



DEAD BELT

SOLO RPG FOR SPACE COWBOYS

A Couple of Drakes Zine
www.acoupleofdrakes.com
On Twitter: @DrakeandDice • @NaviMusing

DEAD BELT

This game is based on the Carta SRD
(<https://peachgardengames.itch.io/carta-srd>)
Copyright © 2021 A Couple of Drakes
All rights reserved.

No part of this publication may be reproduced, or transmitted by any means without prior written permission of the publisher.

If you're making copies for your own personal use, then go for it. Consider this your "written permission."

Happy gaming!





Break Break

2420.9.21 System Standard, 0605L

Tightbeam Transmission, TCV Chariot to Unflagged Vessel

// Transcript Begins

Unidentified Vessel, this is the Terran Concordat Vessel Chariot.

You are entering the Dead Belt.

Terran Concordat protection ends at navigation beacon Sigma-Three-Zero for Twenty.

Be advised, your entry is not logged. Exit is not monitored. Squawk IFF and plot return course to Home sector or maintain current course and heading.

Repeat, Unidentified Vessel: You are alone out here from nav beacon Sigma-Three-Zero for Twenty.

:Pause for confirmation, fifteen seconds:

Alright. Best of luck out there, Belter. Chariot, out.

// Transcript Ends

You're Alone Out Here

But that's the way we like it. Out here in the Dead Belt, surrounded by the carcasses of space-faring history ripe for plunder and picking, another heartbeat means enough time for someone else to give your justly prized and prized salvage the old hairy eyeball. That means trouble, and there's enough of that out here as is.

Not everyone's got the temperament to be a Belter. Plenty of folks crack when the grav cuts and the lights go off. Plenty more jump at shadows when their flash starts to flicker. Others are too busy watching their O₂ to see opportunities. Some folks just don't have the know-how to rig a three-channel override through the primary induction boot shroud to get to the juicy payday underneath.

But that isn't you. If you can only rely on your gear, your smarts, and your grit, you're going to make a stack of cred out here among these hulks. Or you're going to die trying.

Either way, you're going to do it alone. No one's coming looking. No one knows you're here.



The Dead Belt

Welcome to the edge of civilization, Belter.

It's the lonesome frontier out here on the periphery. The worlds here have been seeded with the first blushing kiss of Concordat technology to be able to support our growing population, but it'll be a while before they're comfortable. There's a bright shining center to the Terran Concordat, but it's a long way from here.

But you aren't here for the hard work and low wages, are you? No, you came out to the Dead Belt for the salvage. When ships get too old, too dangerous to be of use anymore, they get dragged out here and left at the tide-line. The super-massive black hole, SAG-A, pulls the old wrecks inexorably into its maw to be crunched down into singularities...so that the powers that be don't have to worry about them anymore.

That's sort of how they feel about the most of us, I expect. Out here on the edge, living by our wits and trying our best to scrape by. It'd be more convenient if SAG-A pulled us in, too.

What you see is what you get, and what you get is a good old-fashioned frontier lifestyle, Belter. There's folk trying to make a life out in the wilderness, boomtowns in the form of habitat stations, plenty of villains picking at the seams of civilization, and a few hard-nosed prospectors who come out to the Belt to find their fortune; mining for gold in the bones of Concordat technological prosperity. That's where you come in.

How to Play

Dead Belt is an oracle-powered solo strategy RPG. It's about skillful and desperate scavengers picking over the remains of junked starships in hopes of a juicy payday.

You Will Need

- A deck of common playing cards.
- Two six-sided dice (d6).
- A few small tokens: one to represent your character, and a three or four to mark trouble when it rears its head. You can use other dice, coins, or whatever you have laying around for tokens.
- A printed (or drawn-out) character sheet, provided in the Player Kit.
- *Optional:* A printed copy of *Dead Belt* for playing away from a device.



The core gameplay loop revolves around building a Belter and taking them out to the Belt to scavenge dead, randomly-generated starships. You'll deal with all the dangers lurking onboard these starships, push your luck, and finally return to spend your hard-won booty to secure better equipment, improve your skills, pay down your crippling debt, and eventually set yourself up to live out your dreams far from the Belt.

We suggest reading through the rules once to see how all the parts move before sitting down to play. Don't worry about memorizing all the steps right away. We've provided a cheat sheet to summarize the game flow for you with your Player Kit.

The Birdseye View

Dead Belt centers on building randomly generated starships to scavenge by taking a portion of your common playing cards and laying them out using provided ship deck plans. Each card will represent a module for you to explore, it will have its own prompt and associated mechanics that you'll find in the Oracles. You will also have resources to help you along the way, but this is a deadly game. Bad luck can kill you as fast as pushing your luck.

This section will discuss the function of your primary stats, and provide a broad stroke look at other key mechanics that will be explained in detail later in the book. Most often, while playing this game you'll be asked to roll a d6 and review the outcome.

Generally, a result of **1-3** is a failed roll, a **4/5** is a weak hit, and a **6** is a strong hit. *As long as you keep rolling 6s, the game can't hurt you. Easy-peasy, right?*

Your Primary Stats

GRIT - Your calm, experience, luck, and ephemeral edge. Spend a **Grit** to turn a failed roll (**1-3**) into a weak hit (**4/5**). Beware that marking off your last point of Grit during a salvage will cause a **Threat** to appear.

GEAR - Your tools, shop-stock, batteries, and workarounds. Spend a **Gear** to add +1d to your roll to navigate a **Module** or other prompt.

LOAD - How much stuff you can fit in your carryall in a single trip.

GLOW - You've also got an OmniFlash. Its beam will be enough to see by, but if you really want to banish the dark between the stars, it can dump its entire battery pack in a focused beam. Doesn't last long, but it's enough to get a sense of what's ahead of you before it becomes a problem. Battery packs are expensive, but that's only because they're worth it. You always start with 1 **Glow** (unless you're a *Void Rat*).

Use a charge of Glow to see what is in an adjacent **Module** before you think about entering it. Does not work if there is open space between your Module and the one you're trying to see into.

GAS - O₂, to be exact. Good news is that we are all equal before our need to keep breathing, and the BreatheEZ Mk II Atmocycler is the gold standard in not asphyxiating in the void of space. It's a combination back-mounted manifold, canister, and recycler rig. It works great. Until it doesn't.

Every time you enter a new ship **Module** or are otherwise prompted, the first thing you'll do is check your **Gas** level. Your Gas number always starts at 1 of 6 and works on a decrementing d6 range that represents cascading failure.

In Play: As long as you roll a 2-6 every time you transit between ship Modules your Gas remains full. When you roll a 1, your failure range increases to 1-2. You now need a 3-6 to pass the Gas check. If you then roll a 1-2, your failure range increases to 3, and so on.

If ever your failure range increases to 6, even if you have technically made it to your **Airlock**, you have run out of oxygen. Better luck next incarnation.

Secondary Stats

CRED - Cold hard digital cash. When you sell off the **Cargo** you scavenged on trips out to the Belt, **Cred** is what you get paid in. Use it to pay **Upkeep**, pay down **Debt**, make **Investments**, or purchase **Upgrades**.

UPKEEP - Everyone starts with 1 **Upkeep**, equivalent to a cost of 1 **Cred** and payable every time you get back from the Belt. If you can't pay to Upkeep your boat, it gets impounded by the Bank, but at least you'll live to tell the tale. Upkeep goes up with various **Upgrades**.

CARGO - The booty. When you find a **Module** to scavenge, it will tell you how many **Load** worth of loot is there.

Load, **Cargo**, and **Cred** are all a happy family. One Load is converted to one Cargo once it's back in the **Cargo Bay** of your ship. Each Cargo you sell off is worth one Cred.

UPGRADES - If you want to get better at turning over the big ships, or finding them in the first place, **Upgrades** are here to help. Everything from your Belter to your ship can be improved. Some Upgrades can save your life, but many will also raise your **Upkeep**, so be sure to keep an eye on your bottom line. Find your Upgrades under the *Spend Cred* section.

DEBT - How deep you're in with the Bank. Everyone starts off with **Debt** based on which Belter they decide to play, and which ship they decide to finance at the start. Debt can go down by paying it off, or it can go up by taking credit when the Bank makes the **Extend Credit Move**, or when they make the **Compound Interest Move**. 1 Debt has the same value as 10 **Cred**.

INVESTMENTS - For half the cost of paying off 1 **Debt** you can take out 1 **Investment** instead. Every Investment you make pays dividends and lowers the **Upkeep** cost of your ship by 1.

1 Investment costs and maintains a value of 5 **Cred**. You can cash out your Investments for their full value as long as you do it before you pay **Upkeep** for the round.

OVERVIEW: Need to Know Mechanics

BIRDS - A pet name for the dead ships floating out in the Belt. There are a total of nine different ship types to scavenge out here. The **Deck Plans** for you to build them using your playing cards are available under the *Birds* section.

THE AIRLOCK - This is the part of your boat that you send smashing through one of the dead ship's **Modules** to dock and begin your work. It is represented by the *Red Joker Card*.

THE PAYDAY - Aside from bit parts and treasures you can scavenge along the way, every ship has a **Payday** on it, somewhere. It will be represented by the *Black Joker Card*. Your goal is to get that Payday for the big **Cred**.

This won't always be possible, so plan ahead. It's also possible to land your **Airlock** on the Payday and destroy it, at least until you buy that **Scanner Upgrade**. You won't know for certain until you've cleared the rest of the ship.

THREATS - Every ship in the Belt has a potential **Threat** nearby, or already aboard. Your job is getting the work done without drawing unwanted attention. Threats appear when you spend your last point of **Grit**, or as a consequence of some prompts.

SHIPBREAKER MOVE - Sometimes ships break apart. Sometimes that happens while you're on them. You'll roll and consult the Bird's **Deck Plan** to see where it splits.

