

# ***SPACE STATION OMEGA***

## A SCENARIO FOR A GRANDIOSE DISASTER

### **CREDITS**

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#### *NOTE FOR USE*

This document is a Scenario for *A Grandiose Disaster*, and requires those rules to play. You will need to print it out to use. It is formatted to print easily on 8.5x11 paper. You will also need to print out the Character Templates, which are not included in this document. Find links and downloads at: **[NDPDESIGN.COM/AGD](http://NDPDESIGN.COM/AGD)**

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## **WHAT THIS IS**

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**S**pace Station Omega is a Scenario for *A Grandiose Disaster*, a Live Action Role Playing Game. It requires a copy of the game rules to play. This Scenario is for 6-12 players, and designed to take about 2-3 hours to play. One of the players is also an Organizer, the person who prepares the materials for play and keeps the game on track. The Organizer can play a character in the Scenario, or stay outside of the game and simply administer play, depending on preference and comfort level.

Before play, each player will create a character with a background tied to the other players' characters. You'll start with a general idea of who your character is based on a provided Template, then you add details until you are satisfied. Finally, you will create relationships with the other characters and add a backstory, often guided by Extra Information cards provided by the Scenario.

Then you will go through this Scenario, scene by scene. In each scene, you will react to what is going on around you, interact with the other players, and maybe have to choose who lives and who dies. Your character might die, but that's all part of the game! Nothing wrong with that. If and when you die, you join the Peanut Gallery and enjoy the show as you watch your fellow players make the final decisions and figure out who ends up surviving the Grandiose Disaster!

*A GRANDIOSE DISASTER PRESENTS:*

## **SPACE STATION OMEGA**

**T**he year is 2174. Space Station Omega is a research station orbiting an exoplanet in deep space far from Earth. You have all recently joined the station, spending decades in suspended animation as you were transported out here. As the first crew members of this brand-new research station, this is a very exciting time for you all!

Life forms have been discovered on the planet below. They seem to be relatively primitive, but scientists have already brought some on board to study. They are currently in the bio-lab, which is under strict lockdown to prevent contamination of the samples.

While you have been trained on the station's equipment, you are all still new to the station and have a bit of a learning curve. Even seasoned veterans will take time to get up to speed on the equipment configurations.

### **SCENARIO NOTES**

**T**his Scenario uses additional rules, listed on the next page. Please read them before you begin character creation.

**THE FOLLOWING CHALLENGES ARE USED IN THIS SCENARIO:**

- Ω Agility
- Ω Cleverness
- Ω Knowledge
- Ω Resources
- Ω Toughness

### **THINGS TO THINK ABOUT:**

- Ω Why are you here? To research the exoplanet? Are you a scientist studying the new life forms, the geology, or something else? Are you part of station personnel? Are you a member of the homeworld government, overseeing operations? A military operative, providing security? Maybe you're a civilian investor?
- Ω What are your dreams for the future? What do you hope to get out of your mission here and what do you expect when you return to Earth?
- Ω How is the space station governed? This is something for all of you to discuss. Maybe it is a joint political venture between several countries. Maybe it is owned by a corporation interested in the raw materials the planet can provide. Maybe Earth is now a futuristic utopia, ruled by a council of scientists. Or maybe you have another idea.
- Ω How do you fit into the station hierarchy? Are any of you in charge of the whole station or vast parts of it? Are any of you in charge of any of the rest of you? Do any of you work outside the chain of command? Keep in mind that there are station personnel and scientists who are not part of the player character group.
- Ω How do you feel about the other people on the station, not just those with whom you have a history?

### **HOW TO USE THIS DOCUMENT**

**P**rint out or copy all pages of the scenario, single sided. Each page is one scene, stack the pages with Scene 1 on top. Place this intro page on top of the stack, where it's easy for players to read and reference while they make characters. Print out the Extra Information pages and cut into cards before play. Print and prep the Extra Angst cards as well, if using them. You will also need copies of the Character Templates from the main *A Grandiose Disaster* rulebook. You can download those, and purchase pre-printed Character Information cards, at [NDPDESIGN.COM/AGD](http://NDPDESIGN.COM/AGD).

# SPACE STATION OMEGA EXTRA INFO

## CREATING CHARACTERS

**S**pace Station Omega uses the basic Character Templates, but when creating your character, keep in mind that they are on a space station light years away from Earth. Choosing a gritty 1970s cop might not be the best choice of character this time. The Scenario has additional suggestions for some of the character Templates, like The Child. You'll find them in the Extra Information cards.

