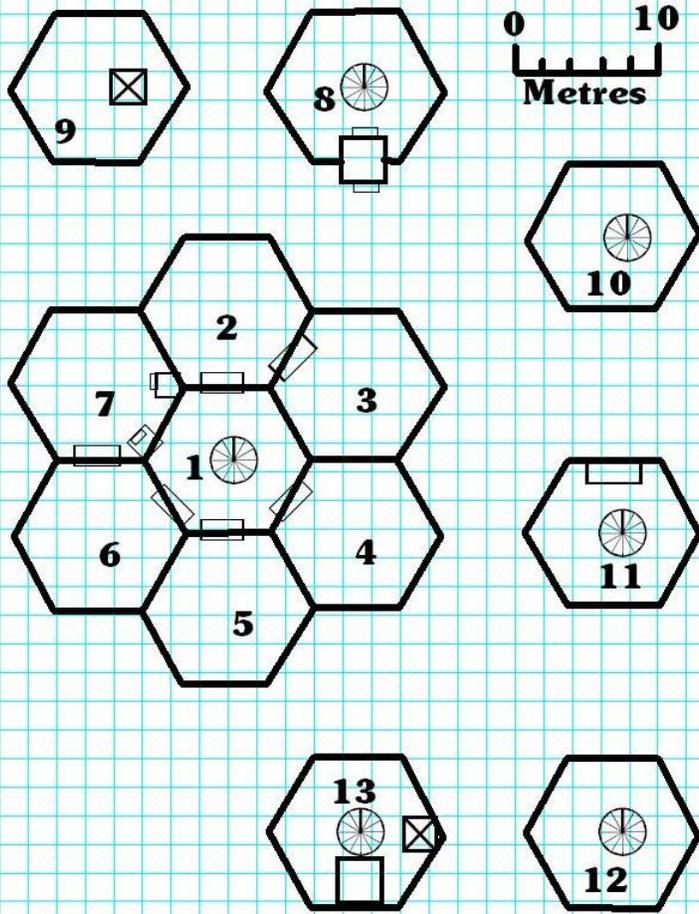


# Epsilon Outpost – a Prefabricated Base in a Distant Galaxy



## Background

This is one of many thousands of prefabricated bases, scattered across known space. These domed bases may be placed in orbit, undersea, raised on platforms, or sunk into the ground in remote areas. Due to the modular construction, the bases see a variety of uses: scientific research, listening post, supply depot, etc. Epsilon Outpost was one of numerous bases established during the early colonial period of the star system. While it was officially decommissioned decades ago, the base is still on the register of survival shelters. As a viral cataclysm overwhelms the colony, a desperate band sets out to raid the base for its supplies.

## Structure

The outpost is constructed of mass produced, standardised panels. The materials used are fashioned to withstand extreme environmental conditions. Due to the rugged nature of the construction materials, a properly assembled base requires little maintenance and can stand, untenanted, for centuries. Each of the hexagonal compartments is 10 metres across, and 3.5 metres high. Each level is separated by a crawspace of 1.5 metres. If located on a planet, only the upper level is above ground; in space, the upper level includes a docking boom.

The bulkhead doors are 3 metres high by 2 metres wide, and slide into the wall when activated by keypads on the doorframe. They may be electronically locked from within a compartment, or sealed from central control or as mandated by quarantine protocols.

## Inhabitants

To determine the possible inhabitants, roll 1d10:

- 1 – Research scientists (1d4+1, plus 75% chance of 1d3 robots).
- 2 – Pirates (2d4 plus leader, 50% chance known criminals).
- 3 – Vampire (1), blood slaves (1d6), and captives (1d4).
- 4 – Genetic refugees (1d6 mutants and 1d6 eugenic minions).
- 5 – Psychic students (1d6 plus mentor, 75% chance alien).
- 6 – Synthetic separatists (2d4, 50% chance known terrorist cell).
- 7 – Militia unit (2d4 soldiers plus sergeant, 25% chance AWOL).
- 8\* – Vermin (3d6 spine rats, crystal spiders, or red weed patches).
- 9\* – Defender robots (1d3+1, 75% only one is active at a time).
- 10\* – Empty (emergency supplies already looted, 75% chance).

\*: Base is otherwise abandoned and initially powered down.