SPACEWALK MOVE - Sometimes a barrier keeps you from reaching your **Payday**. Sometimes an unforeseen event has caused half of the ship to blow apart and leaves you on the wrong side of the vasty-nothingness between you and your **Airlock**. In this case, you have to make a **Spacewalk Move** to cross the gap.

This is always risky, and some Belters are just better at it than others. Proceed with caution.

BANK MOVE - In-between each trip out to the Belt, the Bank makes a **Bank Move** roll. Depending on the outcome, nothing changes, they **Extend Credit** at a rate of 9 **Cred** for 1 **Debt**, or they **Compound Interest** and your Debt increases by 1.

PUSH - This is a gambling mechanic for you daredevils. When you uncover a **Red Card**, either **Salvage** (Diamond) or **Supply** (Heart), you may elect to **Push** the card. Might get something better, might have something really bad happen.

How Cards are Used

In *Dead Belt*, the cards from a standard playing deck are used to build the ships you'll scavenge, with each card representing a different **Module** to navigate, with its own prompt. They're also used to fuel the **Threat**, **Push**, and **Spacewalk** oracles. The **Black Joker** will always represent your **Payday**, shuffled into the Bird's **Deck Plan** cards before they're laid out, and the **Red Joker** will always represent your **Airlock**.

Belter Creation

Choose Your Belter



Lot of folk come out to the Dead Belt to make their fortune. If you've got a ship and a casual disregard for your own safety, there's profit to be made picking over the hulks and wrecks on their last lonely spiral toward the end of all things. Maybe that's enough, and you're not just addicted to the thrill of breaking the seal. Maybe you're looking for something out here, something that you couldn't find on any mudball spinning. Maybe you're running from something, like the most of us.

I suppose it doesn't much matter. What matters is what makes you suited to this job. How long have you been at this, and how much longer will your luck hold? How deep is your bag of tricks? How strong is that back of yours? How far from the brink of ruination are you?

Dead Belt includes five distinct Belters to choose between; the *Vet*, the *Cowboy*, the *Void Rat*, the *Scoundrel*, and the *Slicer*. They each have their own starting stat arrays and special abilities, so be sure to read through them all and decide which best suits your play style.

The Vet

You were never going to be able to just go home again. Maybe you weren't in the Consolidation War, maybe you never fired your weapon in anger, but your time in the service changed you anyway. The civilian life didn't take when you mustered out. You had too many burrs and rough edges, and on the drift you rubbed too many people the wrong way. Now you're drifting out here with the rest of us, out on the lonesome frontier just trying to make your way. Better than piloting a desk, right?

STARTING STAT ARRAY

Grit: 3 **Gear:** 1 **Load:** 4

SPECIAL FEATURES

Brute Force & Ignorance - If brute force and ignorance doesn't fix it, use more. Fire in the hole! Spend **Gear** when you would fail an **Obstacle Roll**, you may choose to succeed instead.

Do More With Less - You did more and more with less and less. Now you can do anything with almost nothing at all. When you find a **Gear Supply**, you roll 2d and take the better result to acquire it.

DEBT

Starting Debt: 1

Debt Move: *Cut Off* - When you have 9 Debt, you lose the benefit of your Brute Force and Ignorance ability.

Aspiration: *Buy the Farm* - One day you're going to get the peace you were promised. There's a little spot on a frontier world that you've had your eye on for a while now. The sun hits that ridge right around coffee time and the hills sing. You've got a picture of the view from where you'll build the farmhouse taped above your rack back on the ship. Just have to scrape the creds together.

The Cowboy

Out here on the raggedy edge, not everyone's a hardscrabble scavenger doing it because the world didn't leave them any option. Some folks are like you: doing it for the glory, the prestige, and the red-hot adrenalin thrill that only comes of laughing at the empty wheeling of the stars. You've got a wild soul, friend.

STARTING STAT ARRAY

Grit: 4 **Gear:** 2 **Load:** 2

SPECIAL FEATURES

Lucky Break - She keens before she keels, hear? When the ship comes apart, you may roll 2d and select which of the two possible **Bird Break-Points** split.

Yeehaw! See you Space Cowboy... - When you **Spacewalk**, you only need to draw 1 **Red Card** to cross the gap.

DEBT

Starting Debt: 2

Debt Move: *High Risk, High Reward* - When you have 9 Debt, you **must** check every **Module** of the ships you scavenge before you can leave.

Aspiration: *Never Be Forgotten* - You're already the best there ever was. There's proof enough in your past to have some of the old-hats shaking their heads in disbelief. But fame is as fleeting as breath in our business. People fall out, move on, stop breathing. The stories stop circulating. You're going to have to be so damn good at this, retire so handsomely, that they never stop speaking your name.

The Void Rat

How old are you, really? Can't be what it says on your ident card, but you carry yourself like you know what you're about. That's not uncommon out here in the Belt. Plenty of young folk see the allure of making their fortune out among the hulks. Ah, to be young and invincible again. Keep your wits, Void Rat, and you might just show us all.

STARTING STAT ARRAY

Grit: 3 Gear: 3 Load: 2

SPECIAL FEATURES

Vent Rat - Bigger beltlers miss all the best shortcuts and getaways. When you scurry through the vents and access corridors on these old birds, roll a d6. You appear in the corresponding **Threat** start area. You may use this move when a Threat is generated, even if it is generated in your **Module**.

Spare Light - They mostly come at night...mostly. You start play with 2 **Glow**. Your maximum Glow is permanently increased by 1.

DEBT

Starting Debt: 2

Debt Move: *Back to Basics* - When you have 9 **Debt**, you must sell back all of your ship **Upgrades** at half of their value in order to reduce your Debt.

Aspiration: *Get Out of Here* - It's not an evil dream. You just want to pile enough together to buy a ticket out of the Belt and have enough left over to set yourself up right for the rest of your life. Belting is a decent enough trade, but retirement isn't an age most people see, if we're being honest. You're not going to be like the rest of these broken-down vultures. You're getting out.

The Scoundrel

You've got a reputation, Scoundrel, and depending on who's telling the tale it may be an unlovely one. You've spent your life dodging one kind of trouble or another, though you can't charm a locked bulkhead with a silver tongue and a wink. You've still got to turn a cred at the end of the day, and whatever's just behind you won't be behind you for long. Stay sharp, and you can stay a step ahead.

STARTING STAT ARRAY

Grit: 3 **Gear:** 2 **Load:** 3

SPECIAL FEATURES

Just Get It to Limping - You know what corners can get cut and keep flying. When you pay **Upkeep**, roll. On a **1-3**, you pay Upkeep as normal. On a **4/5**, you pay 1 less Upkeep. On a **6**, you pay 2 less Upkeep.

Can't Help But Laugh - Keeps the scars shallow, y'know. When you find **Supply**, but fail your roll, gain 1 **Grit**.

DEBT

Starting Debt: 3

Debt Move: ***Some Guys Are Coming*** - When you have 9 Debt, all ships begin with a **Threat** in play. These are Debt Collection Engineers. They function identically to *Merciless Pirates* (Threat).

Aspiration: ***Get the Ship Outta Hock*** - We're going to skim the details here, but things went sideways and your ship--your real ship, the one that you did all your best scoundreling aboard--is in the lockup of some powerful enemies. Again, no details, but you're in for a pile to dangerous folk. If you're going to pay them back and get back to the good life, you're going to need to work harder (or smarter) than you ever have before.

The Slicer

Machines have workings and they just sort of talk to you, Slicer. Doesn't matter if it's the secondary catalytic thermoregulator, a primary inline compressor coil, or a malfunctioning cognition core for the shipboard AI--if it's got workings, you can fix it. You're probably carrying the solutions to any problem you'll come across out here. But will the Dead Belt make it worth your while?

STARTING STAT ARRAY

Grit: 2 **Gear:** 4 **Load:** 3

SPECIAL FEATURES

I Can Fix This (Give me a second...) - Spend **Gear** when you would fail a **Bad News** roll, you can choose to succeed instead.

Cannibalize - You've got the parts you need. Your ship won't miss them...short term. When you are in your **Airlock**, you can always refill 1 **Gear**. Each time you do this, pay 1 additional **Upkeep** on this trip.

DEBT

Starting Debt: 3

Debt Move: *Mostly Duct Tape and Prayer* - When you have 9 Debt, you lose the benefit of your *Cannibalize* move.

Aspiration: *Fund Your Masterpiece* - Problem with being a genius is that the pay usually sucks. You've got an idea that's going to revolutionize life out here in the vasty-unknown. But it's just an idea. You need the cred to experiment, design, iterate and develop your masterpiece. Then you'll show them.



Ship Creation

Now that's settled, you're not getting anywhere without a ship of your own...



Your Ship

At the start of play, choose one of the ships listed on the next page. The Bank is happy to extend you a loan for your new venture.

Add the appropriate Debt amount to your Belter's starting Debt on your character sheet.

- Each point of **Debt** has a value of 10 **Cred**.
- The size of the **Cargo Bay** dictates how much scavenged loot you can move off those old boats in a single trip.
- You can trade in for a bigger boat later, but mind the Trade-in Value.



The Kildeer

The K-113R is a solid entry point for the Belter just starting out. It can mount a **3-slot Spares Bank**, a utility scanner, and robotic capture arm for when you need to punch out of a hulk in a hurry. Its cargo space isn't exactly cavernous, but large enough to make the trip worthwhile.

Cargo Bay Size: 10 Cargo

Cost: 1 Debt

Trade-in Value: 3 Cred

The Jackdaw

The JK-43W is a clever little scrapper with improved cargo space and module-mounts to fit a **5-slot Spares Bank**. Often thought of as the choice of the discerning Belter who's come into a little bit of prosperity, the W's zip around the Belt often enough that "thick as Jackdaws" has become a common idiom out here for general hurly-burly.

Cargo Bay Size: 20 Cargo

Cost: 3 Debt

Trade-in Value: 20 Cred

The Albatross

When you've got to get it all in one trip, the AL-47S is your bird. With a cavernous hold and expansion modules aplenty to mount the largest collection of necessities that a Belter could ever need, the Albatross is a spendy luxury for scraphounds who really mean business. It fits a **7-slot Spares Bank**.