In general, it is better if you choose a human character, but it will not break the game if you choose a non-human. All characters should be accepted aboard the station, though. No invaders, you are all here to work together. Don't forget that you will have a history with at least 2 other characters.

## FIRST CHARACTER TO DIE

**N**ote that there is a Extra Information card for the first character to die. Do not give it out during character creation, instead hand it to the player of the first character to die in the Scenario. If two or more characters die at the same time, they choose only one of them to receive that information sheet (or choose randomly if they can't make a decision).

## PHONE LIST

**F**or reasons that will become clear during the game, it will be helpful to have a list of cell phone numbers. Players should only add their number if they have their cell phone on their person during the Scenario and are willing to accept calls.

Make two copies of the phone list. When the group splits into Teams, make sure each Team has a copy.

Each Team should also have a way to contact the organizer of the game in case of an emergency while the Teams are split (cell phone or other contact information).

## SPLITTING THE PARTY

**A**t least once during the Scenario, you will have the opportunity to split into two Teams. The two Teams will each have their own scenes, which are presented one after the other in the Scenario document as color-coded A and B scenes (**Scene 6A** and **Scene 6B**, for example).

When you split up, have Team A move to a different physical location, ideally far enough away that the two Teams cannot interact or even see each other. Team B can stay in the game space near the Scenario document.

When it is time for a new scene, have a representative from Team A come to get the next scene sheet and bring it back to their Team. The sheet for Team B will be the next in the document and should stay on top of the remaining Scene sheets until the scene is over.

The scenes for the two Teams are always the same in length. If you are in a 7 minute scene, then so is the other Team. For purposes of choosing 9+ Scenes, count all the participants together, not just those in your Team.

The two Team Sheets are color and letter coded, **blue for Team A** and **green for Team B**. When the text goes back to black, then it is time to join up.

Teams may not communicate or coordinate with each other until the Scenario says that you can, and even then you may only talk to each other on the phone; you may not text.

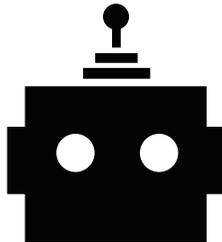
Icons that appear when the group is split up will appear in both scenes. However, some Extra Angst cards triggers only if you're in a certain numbered scene (A or B), and thus may not trigger at all depending on the team composition.

We strongly suggest trying to split up so players end up in teams with characters with whom they have Relationships. This will make things more interesting for everyone.

EXTRA INFORMATION  
**FOR THE FIRST  
CHARACTER TO DIE**

Starting in the next scene you may join the group as a new character, the Robotic Assistant, an artificial intelligence tied to the ship's computer. If the group is still split, then join the other Team.

When you see a scene with this icon, you must go haywire and choose another character to die (in addition to whatever the scene requires). You also die in that scene, taken down by the other characters.



If you did not use your original character's Ability before they died, then you may pass one **Knowledge** Challenge. Cross this off after you use it.

EXTRA INFORMATION  
**FOR A SCIENTIST  
ON THE STATION**

Those biological samples you got from the planet? You've never seen anything like them. It's like they have unstable DNA or something. You have them very well locked down in the bio-lab.

*This goes to any player who wants to play a scientist, regardless of Character Template.*

EXTRA INFORMATION  
**FOR A CREW MEMBER**

You were on watch this morning and you noticed an anomaly with the long range sensors. You ran a diagnostic on it, but everything turned up normal. It wouldn't hurt to have someone else look at it too. (This note is just for you. Don't share it with other crew members before the game).

*This goes to any player who wants to play a crew member, regardless of Character Template.*

EXTRA INFORMATION  
**FOR A SCIENTIST  
ON THE STATION**

Those biological samples you got from the planet? You've never seen anything like them. It's like they have unstable DNA or something. You have them very well locked down in the bio-lab.

*This goes to any player who wants to play a scientist, regardless of Character Template.*

EXTRA INFORMATION  
**FOR THE COP**

For purposes of this Scenario, you need to decide if you are private security working for a corporation or a member of the military police.

EXTRA INFORMATION  
**FOR THE CHILD**

For purposes of this Scenario, you need to decide if you are the child of one of the other characters here who came along with them, or if you are some sort of wunderkind genius assigned to the station.

**EXTRA ANGST**

You have lived a very easy life. You have never had to experience pain or death.

