

STATION X-3

CREW AID SHEET Tables & Tools



TABLE ONE: ENCOUNTERS

When rolling for the Disturbances Track: Roll 2d4. For each additional level on the [DBX], roll an additional 1d4. For all other encounters, roll 1d20.

- 1: The high pitched chime of the alien's glasslike spines echo down the hallway, but **no alien appears**.
- 2: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 3: A spiny alien creature scurries towards you with surprising speed.
COMBAT: 1 ALIEN HATCHLINGS
- 4: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 5: A spiny alien creature scurries towards you with surprising speed.
COMBAT: 1 ALIEN HATCHLINGS
- 6: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d4+1 ALIEN HATCHLINGS**
- 7: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 8: With a soft chirp, a fully grown alien lands in the hallway before you, ruffling its spiny wings before attacking! **COMBAT: 1 ALIEN ADULT**
- 9: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d4+1 ALIEN HATCHLINGS**
- 10: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d4+1 ALIEN HATCHLINGS**

- 11: You are swarmed by hatchling aliens! **COMBAT: 1d6+2 ALIEN HATCHLINGS**
- 12: The vent cover bursts aside as a fully grown alien and a handful of hatchlings attack! **COMBAT: 1 ALIEN ADULT, 1d4 ALIEN HATCHLINGS**
- 13: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales. **COMBAT: 1d4+1 ALIEN HATCHLINGS**
- 14: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 15: Glowing eyes reflect the light of your HUD at the end of the dark hallway. The aliens have found you! **COMBAT: 1d4 ALIEN ADULTS**
- 16: Chaos ensues as multiple deadly aliens attack! **COMBAT: 1d4+2 ALIEN ADULTS**
- 17: You've triggered a makeshift trap laid by the station crew to battle the aliens. **Roll on the TRAPS TABLE (Table 3).**
- 18: The vent cover bursts aside as a fully grown alien and a handful of hatchlings attack! **COMBAT: 1 ALIEN ADULT, 1d4 ALIEN HATCHLINGS**
- 19: Multiple hatchlings converge on you, making a delicate, but ominous chime with their scales.
COMBAT: 1d4+1 ALIEN HATCHLINGS
- 20: You hear the chirping sound of the aliens but nothing reveals itself.

TABLE TWO: DISCOVERIES (1D20)

ITEM DISCOVERED:	SLOTS:	VALUE:
1 - hot sauce packets	-	5
2 - diamond drill bit (diamond)	2	300
3 - keratomax-t-zero (1d4 capsules)	-	7
4 - vintage computer control handheld	1	35
5 - components (1d4)	-	25
6 - ezra's replicakes, stale	-	5
7 - fusion welder	2	50
8 - vintage holo series (VHS) tapes	1	100
9 - carbon stylus	-	10
10 - cinnamon ghum	-	5
11 - genuine pleather pants	1	50
12 - awake! pills 25ct	-	20
13 - nothing	-	-
14 - moonshine (mega pint)	1	4
15 - high tech lab coat	1	100
16 - holographic playing cards	-	5
17 - vehicle part	2	250
18 - silpaper novel: the black whole	-	10
19 - furk format hi-fi playpad	1	300
20 - eyebru kaffee capsules 3ct	-	15

TABLE THREE: TRAPS

1 - MOLTEN GLASS GRENADE

Superheated glass beakers, rigged to explode and send shards of molten glass towards the trigger. (1d8 damage). Microfilament trigger DEX Check to dodge.

2 - FUEL FLOOD

Concentrated fuel floods the room to chest height, the caustic fluid burning flesh and electronics. (1d6 damage). Laser trigger. DEX Check to climb above the flood before being overtaken..)

3 - PUNJI VENT PIT

The floor vents drop away, plunging you into a makeshift pit of chem-painted metal spikes. (1d8 damage). Weight trigger. DEX Check to dodge.