Cargo Bay Size: 30 Cargo

Cost: 5 Debt

Trade-in Value: 35 Cred

Mechanics

The Bank

You're in Debt, Belter. That's just the nature of the job. You think that ship paid for itself? Think that suit was a gift? Think that air in your tank is free? Transit out here to the nether-end of all creation isn't cheap and getting set up to strike it rich requires an outlay of capital that makes the cred-jockeys at your nearest Credit Outreach Station salivate. They're happy to lend you all the rope you need, Belter...but one way or the other, they're going to recoup their investment.

Debt is not **Cred**. That'd be too clean and easy. Debt points may be bought off for 10 Cred apiece.

If you accrue 10 Debt, you have a single salvage operation to pay down your Debt before the Bank seizes your assets and you're bundled off to a Wealth Reclamation Facility until said Debt is paid in full. When that happens, your time in the Belt is at an end.

THE BANK MOVE

When you begin the game, add your Belter's starting Debt to the loan amount of your first ship. Every time you return from a salvage operation roll a d6 and check the **Bank Move Chart** on the following page for your corresponding Debt level.

Based upon this roll, your Debt may be increased by 1 point with the **Compound Interest** move. Or the Bank may **Extend Credit**, offering you 9 Cred in exchange for 1 point of Debt.

BANK MOVE CHART

1-3 DEBT

- 1: Compound Interest
- 2-4: No Change
- 5-6: Extend Credit

4-6 DEBT

- 1: Compound Interest
- 2-5: No Change
- 6: Extend Credit

7-9 DEBT

- 1-2: Compound Interest
- 3-5: No Change
- 6: Extend Credit

The Payday

This is what you're out here for, Belter. All the salvage you find is a nice bonus, but there are certain pieces that are troublesome, dangerous, or otherwise just left to go down with the ship. You're not going to let that happen. They're too valuable for that.

This is your meal ticket.



When you encounter the **Payday**, represented by the *Black Joker*, roll a d6.

On a **6**, choose three of the following that are **true**.

On a **4/5**, choose two.

On a **1-3**, the payday you came for has already been stripped, broken beyond repair, or has become too unstable or dangerous to transport.

- You don't need to spend a **Grit** to remove it.
- You don't need to check **Gas** to remove it.
- Removing it won't cause the ship to come apart (roll the **Shipbreaker Move**).
- You don't attract unwanted attention from a **Threat**.
- You can transport the whole **Payday** in one trip, regardless of size.
- It's worth more than you first imagined.
(Add +2 **Load** and **Cred** value)

The size of your Payday scales with the **Tier** of the Bird you're picking over.

Tier 1 Birds: 4 Load

Tier 2 Birds: 6 Load

Tier 3 Birds: 8 Load

d6 **What is this thing? (roll d6 3 times)**

1	Primary	Induction	Housing
2	Secondary	Gravity	Shunt
3	Thermic	Compression	Manifold
4	Plasma	Feed	Coil
5	Atmospheric	Buffer	Boot
6	Catalytic	Injector	Core

The Airlock

There's going to come a time where your hands are full and the **Gas** isn't yet low enough to give you cause for concern. Let me tell you, Belter, there's probably some more booty on that old bird to make a profit on.

When you have a **Load** and you return to the **Airlock**, roll a d6.

On a **6** you're able to stow what you've got and you can get right back to work.

On a **4/5** choose one of the following options.

On a **1-3**, choose two.

- One of the nothing parts in your Airlock burns out. It'll take a **Cred** to fix it. (Raise your **Upkeep** by 1)
- You're going to need to improvise a storage solution. Spend a **Gear**.
- It takes you some time to get everything stored. Check your **Gas**.
- The Airlock gives a lurch and tears away from the ship. You're done for the day.

When you are in the Airlock, you may take **Supply** from your ship's **Spares Bank** if you have one *without* making the Airlock move. It just works. Good thing, too...

Spacewalk

Look, Belter, I'm going to level with you about a peril of the job. Maybe the ship's falling apart. Maybe you drifted out through a mouse hole. Maybe there's something after you. At some point, you're going to take a walk through space.

You can **Spacewalk** between any two **Modules** separated by a gap. This gap may be part of the ship's original design or caused by the ship breaking apart. You check **Gas** as usual when you arrive in the next Module.

When you Spacewalk: Roll d6

On a **6** you cross the gap with minimal fuss.

On a **4/5** draw 1 **Card** from the unused portion of your deck.

On a **1-3** draw 2 **Cards**.



If you draw a **Red Card** (or 2), you can bridge the gap, but it's going to cost you something. Use a Resource (**Grit**, **Gear**, or check **Gas**), and consider how you use it to get across.

If you draw a **Red** AND a **Black Card**, or two **Black Cards** you spend a **Resource** but it's not enough.

After a Failure: Roll d6

On a **6** you make it across.

On a **4/5** draw 1 **Card**.

On a **1-3** draw 2 **Cards**.

If you draw a **Red Card** (or 2), you can bridge the gap, but it's going to cost you something. Use a Resource (**Grit**, **Gear**, or check **Gas**), and consider how you use it to get across.

If you draw a **Red** AND a **Black Card**, you spend a Resource but it's not enough.

If you draw 3 **Black Cards** before you draw 3 **Red Cards**... sorry, Belter. Someone will find you eventually. Maybe. But not before your O₂ runs out. If you invested in that **Egress Kit Upgrade**, now is exactly the time to use it.

Birds

There's a vast reef of potential finds out there, but knowing which ones might hold your next payday is how the **Cred** is made. They sell wreck registries and wide-band sensors on stations throughout the systems, but until you know what you're looking for, you're going to have to trust in Belter's intuition and a good dose of luck.

When you enter the Dead Belt to find a likely Bird for salvaging:

Determine the Bird's Tier: Roll d6

- 1-4:** Tier 1
- 5:** Tier 2
- 6:** Tier 3

Determine the Bird's Class: Roll d6

For Tier 1 Birds:

- 1-3:** Civilian
- 4/5:** Merchant
- 6:** Military

For Tier 2 Birds:

- 1/2:** Civilian
- 3/4:** Merchant
- 5/6:** Military

For Tier 3 Birds

- 1:** Civilian
- 2-4:** Merchant
- 5/6:** Military

Navigating Birds

- When you generate your Bird, shuffle your deck and draw the number of **Cards** required for the ship's **Deck Plan** then add the **Payday (Black Joker Card)**. Shuffle this smaller deck and lay out the cards face down in the pictured arrangement.
 - Tier 1:** 10 Cards + *Joker*
 - Tier 2:** 14 Cards + *Joker*
 - Tier 3:** 17 Cards + *Joker*
- Choose one card over which to deploy your **Airlock (Red Joker Card)**. Lay the Airlock ovetop of the selected card without looking at it (unless you have a **Scanner Upgrade**), then put the token representing your Belter on the Airlock.
- Move through the ship, checking your **Gas** every time you enter a **Module**, and navigating the prompts which correspond to the suit and number of the cards. Return to your Airlock to empty your **Load** into your ship's **Cargo Bay** with the **Airlock Move**.
- When you find the Payday card, roll the **Payday Move**.
- Return to your Airlock at any time to end your excursion into the Belt.

Shipbreaker

Some of these Birds have been floating out here, falling into disrepair for decades. Stress fractures can turn into a total hull split quicker than you can spit. When prompted to make a **Shipbreaker Move**, roll your d6 and consult your Bird's **Deck Plan** to see which parts go tumbling off into space.

