



CORIOLIS SHIP SALVAGE

An explorer can search a ship the number of times equal to their WITS stat (i.e., roll on this table), each search taking 4 hours. Before searching they must make an OBSERVATION roll, and for each success they get +1 to the 10s die. However, reduce this bonus by 1 or more if the ship has been looted previously (up to -5 for ships that have already been stripped).

ROLL	SALVAGE	RE-SALE VALUE		
11 – 16	Nothing Of Value	Zilch		
21	1d6 Spare Parts (O)	250 Br each		
22	Isotope Rods	1d6x50 Br		
23	Damaged Exoshell	350 Br		
24	Ship Armour Sheeting	1d6x50 Br		
25	Clothing	2d6x10 Br		
26	Medkit	700 Br		
31	1d6 Spare Parts	→	1-5: Ordinary - 250 Br each	
32	1d6 Energy Cells	50 Br each	6: Advanced – 1500 each	
33	Transactor	2d6x100 Br		
34	1d6 Lockpicks	50 Br each		
35	Tools	→	→	1-4: Ordinary (500 Br each)
36	Abandoned Cargo	→	1-3: Cheap shit - 1d6x10 Br	5-6: Advanced (1500 Br)
41	2d6 Spare Parts (O)	250 Br each	4-5: Medium - 1d6x100 Br	
42	2d6 Energy Cells	50 Br each	6: High - 1d6x1000 Br	
43	2d6 M-Doses	50 Br each		
44	Personal Effects	→	1-5: Cheap – 1d6x50 Br	
45	Security Tablet	500 Br	6: Expensive – 1d6x250 Br	
46	Bio-monitor	3000 Br		
51	2d6 Spare Parts	→	1-3: Ordinary - 250 Br each	
52	Cutting Torch	500 Br	4-6: Advanced – 1500 each	
53	Medicines 2d6 doses	→	→	1-2: Tabak 25 Br/dose
54	Colonisation Pod	→	1d3x Box Tents (2000 Br)	3: Kambra 250/dose
55	Transactor	2d6x500 Br	1d3 Compasses (100 Br)	4: Arrash 25/dose
56	1d3 Protective Suits	1000 Br each	Environment Scanner (400)	5: Opor 50/dose
61	Doctor's Bag	300 Br	1d3 Filter Masks (300 Br)	6: M-E Narcos 200/dose
62	3d6 Reloads (A)	50 Br per unit	2d6 Rations (100 Br)	
63	Functioning Exoshell	2000 Br		
64	Tools	→	1-2: Ordinary (500 Br each)	
65	Chapel Relics	3d6x100 Br	3-6: Advanced (1500 Br)	
66	Roll Twice, add your bonus			
71	External Cargo Pod	→	→	1: Cheap shit - 2d6x10 Br
72	Weapon Stash	→	1-3: Melee 2d6 Weps	2-3: Medium - 2d6x100 Br
73	Armour	1d3 Random Sets	4-6: Ranged 2d6 Weps	4-6: High - 2d6x1000 Br
74	Ship's Armoury	→	→	1-2: 1d6 Missiles
75	Intact Vehicle	→	1-3: Ground Loader	3-4: 1d6 Torpedoes
76	Roll Twice, add your bonus		4-5: Jet Pack	4-6: 1d6 Mines
			6: Crawler	
81	Ablative Armour Shield [requires Salvage Station]	With a successful TECH roll an Engineer can salvage one bank of Ablative armour, giving the new ship a one-off ABLATIVE ARMOUR bonus of -3 damage for one attack. It cannot be subsequently repaired. If not installed it can be sold for 20,000 Birr.		
82	Precise Thruster Array [requires Salvage Station]	A successful TECH roll salvages thruster parts to allow the installation of a PRECISE THRUSTER on a new ship. When installing the number of successes on a TECH roll minus 1 = the thruster bonus to docking, landing and evasion. If sold this will fetch 40,000 Birr.		
83	Sensor Arrays [requires Salvage Station]	A successful TECH roll salvages equipment that, when installed on a new ship, will give a +1 bonus to all Sensor rolls (as per SENSITIVE SENSORS). Worth 40,000 Birr if sold.		
84	Sensor Boosters	The ship has gear that can be salvaged with a successful TECH roll, and can be installed on a new ship as SUPER SENSORS with another successful TECH roll. This increases a ship's sensor range to 8 Combat Units. On the market this would fetch 55,000 Birr.		
85	Library Database	The ship's data banks remain intact and you can download the data therein. The number of successes on a TECH roll minus 1 = the CULTURE and SCIENCE bonus in one area of knowledge (GM's discretion). If sold this will fetch 20,000 Birr.		
86	Ship System	The ship has a random bridge ship system that can be extracted, and installed on a new ship. The number of successes on a TECH roll minus 1 = the skill and attribute level of the ship's system. If sold this will fetch 50,000 Birr.		
91+	Roll Three Times, add your bonus			