Levels are linked by a spiral staircase (2 metres in radius) that forms the central spine of the infrastructure. Early models featured a 3x4 metre freight elevator instead, but this was withdrawn – ostensibly due to the need to encourage crew to exercise regularly, although the elevator manufacturer went out of business soon after. The standard assembly is for one main level, one upper level, and one of several alternate lower levels. Due to the modular design, the base can be expanded upon; one common variant is to link a secondary main level below the first (see **Table D** for alternate rooms), another is to stack two to six lower levels directly atop each other.

## Main Level

- 1 – Central Core:** The central compartment is bare, save for a few potted plants (50% chance of carnivorous) and storage crates (supplies plus one other item).
- 2 – Control Chamber:** The doors to this compartment feature a secondary locking mechanism, with the key code intended to be known only to the base commander. The walls are lined with consoles, from which all base functions and systems can be accessed (data logs, internal sensors, etc). One tech item may be found here.
- 3 – Power Control:** The door to this compartment features a secondary locking mechanism, similar to that of the Control Chamber. The walls are lined with consoles, monitoring the base power source (fusion, geothermal, solar array, induction coils, or even zero-point). Power to individual compartments can be shut off from here.
- 4 – Galley:** This cramped compartment contains a fully stocked kitchen and pantry, including a fridge, deep freeze, gas cooker, microwave oven, sink, cupboard and drawers of crockery and cutlery, etc. Under ideal conditions, there is enough food to supply a full complement of base personnel for up to three months.
- 5 – Medical Bay:** Three beds, shelves of medical equipment, and a medical scanner are along the outer walls, with an operating table in the middle of the room.
- 6 – Lounge:** Couches and armchairs are arranged around coffee tables and a large screen. A library (**Table E**) is against one wall, and a dining table against another.
- 7 – Crew Quarters:** Bunk beds (12 in total) are arranged along two outer walls, and lockers along the third. In each corner of the inner wall, there is a small cubicle; one is a toilet, the other is a shower. All water in the base is recycled; tanks and pumps are in the crawspace underneath. One-third of inhabitants will initially be asleep here.

## Upper Level

- 8 – Entry/Docking Chamber:** This compartment holds a few lockers and crates (supplies plus one tech item), and docking boom control if off-world. The airlock takes three rounds to cycle, and only one door may be open at a time. A large storage crate holds 1d3+1 space suits or a one-person vehicle (motorcycle, snowmobile).

## Lower Levels

- 9 – Crawspaces:** Trapdoors in compartments link to these “sublevels”. These areas are filled with cables, conduits, and pipes, hampering movement and combat.
- 10 – Laboratory:** This compartment is taken up by benches, computers, whiteboards, and other scientific equipment. One tech item may be found here.
- 11 – Portal Chamber:** This compartment is not present in all configurations, as not all bases are connected to the portal network. If present, this chamber is bare except for the portal against one wall, a dialling console, and a dedicated power tap. This is an alternate entrance to the base (particularly for fantasy adventurers).
- 12 – Storage Chamber:** This compartment is filled with shelving, crates, and spare furniture. One turn of searching will reveal one tech item among the supplies.
- 13 – Dive Pool:** This area is only present if the base is underwater. Storage lockers contain assorted aquatic gear. A two-person mini-sub is docked underneath.

## Random Tables

Roll 1d6 on each table. Place one other item in each room on a 25% chance. Place one additional item (tech or other) as desired. Roll for one quirk, 50% or as desired.

- A – Tech Items:** 1) blaster, 2) sub-ether distress beacon, 3) language graft nasal spray, 4) force shield bracer, 5) life signs detector, 6) stun gun.
- B – Other Items:** 1) art print (25% erotic), 2) illicit drug stash, 3) coffer of 2d4x100 gold credits, 4) ore sample, 5) travel database, 6) cloning service brochure.
- C – Base Quirks:** 1) 1d3 compartments sealed due to damage, 2) life support failing (50% gravity loss if off-world), 3) water tanks contaminated with flesh-eating bacteria, 4) redecorated as religious shrine, 5) oasis for portal nomads, 6) quarantine protocols activate 1 turn after entry for no immediately apparent reason.
- D – Secondary Level Compartments:** 1) communications, 2) armoury, 3) auxiliary control, 4) brig, 5) cryogenic stasis, 6) secondary airlock. (1d4 alternate rooms 2-7)
- E – Library Contents:** 1) crossword magazine, 2) sword & psychic novel, 3) gaslight detective game, 4) martial arts movie, 5) chess set, 6) live concert movie.