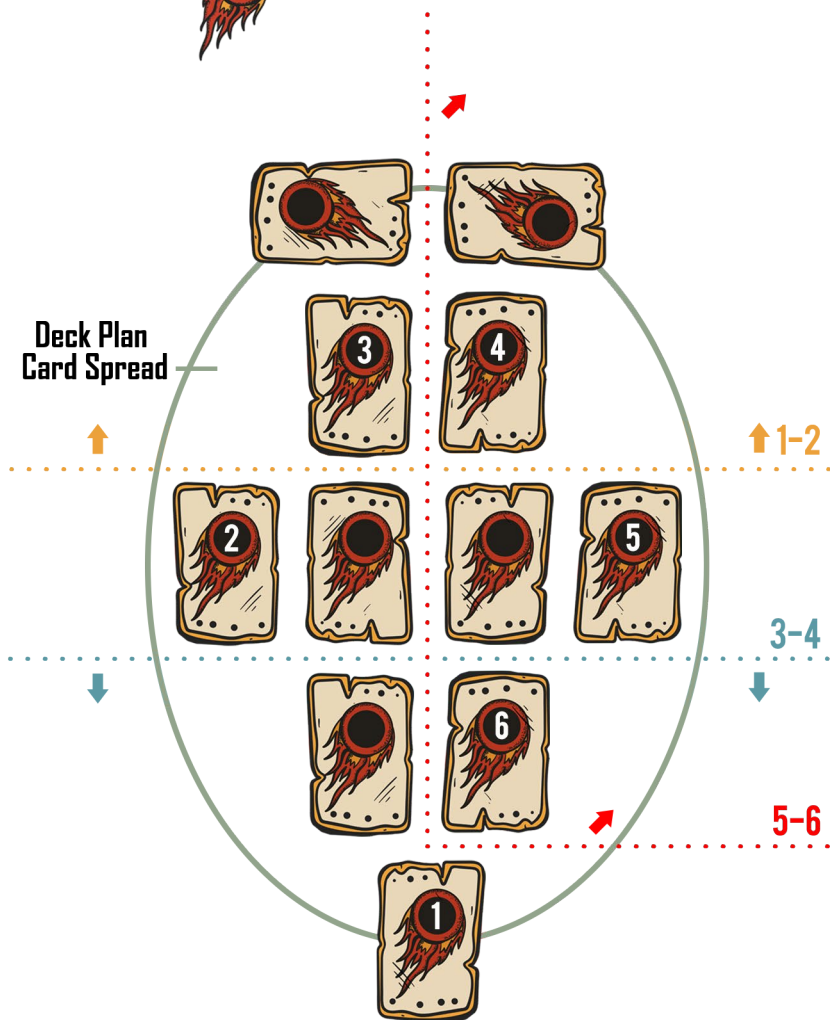
Deck Plan Overview



... Shipbreaker Move Marker

➔ Break Direction

 Threat Spawn Location Marker

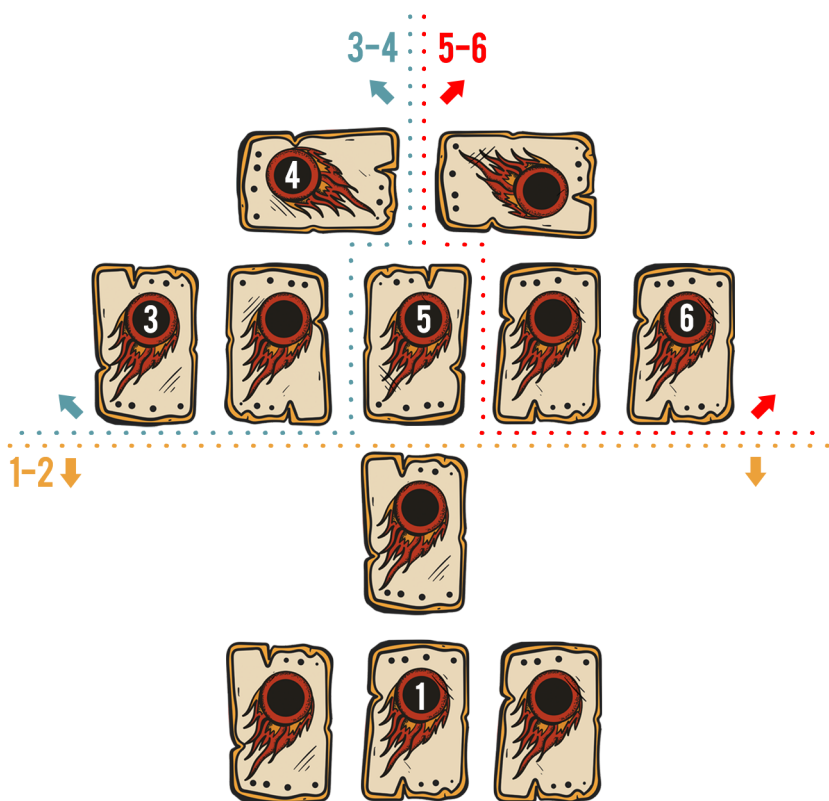


Light Cargo Freighter

TIER I: 10 Cards + Joker

Designation: Merchant Class - CM-23L “Camel”

Civilian Mercantile’s L-series is basically a drive frame strapped to a central spine. The cargo units are modular, held in place with magnetic clamps. Those get finicky as they get older, so keep an eye on that.

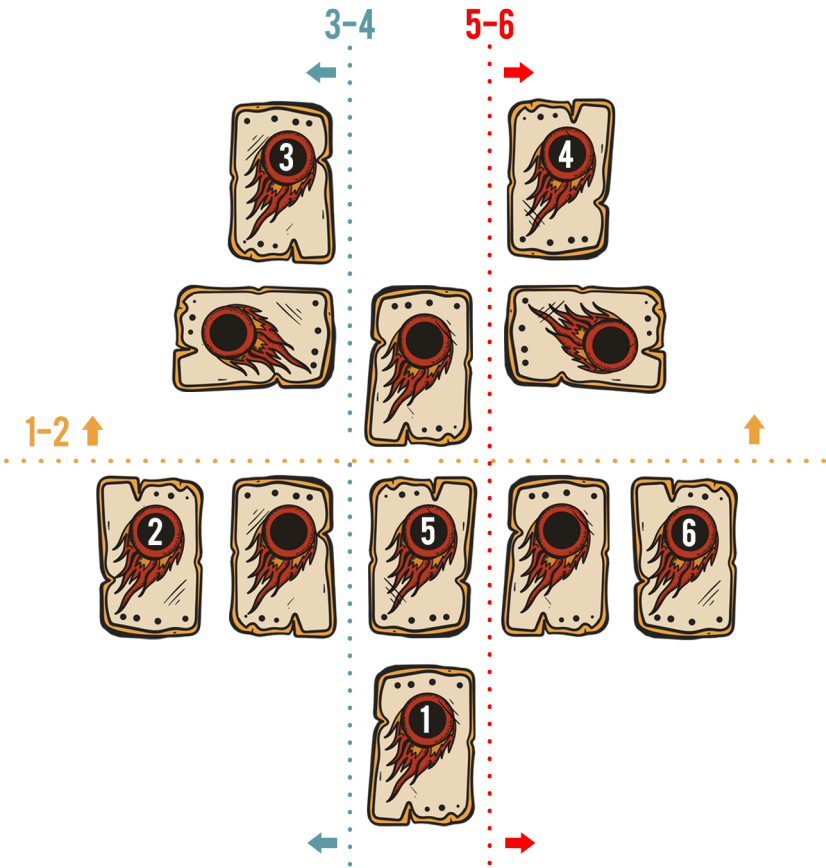


Light Militia Patrol Craft

TIER 1: 10 Cards + Joker

Designation: Military Class - SC/R-P10 "Scorpion"

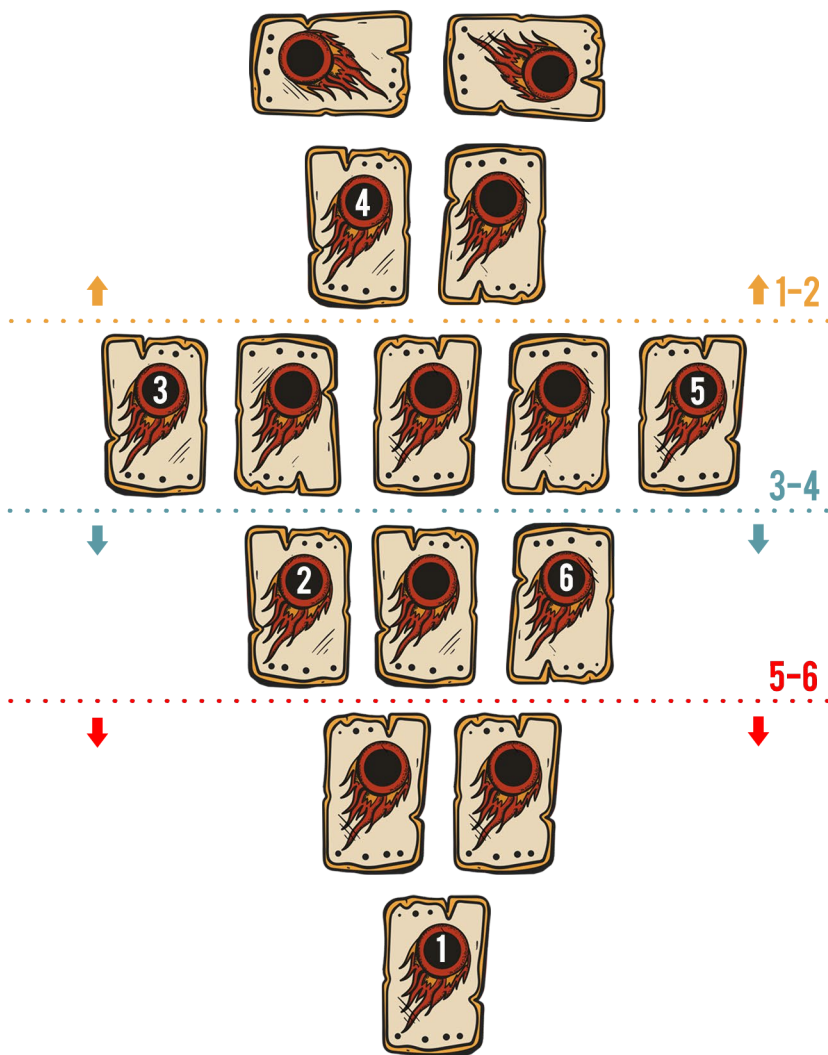
The "Scorp" is a scout and reconnaissance vessel often repurposed for general patrol and peacekeeping endeavors. Eventually their last patrol takes them out this way. These birds have seen some things, so step with care.



Civilian Transport Vessel TIER 2: 14 Cards + Joker

Designation: Civilian Class - TRC-12K "Tracker"

The Terran Civilian K-series boasts an improved drive-system and a few creature comforts to support longer voyages through the void. Problem with them is largely a matter of cost of repairing that improved drive system. Easier for them to end up here.