In a scene directly after one in which one of your positive Relationships becomes **Wounded** or dies, you will freak out (become **Distraught**).

*But not for the Cop, Soldier,  
or Medical Worker*

**EXTRA ANGST**

You are accident prone. Make sure your Relationships know this.

You will become **Wounded** during Scene 2.

*But not for the Doomsayer, Investor,  
or Medical Worker*

## EXTRA ANGST

Once, when you were a young child, a pillow fell on your head while you were sleeping. You didn't notice, but your mother freaked out when she checked on you. You were having difficulty breathing but everything turned out OK.

Still, you are usually a little apprehensive when you have to wear a mask. In any scene where you are wearing an oxygen mask or environment suit and are exposed to vacuum, you will have a panic attack (become *Distraught*).

## EXTRA ANGST

You have a bit of vertigo from an inner ear problem. Normally this isn't a problem, but you will become disoriented (*Distraught*) in Scene 3A.

## EXTRA ANGST

You were having a not-so-secret affair with a fellow crewperson. (You should let the players with whom you have Relationships know about your affair). That crewperson just declared love for you last night. You haven't responded yet and just aren't sure.

You will be bereaved (*Distraught*) when you find the corpse in Scene 3B.

## EXTRA ANGST

You have been working with the computer systems here for many years. You have almost come to think of them as discrete, thinking, beings with personalities and have developed an affection for them.

You will be bereaved (*Distraught*) in Scene 4A.

*For an Engineer in the Station (regardless of Character Template)*

## EXTRA ANGST

This is your first stint off-planet and of late you have been having nightmares, horrible nightmares. They all begin the same. You are on the station and someone opens a window because they think you're home or something. And then you are all sucked into the vacuum of space and you die. Over and over again.

You will freeze (become ***Distraught***) in Scene 4B.

## EXTRA ANGST

You hadn't realized how quiet it gets aboard the station without background noises. You will be scared by the noise (become ***Distraught***) in Scene 5B.

## EXTRA ANGST

When you were in your young teens, you went and explored a cave with a friend. You got separated and your light's batteries died. You were lost, alone in the dark for a few hours before you were found and rescued. You've never quite gotten over your fear of dark enclosed spaces.

You will panic (become ***Distraught***) during Scene 7A.

*Only provide this Extra Angst for a group of 9+ Players*

## EXTRA ANGST

Your brother was assigned to this station as well. The two of you were always very close, and you will be worried about him during much of the game.

You will be horrified (***Distraught***) when he is the focus of Scene 9.

## EXTRA ANGST

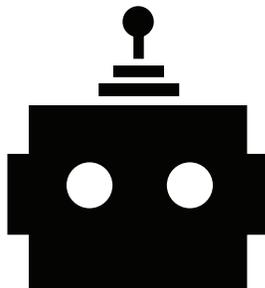
Despite working on the space station, you have never actually experienced a space-walk, and this is a trial by fire.

You will be panic-stricken (*Distraught*) in Scenes 11 and 12 (regardless of whether you're on team A or B).

## EXTRA ANGST

You had a pet cat when you were a child and have always loved cats. If you come across a cat, you will immediately form a bond with it and want to make sure it is safe and unharmed.

*Not really that Angsty*



# ***BREAKFAST***

*SUGGESTED TIME LIMIT: 15 MINUTES*

**6+**

*PLAYERS*

## **SCENE 1**

You are all meeting in the small break room for breakfast. Things seem to be running smoothly and you are starting to get comfortable with the station and each other.

Breakfast is bland, as always, but it is nutritious and filling.

You are starting to settle into a routine, although many of you are still getting to know each other. Some of you have a history, of course, but today things seem serene and quiet.

This seems like an excellent time to just relax, mingle, and get to know each other better.

*The scene ends after 15 minutes.*

***Continue to the next scene in 15 minutes.***

# ALARMS!

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

## SCENE 2

The tranquility of breakfast is shattered by the sound of an explosion elsewhere on the station, followed by the room violently rocking for a few seconds.

There is a brief moment of silence and then the alarms start. The station took severe damage. The hull has been compromised and several systems are down, including communications.

The best course of action would be to split into two response teams: one to get to engineering and get the systems up and running; the other to find out where the hull has been damaged and see how bad it is. If the hull integrity is fully breached, you need to head to the few escape pods available to escape.

