the defenders and recall the off-ship pirates.
A player Hacker already into the sensors can oppose the Taskmaster's check with Hacking – success obfuscates the results and success by 50+ allows planting of false data. Requires wired access to ship network.

36. Bridge Kitchen
Readable Description:
Purpose:
Exploration:

37. Captain's Office
Readable Description:
Purpose:
Exploration:

38. Conference Room
Readable Description:
Purpose:
Exploration:

39. Sensors Department
Readable Description:
Purpose:
Exploration:

40. Tactical Department
Readable Description:
Purpose:
Exploration:

41. Navigation Department
Readable Description:
Purpose:
Exploration:

42. Operations Department
Readable Description:
Purpose:
Exploration:

43. Stairwell A
    Readable Description:
    Purpose:
    Exploration:
44. Rampwell B
    Readable Description:
    Purpose:
    Exploration:
45. Port Point Defense Manual Controls
    Readable Description:
    Purpose:
    Exploration:
46. Main Hold B11
    Readable Description:
    Purpose:
    Exploration:
47. Main Hold B12
    Readable Description:
    Purpose:
    Exploration:
48. Starboard Point Defense Manual Controls
    Readable Description:
    Purpose:
    Exploration:
49. Main Hold C11
    Readable Description:
    Purpose:
    Exploration:
    Enemies: 1x Pirate Swabbie, 2x Pirate Breacher. Supposed to be inventorying cargo, but actually loafing around playing cards on a crate. To the eternal consternation of the breachers, the swabbie is actually winning and they can't figure out how he's out-cheating them. On general alarm will attempt to link up with the pirates in the bridge, or the pirates on the lower deck. Will avoid engaging players until linking up with more pirates.
50. Main Hold C12
    Readable Description:
    Purpose:
    Exploration:
51. Rampwell C
    Readable Description:
    Purpose:
    Exploration:
52. Stairwell D
    Readable Description:
    Purpose:
    Exploration:
53. Port Personnel Airlock
    Readable Description:
    Purpose:

Exploration: The airlocks are locked down and cannot be opened with a simple button push. Breaching one requires a DC 60 Hacking – Int check to disable the lockdown (must roll above 85 to be undetected), or a DC 40 Athletics – Str check on the manual override. A Hacking – Int or Repair – Int check at DC 65 will prevent the manual override from triggering a notification.

54. <u>Starboard Personnel Airlock</u>
Readable Description:
Purpose:
Exploration: The airlocks are locked down and cannot be opened with a simple button push. Breaching one requires a DC 60 Hacking – Int check to disable the lockdown (must roll above 85 to be undetected), or a DC 40 Athletics – Str check on the manual override. A Hacking – Int or Repair – Int check at DC 65 will prevent the manual override from triggering a notification.

55. <u>Port Cargo Airlock</u>
Readable Description:
Purpose:
Exploration:

56. <u>Main Hold D11</u>
Readable Description:
Purpose:
Exploration:

57. <u>Main Hold D12</u>
Readable Description:
Purpose:
Exploration:

58. <u>Starboard Cargo Airlock</u>
Readable Description:
Purpose:
Exploration:

59. <u>Lower Hold A11</u>
Readable Description:
Purpose:
Exploration:
Enemies: 1x Pirate Crackshot, 2x Pirate Swabbie. Currently engaged in cargo analysis, offloading, and remote negotiation. On general alarm, will link up with the pirate in Lower Hold B12 and proceed as a group toward the enemy, or the Bridge if unknown.

60. <u>Stairwell A</u>
Readable Description:
Purpose:
Exploration:

61. <u>Rampwell B</u>
Readable Description:
Purpose:
Exploration:

62. <u>Lower Hold B11</u>
Readable Description:
Purpose:
Exploration:

63. <u>Lower Hold B12</u>
Readable Description:

Purpose:
Exploration:
Enemies: 1x Pirate Gunslinger. Currently engaged in cargo analysis and grumbling about figuring out the cargo moving equipment. On general alarm will link up with the pirates in Lower Hold A11 and proceed as a group toward the enemy, or the Bridge if unknown.

64. Rampwell C
    Readable Description:
    Purpose:
    Exploration:

65. Stairwell D
    Readable Description:
    Purpose:
    Exploration:

66. Main Environmental
    Readable Description:
    Purpose:
    Exploration:

67. Environmental Control Room
    Readable Description:
    Purpose:
    Exploration:

On the station are more pirates:

1x Pirate Taskmaster	1x Pirate Script Kiddie
1x Pirate Tinker	3x Pirate Swabbie
1x Pirate Crackshot	2x Pirate Maniac
1x Pirate Helmsman	

If alerted to the hostile attack on their rightfully stolen vessel, will group up and head back as a group. Will attempt to use the Lower Hold A11 cargo door as entrance first. Upon entry, unless obvious player location, will head for the bridge. Marching order puts maniacs and swabbies up front, tinker, helmsman, and script kiddie in the rear.

Approximate time from alarm to reinforcement is 10 minutes game time, possibly suitably modified by player luck rolls at a DM's discretion. Dungeon balance assumes the players will fight both groups of pirates.

For lower-level and/or smaller PC parties, remove the taskmaster and maniacs from this group, and possibly reduce the Pirate Vest APL to 1. I also recommend nerfing the remaining Taskmaster's gun into a Pirate Ramshackle Rifle, which does Ballistic damage instead of plasma, has 10 less damage per shot, and has a 20 round magazine instead of 30.

Larger or higher-level parties may be further challenged by the addition of even more pirates. For the explorationally curious, the extra pirates are a rival crew that see a moment of weakness and are greedily looking to capitalize on it.

1x Pirate Taskmaster	2x Pirate Breacher
1x Pirate Gunslinger	1x Pirate Crackshot
1x Pirate Script Kiddie	1x Pirate Swabbie
2x Pirate Swabbie	

In this case, secretly roll a Party Luck check at the beginning of the dungeon – a single d100 modified by each player's Luck mod, positive or negative [evil grin].

- <0: There is no warning at all. They came in at the same time as the first gang's reinforcements, from a different access, and no one saw anything. As soon as any PC engages the reinforcement group, the rival pirates engage the largest group of PCs by surprise.
- 1-40: The rivals breach an arbitrary external room, DM discretion, once half of the reinforcement pirates are mission-killed. They then move to engage both sides.
- 41-80: The rivals spacewalk to one of the personnel airlocks and enter the ship as combat with the reinforcements is winding down. They then move to engage both sides.
- 81+: The rival pirates mount a frontal assault through the main hold as combat with the reinforcements is winding down. They then move to engage both sides.