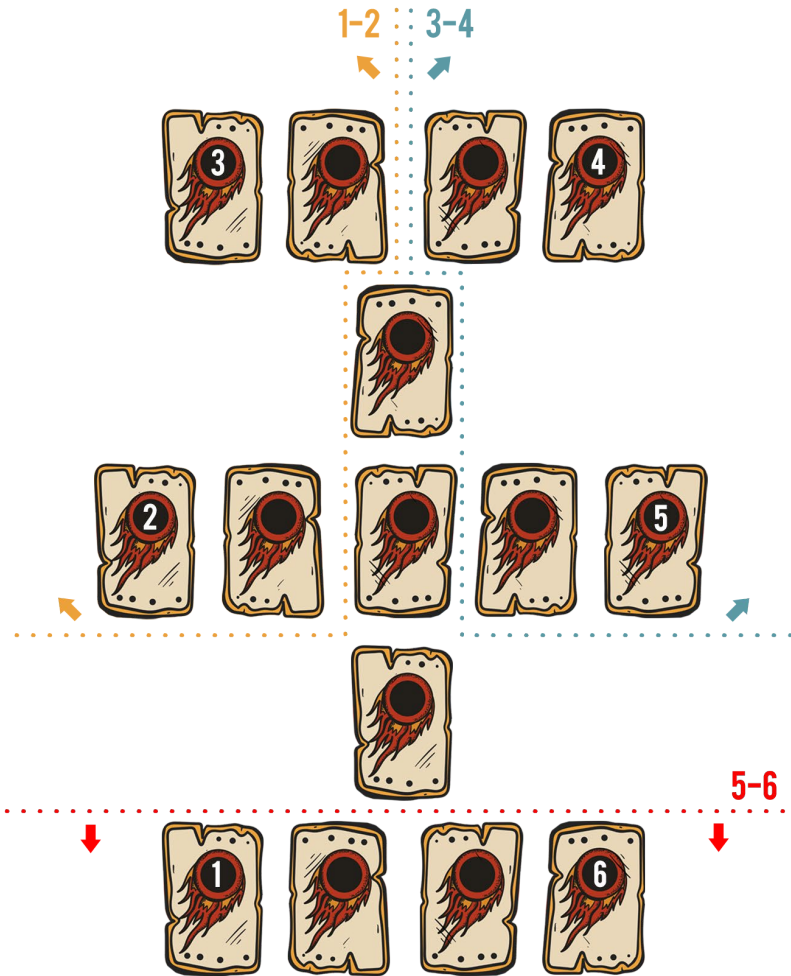


Medium Freightliner

TIER 2 : 14 Cards + Joker

Designation: Merchant Class - CM-42D "Commodore"

The Commodore is everything that made the Camel famous, but with a larger bay and an efficient layout to ensure that the voyage can be completed safely with minimal crew. That doesn't mean that it's easy for you to make your way through them safely, Belter. Watch your pinch points.

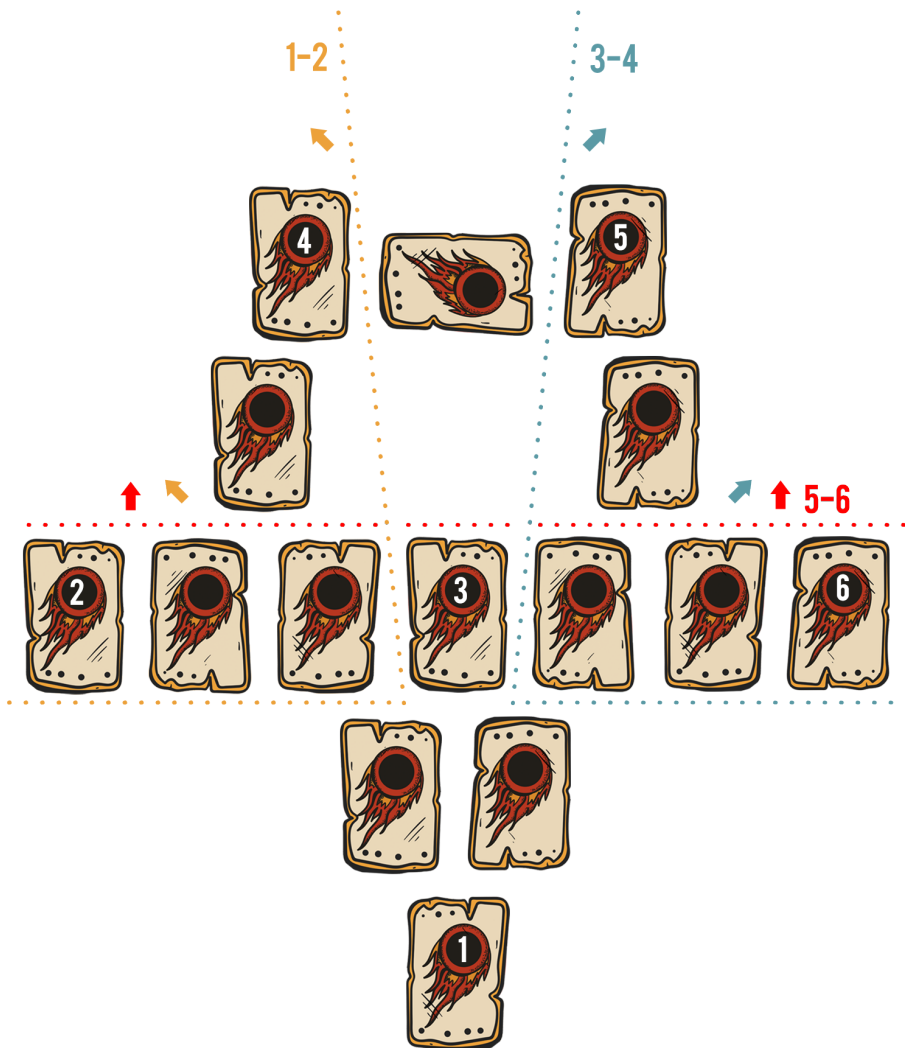


Fast Attack Corvette

TIER 2 : 14 Cards + Joker

Designation: Military Class - FA/R-31T "Ferret"

Don't listen to what the Concordat rocket-jocks call it. The Ferret is an overgrown space-superiority fighter which was once the very bleeding edge of military technology. There are a good few that got sufficiently chewed up in the course of the Consolidation War that they got dragged out here.

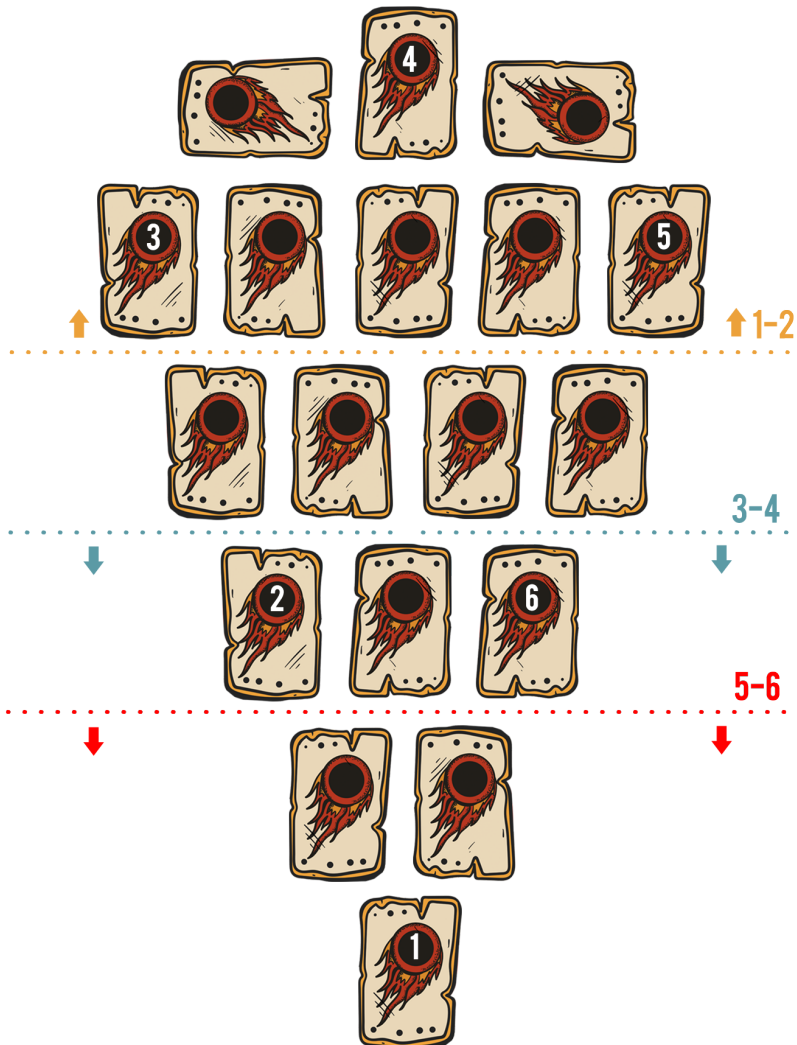


CIVILIAN SECTOR LINER

TIER 3: 17 Cards + Joker

Designation: Civilian Class - TRC-135S "Traceless"

Sleek and sexy, the S-class of Terran Civilian's aeronautical offerings is luxuriously appointed and packs all of the comforts of home, even in the depths of space. That big open Deck Plan looks like a treat, but let me tell you, it's just a different kind of problem.



Heavy Freight Hauler

TIER 3 : 17 Cards + Joker

Designation: Merchant Class - DM-D41R “Dromedary”

The Deepspace Mercantile R-type is a venerable dinosaur that built the Concordat, one cavernous bay-full at a time. It's like the Camel, but it's got a couple extra humps. The cargo-clamps have gotten bigger, but not better.