4 - EXPLOSIVE DECOMPRESSION

An explosion rips a hole in the side of the dome jerking you towards the jagged hole and vacuum of space. (1d6 damage). Heat sensor. BDY Check to resist.

5 - TESLA SPIKE TRAP

Electricity explodes out, forming bouncing circuits of lightning between the crew and the walls. Does 3d3 damage to the first target it strikes, 2d3 damage to the second, and 1d3 damage to the third. DEX Check to dodge.

6 - MINING LASER GUILLOTINE

Mining Laser Guillotine
A mining laser sweeps the room at head height. Heat trigger. DEX Check to dodge. Fail: The laser severs your hand as you recoil in terror (1d6 damage, severed hand).

HATCHLING ALIEN:

BDY +1, DEX -2, SVY 0, TEC 0, ML 8, HP 8, DR 12, ATK claw swipe (BDY, 1d6)

SPECIAL: The Alien Hatchlings are covered in a coat of incredibly fine, wickedly sharp glass-like, venom-filled spines. They have a 1 in 3 chance of infecting any crew member making a melee attack against them. Roll on the table below to see what effect the toxin has on the infected crew member:

- 1: A random limb starts to bubble and swell, tripling in size and periodically spurting pink pus. It is no longer functional and quite unsightly.
- 2: An agonizing burning sensation rips along a phantom limb you never had. Any time you try to use your left hand, the phantom limb responds instead.
- 3: Every forty-three minutes, six small gremlins follow you for two minutes, taunting you for your misshapen brain.
- 4: A hallucinogenic miasma whorls across your right eye, dripping pus and smelling of lavender. You can no longer see this dimension with the eye but you are not blind. You just don't recognize the world you see..

ADULT ALIEN:

BDY +4, DEX 0, SVY 0, TEC 0, ML 7, HP 18, DR 14, ATK impale (BDY, 1d8)

SPECIAL: After any successful attack, there is a chance that the alien has infected you with spores. Three times a day, you must roll 2D6. If you roll doubles, you begin to feel a queasy feeling inside. You develop a wet cough and a swelling sensation under the skin. Like marbles trying to escape...

Three days later your insides begin to liquify, your skin hardens like leather and you become an incubating cocoon for the alien growing inside you.

STATION X-3

Asteroid N-Zero

MODULE TRACKING LOG SHEET T-34-X



[DBX] DISTURBANCES TRACK

[1]	☐	☐	☒	☐	☐	☒	☐	☐	☐	☒	☐	☐	☒	☒	2d4
[2]	☐	☒	☐	☐	☒	☐	☐	☒	☐	☒	☐	☐	☒	☐	3d4
[3]	☐	☐	☐	☒	☐	☐	☒	☐	☒	☒	☐	☒	☐	☒	4d4

AREA TRACKING

1.1	2.1	3.1	4.1	5.1	6.1	7.1
1.2	2.2	3.2	4.2	5.2	6.2	7.2
1.3	2.3	3.3	4.3	5.3	6.3	7.3
1.4	2.4	3.4	4.4	5.4	6.4	7.4
1.5	2.5	3.5	4.5	5.5	6.5	7.5
1.6	2.6	3.6	4.6	5.6	6.6	7.6

STATION CONTAINMENT

☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
☐	☐
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CONTINUUM COMPANY COMMUNICATIONS

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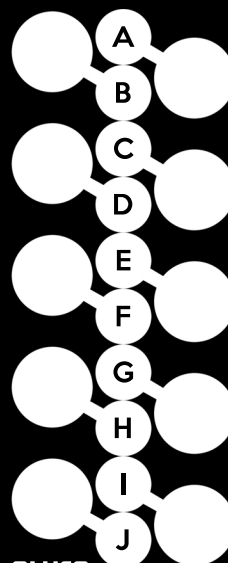
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CLUES

NEW AREA:
ROLL 1d4

OFFICE USE ONLY:

01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56				