Finding out what happened and if other sections are secure is important, as is dealing with the wounded, but your first priority is to get the systems working and the hull repaired. *Suggestion:* Clever and Resourceful Characters should head to Engineering, while Agile and Tough Characters should check on the hull.

*The scene ends when you are done reacting and are ready to split into teams.*

**You need to split into two groups, *Team A* (Engineering) and *Team B* (Hull).**

**Each Team will have their own scenes and the Teams may not communicate with each other until the communication system is fixed.**



## ***CORRIDOR TO ENGINEERING***

*SUGGESTED TIME LIMIT: 7 MINUTES*

**6+**

*PLAYERS*

### **SCENE 3A [TEAM A]**

It is a tight climb to Engineering in a small access tube with a ladder. Gravity is off kilter here and the tube is strewn with debris. Several times you need to dodge the flying debris or risk being knocked off the ladder or injured.

*The scene ends when you have navigated down the tube.*

***Make an Agility Challenge or choose a character to become Wounded.***



## DEATH AND DESTRUCTION

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

### SCENE 3B [TEAM B]

The hull damage seems to be two sectors over. You are able to easily open the bulkhead door to get to the next sector, Sector 3.

It is obvious that whatever happened hit this sector much harder than the galley. There are so many dead and injured crewpeople and everything that wasn't secured is now detritus and rubble.

You need to carefully make your way across the sector, avoiding rubble, and maybe doing what you can for the injured.

*The scene ends when you have navigated through the sector.*

***Make an Agility Challenge or choose a character to become Wounded.***

# ENGINEERING

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

## SCENE 4A [TEAM A]

Engineering is in shambles. It is the core of the station, and whatever happened caused a great deal of damage here.

The few crew members still alive here are too injured to assist, but your team can work together to repair the equipment.

The station's central computer unit is entirely offline and its memory has been damaged. It will need to be restored from backups and that will take time.

Communications are in complete disarray, and they will take even longer to repair.

As you begin repairs, one of the panels starts sparking violently, electrocuting someone nearby.

*The scene ends after you react to the electrocution.*

***Make a Toughness Challenge or choose a character to become Wounded.***

# JAMMED BULKHEAD

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

## SCENE 4B [TEAM B]

You get to the bulkhead to the next sector, Sector 4, and start to work to open it. Protocol indicates that you all need to don oxygen masks, which you do.

You are all able to squeeze into the airlock between the bulkheads linking the sector you just came from and the damaged sector.

However, the bulkhead to Sector 4 is jammed and will require a bit of elbow grease to unstick it.

When you do, all the air in the airlock rushes out into the damaged sector. If everyone isn't holding on tightly, someone is sucked into the vacuum of space, never to be seen again.

*The scene ends when you have opened the bulkhead and reacted to the results.*

**Make a Toughness Challenge or choose a character to become Wounded.**

**9+ Players: Also, choose a Character to die.**

# **STATUS REPORT**

*SUGGESTED TIME LIMIT: 5 MINUTES*

**6+**

*PLAYERS*

## **SCENE 5A [TEAM A]**

One by one systems pop back on: air recirculation, heat, external sensors... the room becomes slightly more comfortable.

But the station is a mess. Something collided with the station and ripped Sector 4 apart. The bulkheads are holding, but Sector 4 is completely out of communication. You have no idea how bad the damage is there or if it even can be repaired.

Worse, Sector 4 is where the majority of the communications equipment was housed. External communications, including sending out a distress call, are completely offline.

With a little bit of jury-rigging, you might be able to reroute internal communications through engineering.

*The scene ends after you make the attempt to re-route communications, and then have communicated with the other team to your satisfaction.*

***Make two different Challenges between Knowledge, Cleverness, and Resources in order to fix internal communications.***

***You may now use cell phones to communicate with Team B.***

***If you cannot or choose not to pass two Challenges, you are still cut off from communicating.***

***You may choose a character to become Wounded in order to pass exactly one of those Challenges.***

# SECTOR 4

SUGGESTED TIME LIMIT: 5 MINUTES

6+

PLAYERS

## SCENE 5B [TEAM B]

This sector is a mess. The hull has been completely ripped away and anything—and anyone—not bolted down has been swept into space.

Unfortunately, this Sector housed most of the communications equipment. It looks like external communications may be salvageable, but it would require at least two people doing a space walk and the enviro-suits are housed in a different Sector.

You don't want to use up all the air in your masks, so you close the bulkhead door and return to Sector 3. As you do, the heating and air circulation systems turn on and things feel just the smallest bit more comfortable.

*The scene ends when you return to Sector 3, although the other team may take longer causing your scene to take longer.*

**Continue to the next scene in 5 minutes.**

# ***TROUBLE IN THE LAB***

*SUGGESTED TIME LIMIT: 10 MINUTES*

**6+**

*PLAYERS*

## **SCENE 6A [TEAM A]**

As you continue to work on the systems, someone notices that there are all sorts of alarms coming from the bio-lab. Apparently whatever was containing the specimens from the planet has broken down. The specimens seem to be missing, too.

You've done all you can do in Engineering. Someone suggests investigating what happened in the bio-lab, and—after some discussion—you decide that might be the best course of action.

*The scene ends once you prepare to head to the bio-lab.*

***Continue to the next scene in 10 minutes.***

# WHAT WAS THAT?

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

## SCENE 6B [TEAM B]

You start to discuss what to do. You could get the two enviro-suits stored at the bio-labs, or you could try to rendezvous with the other team in Engineering.

But as you have this discussion, someone catches movement out of the corner of their eyes and someone is attacked! The attack happened too fast to get a good glimpse of what the thing was, but it wasn't human.

It had to be something from the bio-lab. Better head that way.

*The scene ends once you prepare to head to the bio-lab.*

***Make an Agility or Toughness Challenge  
to choose a character to become Wounded.***

***Otherwise, choose a character to die.***

# **ATTACK!**

*SUGGESTED TIME LIMIT: 7 MINUTES*

9+

PLAYERS

## **SCENE 7A [TEAM A]**

You start making your way to the bio-lab. You come across a hallway where the lighting system has been damaged. It is dark and cluttered with debris and a light in the background is erratically flashing on and off.

You cautiously start making your way along the hallway when something jumps out at you. With a quick slashing motion, it catches one of you un-awares and then disappears down the hallway in the darkness.

*The scene ends when you get to the end of the hallway.*

**Choose a character to die.**

# ***IT'S IN THE VENTS***

*SUGGESTED TIME LIMIT: 7 MINUTES*

9+

*PLAYERS*

## **SCENE 7B [TEAM B]**

You start making your way to the bio-lab, but you can hear something rattling from the vents. Whatever attacked you before is stalking you and you are trapped aboard with it.

The hallway is smoky and it is difficult to see. Between that and the noise in the vents, it is tough to go on.

*The scene ends when you get to the end of the hallway.*

***All Wounded and Distraught characters need two other characters to assist them for this scene.***



# ***BACK TOGETHER***

*SUGGESTED TIME LIMIT: 10 MINUTES*

**6+**

*PLAYERS*

## **SCENE 8**

You have made it to the science bio-lab.

Something has obviously gone wrong here. The samples from the planet are missing and it looks like they may have mutated and grown. They are roaming the station, and—most likely— made it into the vents. They are stalking and killing what few of the crew remain.

Between the destruction of Sector 4 and the creatures in the vents, you have no choice but to abandon the station. Unfortunately, the escape pods are in Sector 5 and the only way there is through Sector 4.

You are able to grab the two enviro-suits here which will at least let two of you survive in the vacuum of space for a little longer than the oxygen masks.

*The scene ends when you are ready.*

***Continue to the next scene in 10 minutes.***



## **SECTOR 3**

*SUGGESTED TIME LIMIT: 7 MINUTES*

**6+**

*PLAYERS*

### **SCENE 3**

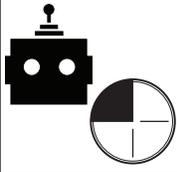
You make your way back to Sector 3. The few station personnel who were still alive earlier are now dead, ripped to pieces by whatever is stalking you in the vents. The scene is a bloodbath.

There is one person still moving, faintly. As you go in to investigate and help, you realize that the person is dead and that there is *something* inside the body.

Suddenly it springs out, viciously attacking one of you and disappearing into the vents before you can take it out!

*The scene ends after you are done dealing with the body and its deadly contents.*

***Choose a character to die.***



# THE AIRLOCK

SUGGESTED TIME LIMIT: 10 MINUTES

6+

PLAYERS

## SCENE 10

You pause for a moment at the airlock. The door to Sector 3 closes and the door to Sector 4 will open when you are ready.

It is here that you realize that you are short one oxygen mask. You have the two enviro-suits ready, but someone won't have enough air for the trip through Sector 4. Either two people will have to share—which is very dangerous—or someone will have to try to cross while holding their breath—which is almost impossible.