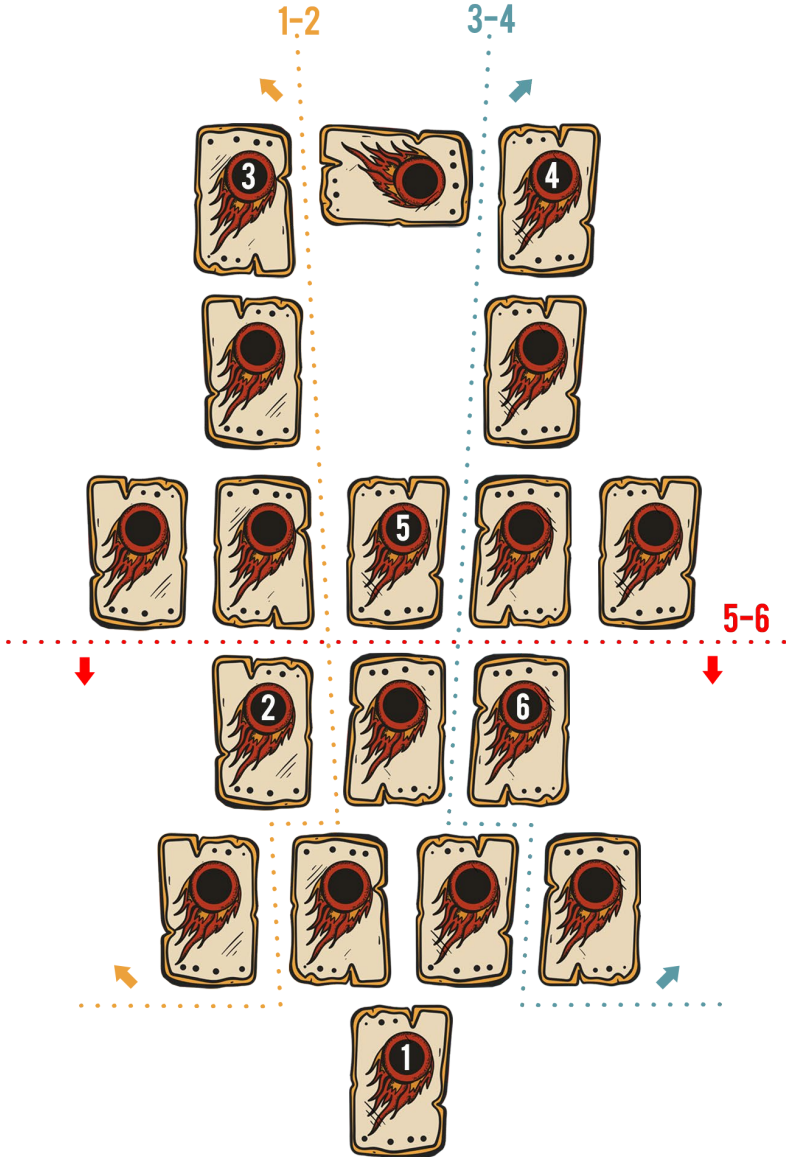


Concordat Destroyer

TIER 3: 17 Cards + Joker

Designation: Military Class - D/R-13G "Dirge"

They used to call this bird "War in a Can" but the Concordat PR firm couldn't let that fly. The Dirge isn't much better, really, but it at least is a more sonorous appellation for a flying artillery battery that could support an armored lance and a regiment of Concordat marines for weeks at a time.



Push

When you uncover a **Red Card**, either **Salvage** (♦Diamond) or **Supply** (♥Heart), you may elect to **Push** the card. When you Push a card, you take a risk, linger, or otherwise push your luck for benefit.

- When the card you uncovered is Salvage, you hope to eke out a little extra profit.
- When the card you uncovered is Supply, you are trying to get the maximum available Supply from the room.

When you Push, draw the top card of your deck.

- If it is a **Red Card**, congratulations. That Salvage card is worth 2 additional Load, or that Supply card awards the maximum Supply without a roll.
- If it is a **Black Card**, you're inching closer to running out of luck entirely. Keep that card handy.
- If you collect two **Black Cards**, your luck has run out. You may no longer Push cards on this bird. Now roll a d6 and consult the following chart.

Well, You Pushed Your Luck... Clean-Over

1. All **Barriers** are Impassable- *without a Passkey*
2. You cannot spend **Grit** on **Bad News Modules**
3. Reduce **Gas** by 1.
4. The Bird breaks apart. (Roll and consult the ship **Deck Plan** for **Shipbreaker** points as normal.)
5. You're hurt, you can only carry half as much **Load** (round up- 3 becomes 2, and so on).
6. Generate a **Threat**.

Threats

Sad fact of this business is that things sometimes don't go smooth. Every so often your luck and labor isn't enough to get in the way of that. That's when you find yourself facing down a **Threat**. Good news is that plenty of Belters have walked away from these kinds of problems and lived to tell the tale. Bad news is that there are plenty more who haven't.

- When you spend your last point of **Grit** (or when a prompt tells you), roll a d6 to generate a Threat from the table below, then roll d6 again to determine their starting position.

Refer to the current ship's **Deck Plan** and you'll see **Modules** marked 1-6 for this purpose.

d6	Threat
1	The Alien
2	Rival Scavengers
3	Rogue AI
4	Murderous Ghosts
5	Merciless Pirates
6	Nanite Swarm

- Mark their position with a token.
- Every time you transit a **Module**, before you check your **Gas**, pull a card from the top of the unused portion of your card deck. The **Threat** makes a move based on the suit of the card you pull.

The Alien

Most of the fauna we've found out here on the raggedy edge has been easy enough to deal with. This kind ain't. Chitin, claws, and teeth, it must've stowed away at one of this bird's stops. You can hear it skitterin' through the vents, though. And you can't help but expect that it'd be hungry by now.

- ♣ Moves twice in your direction.
- ♠ Moves once in your direction.
- ♦ Appears in an adjacent **Module**.
- ♥ Moves once toward your **Airlock**.

When the Alien shares a Module with you, roll your d6.

6: You dodge its ambush, knock some stuff over, and manage to get away.

4/5: You get clear, but it's right on your heels. It'll follow you into the next module, and you'll roll again.

1-3: You aren't getting clear of this one. Sorry you got et.

When the Alien reaches your Airlock, it will find a hiding place and wait for you to return. When you do, make the same move as when the Alien shares a Module with you, but roll 2d and take the lower result.

Rival Scavengers

You seem like a good sort, Belter. That's vanishing-rare out here. There's plenty of Belters who'd come to blows with you over the juicier birds, and it seems like you've got a bunch of them on board with you now. Keep your wits and get your payday before they do.

- ♣ Moves twice in your direction.
- ♠ Moves once in your direction.
- ♦ They pick the **Module** they are in clean or any **Salvage** or **Supply**. It can no longer benefit you.
- ♥ Moves once toward your **Airlock**.

When the Rival Scavengers share a Module with you, roll your d6.

6: You duck away just before they catch sight of you.

4/5: You can get clear, but not without losing something. Leave behind 1 **Load**. If you have no Load, check your **Gas**.

1-3: They frogmarch you back to your ship and confiscate all of your collected Salvage.

When the Rival Scavengers reach your Airlock, they'll plant a tracer on your ship. When you head to your next salvage job, they'll be there waiting (roll to determine their starting location on the next ship as normal, after you dock).

Rogue AI

Artificial Intelligence has a single, unified problem, from my point of view: it was designed by people. That means that all of our hubris and shortcomings and hilarious penchant for inhumanity to our fellow humans has only gotten faster and more efficient when we stuffed it into a computer. Don't trust anything with a screen, Belter.

- ♣ Moves twice in your direction.
- ♠ Moves once in your direction.
- ♦ Resets the nearest cleared **Barrier** or **Bad News Module**. Turn the card face down once more.
- ♥ Moves once toward your **Airlock**.

When the Rogue AI shares a Module with you, roll your d6.

6: It taunts you, calls you “a pathetic creature of meat and bone.” But it doesn't do much else yet.

4/5: It keeps a cold, mechanical eye on you as you struggle on. For all Barrier and Bad News cards, roll 2d and take the lower roll.

1-3: It resets all Barrier and Bad News cards on the ship. Turn any exposed Obstacles face down once more. If you cross them again, navigate the prompt again.

When the Rogue AI reaches your Airlock, it infects your ship. Add 2 to your **Upkeep** for the necessary downtime and repairs to keep it from taking over completely.

Murderous Ghosts

You believe in ghosts? Nah, I didn't expect so. I'm sure you've heard all the stories from the old-hats back at the station: whole crews dead in space and their bird still crawling with bad dreams and desperation. I'm sure it's all just a trick of light and the resynthesizer package in your suit. Still. The ghosts might believe in you.

- ♣ Moves twice in your direction.
- ♠ Moves once in your direction.
- ♦ Lures you toward them, move once in its direction.
- ♥ Moves once toward your **Airlock**.

When the Murderous Ghosts share a **Module** with you, roll for d6.

6: Things get weird, but you keep your wits about you.

4/5: You've got to get out of here fast. Move to a Module in the opposite direction of the Murderous Ghosts' approach (or as near as you can get), then check **Gas** twice.

1-3: Reduce your maximum **Grit** by 1 permanently before you flee. If there is no Module in the opposite direction of the Murderous Ghosts' approach, **Spacewalk**.

When the Murderous Ghosts reach your Airlock, they come home to stay. When next you generate a threat, add the Murderous Ghosts as well, starting on your Airlock.

Merciless Pirates

There are, believe it or not, less-reputable ways to turn a cred out here in the Dead Belt. Some folk are happy to play the schoolyard bully and take from them as can't defend themselves. You won't hear 'em coming, but they'll have been trailing you for a while. Kind of a point of pride when the scavengers know that you're a reliable payday. Doesn't make it kinder when they shoot you, though.

- ♣ Moves twice in your direction.
- ♠ Moves once in your direction.
- ♦ Sets a deadly trap in their current **Module**. - If you enter this Module, you will die. Mark it with a token.
- ♥ Moves toward your **Airlock**.

When the Merciless Pirates share a Module with you, roll for d6.

6: They haven't spotted you yet. Move on and be quick.

4/5: They kindly ask over leveled weapons that you wire over any **Cred** you may have accumulated. Empty your personal account.

1-3: They kindly ask over leveled weapons that you wire over any Cred that you may have accumulated. Then they shoot you.

When the Merciless Pirates reach your Airlock, they siphon a Cred from your accounts every time you transit between Modules. They'll leave once your account it empty.

Nanite Swarm

Self-replicating microscopic robots, a whole shifting sand dune of the little buggers. They break down anything that resembles raw material to reinforce their numbers. And when their host ship breaks, they drift like a shoal toward the next meal. They don't distinguish between nanocarbon plating and little old carbon-based you so well, so best to step lively and keep well clear.

- ♣ Moves twice in your direction.
- ♠ Moves once in your direction.
- ♦ Eats and destroys the **Module** it is in.
(Remove the card, this is now open space.)
- ♥ Moves once toward your **Airlock**.

When the Nanite Swarm shares a Module with you, roll your d6.

6: You outdistance the nanites before they consume the room around you.

4/5: you narrowly escape the Swarm, but lose all remaining **Gear**. If you have no Gear, raise your **Gas** number by 1.

