Sansorgis Hangar Bay

Diagnose problem with DC 15 Computers or DC 17 Engineering (missed check not treated as failure point). Flush out gremlins by simultaneously attempting all checks listed in table. One check per terminal, maximum one aid per terminal. If any checks are failed, mark number of failures and attempt all checks again.

PCs gain one failure point each time a PC or a gremlin uses the "Overload" option of a terminal. If the PCs accumulate 9 total failures (12 with a group of 4), they do not receive rewards for Area B.

| | 5+ players | 4 players | | |
|----------------|------------|-----------|--|--|
| Failure Points | | | | |

Flushing out the Gremlins

| # -f Dl | Simultaneous checks to succeed. | DC | |
|--------------|-------------------------------------|----------|----------|
| # of Players | One main, one aid max per terminal. | Tier 1-2 | Tier 3-4 |
| 4-5 | Computers | 16 | 18 |
| | Engineering | 16 | 18 |
| 6-7 | Computers | 16 | 18 |
| | Engineering | 16 | 18 |
| | Computers or Engineering | 16 | 18 |

Kerchatu and assistant can operate one terminal with +8 bonus, or Kerchatu and team flush out gremlins automatically (costs 3 failure points)

Hobgoblin Complex Discovery Points

| Area It | Item | Task | Skills | DC | | Connected | Discovery Boint Conditions | \ |
|---------|-------------------------|--|---|----------|----------|--|--|----------|
| | | | | Tier 1-2 | Tier 3-4 | Special | Discovery Point Conditions | |
| С | Aboveground ruins | Мар | Engineering, Physical Science, or Profession (Archeologist) | 14 | 17 | | Succeed on check | |
| C1 | Terra-cotta | Examine Technology | Engineering or | 14 | 17 | | Take remains (3 bulk, check | |
| | spider | | Mysticism | 12 | 15 | | not required) | |
| C2 | Posters of Humanoids | Remove without further damage | Sleight of Hand, Profession (any appropriate), or Dexterity Check | 15 | 18 | | Succeed on check | |
| C2 | Datapad | Find | Perception | 15 | 15 | | Recover without trying to | |
| | | Power | Engineering | 14 | 17 | | power –or– find, power, and | lь |
| | | Translate | Understand goblin (automatic) or Culture check | 20 | 20 | Fail by ≥10 = Lockup (no point) | translate without lockup. | |
| C3 | Stasis Chamber Data | Hack into system | Computers | 14 | 17 | Fail by ≥5 = Wipe (no point), <5 = Try again (DC +2 per attempt) | Hack and translate –or– hack and download | |
| | | Translate | Understand goblin (automatic) or Culture check | 20 | 20 | | | ╵ |
| | | Download data | Engineering | 14 | 17 | | | |
| C5 | C5 Statue of | Find statue | Perception | 16 | 19 | | Find (identify not required) | |
| | Susumu | Identify | Mysticism | 20 | 20 | | | |
| C9 | C9 Helldrive crystals | Identify | Mysticism | 17 | 20 | | Recover Crystals | |
| | er yours | Use console | Understand goblin (automatic) or Culture check | 20 | 20 | | Use Console and Access Files | |
| | | Access files | Computers | 17 | 20 | If PCs cannot understand Goblin, DC +4 | | |
| С | Ja Noi Oni | Bring back alive and without triggering ward | | | | See C1 Hazard for skills to disable wards | One Discovery Point per PC | |