You should decide if you want to try send the two people in the enviro-suits to turn on the automated SOS Beacon. There may still be survivors on the station and the SOS Beacon could allow them to get help. You can program the beacon to warn approaching ships about the mutating aliens aboard the station.

*The scene ends after you make the decision and have made your goodbyes.*

**You may split into two groups, *Team A* (The Main Group) and *Team B* (Turning on the Automated SOS). The Teams may only communicate with each other (using cell phones) if the communication system was fixed earlier. If you decide not to split up, everyone is on *Team A*, and simply skip *Team B* scenes.**

# VACUUM

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 11A [TEAM A]

The airlock opens and the air rushes out again.

It is not easy to get through this sector. You have to cling carefully to the debris. Any wrong move could send you flying away into nothingness.

But you cannot afford to move slowly. Your air supply is limited and while your face is covered by the oxygen masks, the rest of your body is exposed to the cold, hard vacuum of space.

And you have underestimated the amount of oxygen required to survive. You need to be clever or someone is going to die.

*If internal communications were repaired earlier,  
you can talk to the other team via cell phone.*

*The scene ends when you have all gotten about halfway through the sector.*

***Make a Cleverness or Resources Challenge or choose a character to die.***

# SPACEWALK

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 11B [TEAM B]

If you take it easy, you can make it to the radio antenna and program an automated SOS with a warning about the alien infestation.

Moving slowly and carefully, you make it to the radio antenna and start programming. As long as you keep a clear head, everything should be fine.

*If internal communications were repaired earlier,  
you can talk to the other team via cell phone.*

*The scene ends when you are done programming the antenna.*

***Make a Cleverness or Knowledge Challenge to program the radio antenna.***

***A character may choose to become Wounded to pass this Challenge.***

# ASPHYXIATION

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 12A [TEAM A]

You continue making your way across the ruins that were Sector 4. But you just don't have the air.

Someone's mask runs out of air. Either they must die or someone else must sacrifice their own oxygen supply to save them.

*The scene ends when you get to the end of the sector.*

**Choose a character to die.**

## **SPINNING THROUGH SPACE**

*SUGGESTED TIME LIMIT: 7 MINUTES*

**6+**

*PLAYERS*

### **SCENE 12B [TEAM B]**

You did all you could. Maybe you were able to get the radio antenna programmed or not, but now you need to rejoin the group.

But as you make your way back, someone's arm slips and they go spinning away through space.

*The scene ends when you get back to the station (or when the last of you dies in the cold, hard vacuum of space).*

**Choose a character to die.**

# **AIRLOCK 5**

*SUGGESTED TIME LIMIT: 7 MINUTES*

9+

PLAYERS

## **SCENE 13**

You've made it... barely.

Gasping for breath, you enter the airlock for Sector 5. Every fiber of your being screams in pain from the vacuum.

But you've made it. Only a little farther to go.

But it is proving too be too much for someone. Someone just can't go on. Maybe, maybe if they had a little help, but the lack of air and the pressure has just worn them out.

*The scene ends when you get through the airlock.*

***Choose a character to become Wounded.***



# A SUDDEN SHOCK

SUGGESTED TIME LIMIT: 7 MINUTES

6+

PLAYERS

## SCENE 14

You've made it to the escape pods. Finally.

Most of them are gone, but seem to be just enough for all of you\*. But as you go to approach them, you see a sudden movement out of the corner of your eye and something leaps from the shadows as you...

Whew. It's just the station's cat. It is clearly agitated, but is no threat. You climb into the escape pods. They take two people each, and one of you grabs the cat and takes it into the pod with you.

*\*If any character is directed to die this scene due to their Template or Extra Information, then some of the escape pods are too damaged to launch. Somebody needs to heroically sacrifice themselves and stay behind for the rest of the group to escape.*

*The scene ends when you are all ready in your escape pods.*

***Pair off into your escape pods and prepare for launch.***

# ***THE ESCAPE PODS***

*FINAL SCENE*

6+

PLAYERS

## **SCENE 15**

You breathe a sigh of relief as you see Space Station Omega fade away into the distance. You finally close your eyes and relax.

As you slip into suspended animation to begin the long trip back home, your last thoughts are "wait a minute...we don't have a cat..."

Fade to black.

*The scene ends when you are ready.*

***Roll Credits!***