1-3: The Swarm has eaten the room and everything in it. Yep. You, too.

When the Nanite Swarm reaches your Airlock, it eats it. Your ship follows.

ORACLES



ORACLES

Barriers ♣ (Clubs)

Unless you pull something off here, you're not getting past this area. When you encounter a **Barrier**, roll your d6.

6: You successfully navigate the Barrier and can move on.

4/5: It's too risky to try more than once and this way is blocked after you traverse the module. Turn the card at a 45° angle to signify that it is a dead end.

1-3: You're not going to make it. Return to the last **Module** you occupied and find another way. Turn the card at a 45° angle to signify that it is a dead end.

♣A: JAMMED HATCH - The typical STD MK III Irising Bulkhead usually operates in both the open and closed position. This must be one of the budget models, because you can't budge it.

♣2: WELDED SHUT - Hard to say why they did it, but this compartment's sealed tight. Thermal weld, and a pretty good job of it. Let us pry.

♣3: STACKED TO THE RAFTERS - Well, Belter, crates and cases and plenty of them. Ain't much else, to be honest. Not even an easy way through.

♣4: VENTING COOLANT - Blue Wonder. Keeps your reactor, engine manifolds, and sundry electrical components nice and chilly. The other side of that particular sword is that when it gets where it ought not, it'll freeze you solid.

♣5: IRRADIATED MODULE - Hear that ticking, Belter? That's your Geiger, and the rads are mounting. Also your clock, because you're gonna need to make transit pretty quick.

♣6: GRAVLESS MODULE - Feeling a little lighter? Artificial grav's out in this bay, and everything here's on the drift. Makes for a puzzle. You can sling yourself through, unless there's something dangerous floating around in here.

♣7: BUCKLED MODULE - Vacuum can be rough on these old birds. Looks like this bay crumpled in when the atmo went. Might be a tight squeeze.

♣8: FLOODED MODULE - Hydro pipes must've sprung a hell of a leak. Either that, or they were using this bay as an aquarium. Open with care.

♣9: ARCING WIRES - Crackle and burn and the worlds still turn. Frayed copper and white-hot tungsten, dripping sparks and arcing electricity. Don't touch anything if you can help it.

♣10: SO MANY BODIES - That's...rarely good. Triage? Med bay? Gunfight? Plague? Something bad happened here. Watch your footing and keep an eye out. This place has ghosts.

♣J: ACIDIC FUME - Smell that? No, of course not. Give it a second though. Or better, don't. That smoke is sizzling on your suit and if it eats through it'll be the last thing you ever smell.

♣Q: HAZARDOUS CARGO - That's a lot of warning signs. High explosive? Caustic? Corrosive? Biohazard? I don't even know what that one is, but it's got a lot of skulls on it. Mind you don't jostle anything, Belter.

♣K: OPEN TO SPACE - Big chunk of this bay is just gone. Fell off, I expect. Drifted away. And now you get to drift across. Don't you drift away, now. Spacewalk, and then remove the card from the Deck Plan.

Bad News ♠ (Spades)

Wrinkles and setbacks, navigate with care. When you get **Bad News**, navigate the appropriate prompt.



♠A: IMMINENT HULL BREACH - You know, nature abhors a vacuum. If the squalling that this bird's frame is making is any indication, she don't like it much either. Better step lively or this whole bay is going to give out, and you're going for a swim.

Roll d6.

6: Avoid trouble and step lively.

4/5: You can fix it, but it's going to take time or some bits. Spend a Gear, or check Gas.

1-3: Hull breach sucks you into the void.

♠2: BOOBY TRAPPED - Did you hear a ping? Is that a tripwire? Who sets up a tripwire on their ship? Okay. This is probably fine, Belter. Just keep your head.

Roll d6.

6: Watch your feet and navigate on.

4/5: You can disarm this, but it's going to take time or some bits. Spend a Gear, or check Gas.

1-3: Booby Trap goes off and you die.

♠**3: SYSTEM LOCKOUT** - Fatal error, terminal exception, System Cache Purge. Abort, retry, fail? Hellfire and ruination. Nothing's ever easy.

Roll d6.

6: Coo gentle reassurances at the computer, and bypass.

4/5: You can reroute, but it's going to take time or bits. Spend a Gear, or check Gas.

1-3: Lockout freezes system, all Supply cards now grant 1 Resource on a success (6) or none on a weak hit (4/5).

♠**4: LIGHTS GO OUT** - How's that flashlight looking? Because all of the light bays just went dead, and now you're going to have to do this in the dark.

Roll d6.

6: Reroute power and kick on the emergency lights.

4/5: You can rig it, but it's going to take time or bits. Spend a Gear, or check Gas.

1-3: If you do not have Glow remaining, roll 2d and take the lower when navigating Modules.

♠**5: ACTIVE SENSOR PING** - Feel it in your fillings just now? Someone out there just did a tight-beam sweep. Wager they know you're here now.

Roll d6.

6: They were just passing through.

4/5: Vulture gang demands their cut. Your Upkeep goes up by 1 for this trip.

1-3: Rightful Salvage holders confiscate your take. Lose all Cargo.

♠6: BIOMETRICS ENGAGE - Authorized user module just clicked on. That's going to make getting the doors to play nice and open up a little bit harder.

Roll d6.

6: Spoof some access credentials and quiet it down.

4/5: Movement is hampered as you find workarounds, check your Gas.

1-3: Roll 2d and take the lower when navigating Barriers and Bad News.

♠7: EMERGENCY BEACON - Low frequency broad-spectrum scatter. Feels like someone playing bongos on the base of your skull. Someone's going to come looking if you don't do something about that.

Roll d6.

6: Disable the Beacon before anyone comes calling.

4/5: It's trickier or takes longer than you'd like. Spend a Gear, or check Gas.

1-3: Terran Concordat comes looking for survivors. Your Upkeep goes up by 1 for this trip to cover bribes.

♠8: APOCALYPTIC LOG - Got a ship's log here. Voice record's queuing up. That's...that's mostly screaming. Okay. That's a problem.

Roll d6.

6: Turn that noise off.

4/5: Spend a Grit, or check Gas.

1-3: It's got you rattled. Make your way to the Airlock and head home. This place has ghosts.

♠**9: EMERGENCY KLAXONS** - Red lights just kicked on, sirens, and a calm synthetic voice is advising that you should get to the escape craft. What'd you touch, Belter?

Roll d6.

6: Easy fix. Cut the lead and get back to work.

4/5: Spend a Grit, or check Gas as you try to turn it off.

1-3: Draw unwanted attention. Generate a Threat. If there's already a Threat, it appears in your Module.

♠**10: PICKED OVER** - You're not the first mouse in this house, Belter. Looks like someone's been shuffling through the castoffs here, and they might've already claimed the juiciest morsels.

Roll d6.

6: Amateurs. There's plenty still to be found.

4/5: The choice bits are still here at least. All additional Salvage is half value (rounded up).

1-3: Picked down to the bone. If you haven't found the Payday yet, it's either missing or junked. No additional Salvage to be found.

♠**J: GRAV SYSTEM FAILS** - Artificial Grav is on the blink. Go ahead and float a moment and consider how hard that's going to make the rest of this job.

Roll d6.

6: That's not ideal. Kick it. It'll come back.

4/5: You can fix this. It's just gonna take a minute. Spend a Gear, or check Gas.

1-3: Check Gas twice when you transit between Modules.

♠Q: THRUSTERS FIRE - There's a tell-tale hum that goes through a bird when she's about to try and shake you off. Feel it through your boots, Belter? Grab something solid. We might be going for a ride now.

Roll d6.

6: You were braced already. Press on.

4/5: Grab deck and hang on. Spend a Grit, or check Gas.

1-3: You should regain consciousness in a bit. Raise your Gas by 1 and then check Gas twice as you come back to your senses.

♠K: JETTISON - A lot of these older ships are patchworks. Some of them are wired to dump whole modules in the case of an emergency. You an emergency, Belter? Because this one's already starting to release.

Roll d6.

6: You jam the sequence. The seals should hold until you're out.

4/5: Rerouting power might keep the bird mostly intact. Roll the Shipbreaker Move and split the ship accordingly.

1-3: This module has detached, move it out of the Deck Plan. You're going to need to Spacewalk to get back.

Salvage ♦ (Diamonds)

Things you can scrounge and sell. When you find **Salvage**, compare its size to your remaining **Load**. If it fits, great! If not, well, you can always make a few trips.

♦ **A: KEEPSAKES AND TREASURES** - Funny how all that's left of the people who called this place home is just little oddments like this, ain't it? Don't write their eulogies, now. It's just too bad the junkers don't deal in sentimental value.

Load: 1

♦ **2: ARMS LOCKER** - If it were a more enlightened age, we wouldn't need these. But it ain't. And we do.

Load: 2

♦ **3: PACKED RATS** - S-Rats; ration packs vac-sealed and shelf stable for 120 years. Vitamins, aminos, protein, immunization boosters, and a taste that's tolerable.

Load: 2

♦ **4: NOTHIN' PARTS** - Plenty of unsexy bits and pieces keep a bird like this in the air. Mound enough of them together and you've got a tidy profit.

Load: 1

♦ **5: GALLEY SUPPLIES** - Fresh food's all gone, sure, but there's a cred to be turned on the ovens and the cooktop and such. It's not glamorous, but it's a cred.

Load: 5

◆ **G: SURVIVAL GEAR** - Hostile weather gear, exposure shelter, tools of every kind. Good stuff, this. Bulky, but probably worth it.
Load: 4

◆ **H: SLATES AND SCREENS** - Best thing about all this tech, Belter? Just a couple of bolts and wires between you and hauling it away.
Load: 4

◆ **I: CONNECTORS AND FITTINGS** - You know most of the fittings that make these old birds fly are gold and platinum, right?
Load: 2

◆ **J: HARMLESS CONTRABAND** - You know, if the Concordat just went ahead and legalized this stuff they'd make a mint. But then, smugglers wouldn't make theirs. Their loss, I guess.
Load: 2

◆ **K: MEDICAL SUPPLIES** - Surgical equipment, antibiotics, medicines, salves and potions. This kind of stuff always sells out quick out here on the rim.
Load: 5

◆ **L: HARD CRED AND PLENTY OF IT** - Stars shine on a pile of hard currency, Belter. No middleman, no furtive fencing. Just you and a pile of cred.
Load: 4

◆ **M: FLASH PARTS** - That's gotta be aftermarket, don't you think? You even seen a XL-320 before? Flash, flash, flash.
Load: 6

◆ **N: WHAT'S THIS DOING OUT HERE?** - Now there's something you don't see every day. Maybe ever. Now you just gotta get it out of here.
Load: 8

Supply ♥ (Hearts)

Places to refill your **Gas**, your **Gear**, or your **Grit**. When you find Supply, roll your d6.

6: Gain 2 of the marked Supply.

4/5: Gain 1 of the marked Supply.

1-3: This place has nothing left for you.

♥**A: MAKE IT WORK** - Shop stock and some workarounds. They aren't the right tools, but they're at least tools. (Gear)

♥**2: GOOD TIMES** - Some evidence that this place was someone's home. Makes you think of your own. (Grit)

♥**3: BUG-OUT BAG** - The E-220 walk-around bottle is to be used in the event of a decompression incident. Take a breath, Belter. (Gas)

♥**4: BLOWN OUT COMPUTER** - See, your standard scrounger looks at a busted console and sees lost profit. But you and me? We see a pile of solutions to inconvenient problems. (Gear)

♥**5: MORALE CABINET** - That bottle was old when this bird was hauled out to the belt. But it's not like a pull from it's any less bracing for all that. (Grit)

♥**6: SPARE AIR** - They'll tell you not to keep an O₂ canister at pressure long-term. Causes cracks. This survival bottle is holding up alright. (Gas)

♥**7: STRIPPED CONDUIT** - This whole section of the wall is worse for wear. But that just means it's easier for an enterprising Belter to get their hands on what they need. (Gear)

♥**8: FAMILIAR LAYOUT** - When you turned that last corner, your mind couldn't help but put it all together, right? You know this bird. You've seen plenty like it. Buck up. You've got this. (Grit)

♥**9: LAST GASPS** - There's a recharge port for walk-around bottles here. It's probably about dry, but you might be able to scrounge a little more O₂. (Gas)

♥**10: CATCH YOUR BREATH** - Take a minute, Belter. This job is demanding and it's easy to get frazzled. The O₂ will hold out for a minute. (Grit)

♥**J: SPARES LOCK-UP** - Hey, Belter! Jackpot. Storage locker full of spare parts and equipment. If you need something, it's probably here. (Gear)

♥**Q: H₂O CRACKER** - This was her beating heart, Belter. Or the crew's, anyhow. Cracking water into O₂ and fuel. Plug in and breathe deep. (Gas)

♥**K: A SAFE SPACE** - Look at this, Belter. If you close your eyes and forget about the rest of the bird, this place still looks like the inside of a ship. Take a load off, bolt the door, and sit a spell. (Grit or Gas: Your choice.)

Spend Cred

You did the job, Belter. You got in, kept your wits about you, scrounged about, and got out alive. Now you reap the benefits of your hard work.

Take 1 **Cred** for every point of **Load** you managed to secure in the **Cargo Bay** back on your ship. If you got your **Payday** as well, you get Cred based on the **Class** of the Bird. That should go a ways toward paying the **Upkeep** on your ship and supplies.

If it doesn't, then I'd suggest finding a more rewarding career path. Especially now that your ship's been repossessed. Maybe try checking the nearest station's hydro-farm. They can always use new hands.

But let's assume you've paid off those who need paying. You've cleared some Cred on that last job. So now, you're probably wondering what you're going to do with all of this newfound wealth, aren't you?

Well, bate your breath no longer, Belter. Feast your eyes on the **Upgrade Chart** on the following page.



Upgrade	Cost	Upkeep
Grit	3 Cred	1 once above 5
Gear	2 Cred	1 once above 5
Glow	3 Cred	1 once above 3
Load	2 Cred	1 once above 5
Scanner	4 Cred	1 Per Point
Override Key	2 Cred	0, Single Use
Crybaby	3 Cred	0, Single Use
Deadman Cylinder	2 Cred	0, Single Use
Emergency Scrubber	4 Cred	0, Single Use
Outlast Deepbreather	6 Cred	0, Single Use
Spares Bank (3/5/7)	3/5/7 Cred	1/2/3 Cred by Model
Spare Bits	1 Cred	0, Single Use
Egress Kit	5 Cred	2
Wreck Registry	8 Cred	1
Broadpass Sensor	8 Cred	1
Investments	5 Cred	-1

Grit: Spread a little Cred around and see if you don't pick up some extra tricks and tactics for avoiding the worst situations the Belt can throw at you. Some of the old Belters have got technique's they'd be willing to share, so long as you make it worth their while.

Gear: More tools for your bag of tricks. Spanners, slicers, stick-torches, jumpers, mag-deflectors, and reroute-patches in every color of the rainbow.

Glow: Grab a couple of extra batteries to feed your OmniFlash. Better to light a candle than curse the darkness, right?

Load: A haversack will do the trick for a while, but if you've got a spare patch on your suit and can walk without jangling, you've probably got a place to cram another pouch or satchel. Fewer trips to the Airlock makes for a happy Belter.

Scanner: Tightbeam harmonic resonator, EM spectral analyzer, and a pay-for-play subscription to a ship registry database. It'll let you check a Module before you decide to drop your Airlock. Bad news is it can't be wired into your ship's power-supply. Feedback and interference. Or they just want to sell you batteries. Either way. You can scan one Module per Scanner Upgrade on each trip out.

Override Key: Locked out of a Module and still got a pressing need to transit through there? Override Keys are slim cards packed with heuristic-bypass algorithms and coded security override subroutines, a dangerously-effective way to open the way when they're trying to keep you out.

Crybaby: Got company breathin' down your neck and have a passing need to keep them at bay? Switch on this squall-box and toss it. It sounds like a Belter thumping around, complete with the cursing and fussing. Whatever's hunting you will move toward it, not you. You can throw the Crybaby into any adjacent Module.

- When the Threat reaches the Crybaby's Module, it will resume hunting you.

Deadman Cylinder: Got that sinking feeling looking down at your O₂ regulator? Reach for the very minimum in survivability standards, the Deadman Emergency Egress Cylinder! Just enough O₂ to maybe make it through your Airlock. Transit 1 Module safely without a Gas check.

Emergency Scrubber: Your O₂ can plummet fast when you're scrounging on the bigger ships, Belter. If you find yourself fiddling with a tricky panel just a little too far from the Airlock for comfort, be assured that this carbon scrubber will clean your air just long enough to make those last couple of steps. Transit up to 3 Modules safely without a Gas check.

Outlast Deepbreather: The very finest in technology for not dying gasping in the depths of space. O₂ at the redline? Just punch this enormous needle into the chemport of your suit and let the CO₂ scrubber nanobots oxygenate your tissues in style. They break down fast, and probably don't leave any lasting damage. Transit up to 5 Modules safely without a Gas check.

Spares Bank: Any Belter worth their salt has run across some Supply in the course of their work and despaired that it wasn't going to do them any good. They had enough Gear, enough Grit, and enough Gas to last the job. But what if you could bring it back with you? Stash that Supply, and use it another day! That's where the Spares Bank comes in, with 3, 5, and 7 port models.

- The economy model allows you to carry a surplus of 3 Gear, 3 Grit, and 3 Gas.
- The classic model allows you to carry a surplus of 5 Gear, 5 Grit, and 5 Gas.
- The luxury model allows you to carry a surplus of 7 Gear, 7 Grit, and 7 Gas.

You can access this bank from your Airlock without having to break the seal and use your Airlock Move.

Spare Bits: Keep a little more of what you need onboard, as long as you have a Spares Bank. Pay 1 Cred for 1 Resource of your choice. Gear, Grit, or Gas.

Egress Kit: The best laid plans oft go awry. That's just the nature of our business, opening up tins of vac-sealed tragedy in search of pay. But when the going's a little too tough, it might be time to get going. With an Egress Kit, you can make a hole and get away clean, or propel yourself back to your Airlock if you're drifting out to space. Problem is, you can't take anything with you. Empty your pockets, and live to scrounge another day.

Wreck Registry: Like a handy roadmap for all of the broken shells out there in the Belt, waiting for their eventual end. Makes it much less difficult to find the kind of bird you're looking for. When you roll to find a Bird with a Wreck Registry, adjust your roll to discover the Tier of your next Bird to reflect the following:

- **1-2:** Tier 1
- **3-4:** Tier 2
- **5-6:** Tier 3

Broadpass Sensors for Your Wreck Registry: Nothing worse than heaving up to a wreck and finding that it's already stripped out. What a waste of a day. Broadpass the area and be sure to only zero in on the tastiest of prizes. Requires a Wreck Registry to work, when both are present, adjust your roll to discover the Tier of your next Bird to reflect the following:

- **1:** Tier 1
- **2-3:** Tier 2
- **4-6:** Tier 3

So, there it is, Belter.

That's everything you need to know to pick the bones of these Concordat birds circling the crushing hole in the heavens we call SAG-A. The Concordat Safety Exclusion Zone is comfortably in your rearview, whatever is hovering like doom and desolation over your head will hang in zero g for the moment, and there's a lot of opportunity ahead of you.

You know, a lot of these birds started life full of folk convinced that they were going to find their fortune out here on the Belt. They all probably had heads full of good advice, or failing that, a friendly voice on the radio to coach them around the corners...

I ramble. It gets lonely out here. Sometimes it's good to talk. But don't write eulogies, don't get sentimental.

Watch your O₂. Watch your back. Keep an eye on the prize.

You're alone out here. Just like I was.

:Recording Ends:



