

# OUTPOST

NAME:

LOOK:

DIPLOMACY: 

WEALTH:

ENCROACHMENT:



CONQUERORS:

When the **Cohesion clock** is full, reset it and increase Faith by +1, to a maximum Faith of +3.

When you fail to solve a problem the community faces, or when the community is splintered or divided by a problem, reduce Cohesion by 1.

If **Cohesion** is at 0, and you must decrease it, reduce Faith by 1 instead, to a minimum of -3. If you must reduce Faith and Faith is already at -3, your community abandons the journey or is consumed in a civil war.

## MAINTENANCE

CLEAR   
+1 0 -1 -2 -3

When you complete a Contract or an Episode Strain, mark 1 Burn in the Maintenance Fuse. When the Maintenance Fuse is full, clear it and check Maintenance Past Due.

When you roll the Ship Payment Move and choose Pay the Bills, reset the Maintenance Fuse and clear Maintenance Past Due.

### MAINTENANCE PAST DUE

While Maintenance Past Due is checked, all rolls involving the Ship and its systems are at Disadvantage.

## WE'RE HIT!

When your Ship takes Damage, mark of one of the options below for each point of Damage your Ship suffers. When your ship takes Damage and there are no options to mark off, your Ship is destroyed.

When you perform spot repairs on your ship to patch over Damage, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply Spot Repairs to one Damage option. If you are in immediate danger or time is limited, roll Keep Your Cool to complete the repairs, unless you have a Move better suited to the job.

When you roll your Ship Payment Move and choose to get your ship patched up, your ship spends a while getting all Damage repaired, and the SM will mark 1 Burn on an Episode Fuse.

### SUPERFICIAL DAMAGE

Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects.

### DIRECT HIT

Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at Disadvantage.

When you perform Spot Repairs on a Direct Hit, you restore normal operations. Negate Disadvantage from Direct Hit.

### HULL BREACH

A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

When you perform Spot Repairs on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support. Any rolls that require physical exertion are at Disadvantage.

### ADRIFT

All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing.

When you perform Spot Repairs on Adrift, you manage to restore power—barely. You must roll All Systems Down to get back to a spaceport.

### SPOT REPAIRS

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## OUTPOST STATION MOVES

### AWAY MISSION

When you pilot a ship away from your Station on a mission in this or a neighboring or local system, roll+Alien. On a 10+, you get there with no complications, ready for action. On a 7-9, your trip is long and frustrating, choose 1. On a 6-, events around you move faster than you anticipated. Both.

- Your enemy plots in the background, increase Encroachment by 1.
- The SM marks an Episode or Series Strain by 1.

### CHAIN OF COMMAND

When you give your subordinate(s) a command they are disinclined to follow, or that puts them into direct danger, roll+Stalwart.

#### IF THEY ARE AN NPC:

On a 10+, choose 3. On a 7-9, choose 2:

- They will do their duty to the best of their ability.
- They don't get hurt or killed.
- You don't have to make an example of someone.
- You won't have to pay for it later.

#### IF THEY ARE A PC:

On a 10+, choose 2. On a 7-9, choose 1:

- They mark XP if they do it.
- They have to Keep Their Cool to disobey your Order.
- They have Advantage going forward to follow your Order.

### DRUMS OF WAR

When Encroachment is full, erase all checks in Encroachment & Diplomacy and roll+Prominence. On a 10+, the pressure from external civilizations keeps your enemy at bay - for now. Increase Encroachment by 3. On a 7-9, your Conquerors attempt a covert operation to undermine your world or sabotage the Station. You have an opportunity to thwart them. On a 6-, your conquerors risk an all-out assault on your world or station.

### STATION PAYMENT - COMMERCIAL DIPLOMACY

When your Crew completes a mission and takes stock of your Station's resources and goods, roll+Prominence.

On a 12+, you have secured a lot for your station, choose 4.

On a 10-11, you have done well, choose 3.

On a 7-9, there is a little extra, choose 2.

On a 6-, You have secured barely enough to keep the lights on. Choose 1, or choose 2 and increase Encroachment by 2.

- You make some lucrative trade deals and diplomatic agreements with alien factions, increase Diplomacy by 1.
- You are able to refit and service the Station. Reset the Maintenance Fuse.
- You get the Station patched up. Remove all Damage from the Station.
- You purchase, salvage, or requisition an Upgrade for your Station.
- You acquire a new Vehicle, roll Test Drive.
- You divide the profits for some walking around money, each crew member rolls on Hey Big Spender.

After you've made your selections and resolved any follow-up moves, your small period of peace is over, and another danger or opportunity is just around the corner.

### ALL SYSTEMS DOWN

When you hold out and wait for help from someone friendly while Spot Repairs is checked on Scuttled, roll+Maintenance Fuse. On a 10+, the wait is uncomfortable, hungry, cold and tired. On a 7-9, you make it, but your remaining resources are stretched thin, each Crew Member suffers 2 Stress. On a 6-, your Conquerors have sent a ship or squad of advanced operators to try and occupy the Station.

# OUTPOST STATION UPGRADES & MODULES:

Your ship starts with 2 Upgrade points to buy your starting Modules and may have up to a maximum of 6 Modules installed.

**When you buy an Upgrade for your ship**, check an Upgrade box. **When all Upgrade boxes for a Module are filled**, that Module is installed in your ship.

If you are at the maximum number of Modules and gain a new Module, you must remove an existing Module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

## ☑☑☑ REDUNDANT SYSTEMS

3 Upgrades

Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have Advantage when making repairs in a fraught situation or when you roll Listing in Space.

## ☑ SENSOR ARRAY

1 Upgrade

Advanced sensors allow your Station to quickly acquire and analyze massive amounts of data. You have Advantage to Scope It Out using your Station's sensors.

Additionally, **when you scan a ship or station**, you may ask one of the following questions instead of the standard Scope It Out questions:

- *What modules do they have?*
- *Where are they weak?*
- *Where are they strong?*

## ☑ INFIRMARY

1 Upgrade

Your Infirmary treats many injuries, maladies, and diseases for your crew and community. Care in the Infirmary is counted as Treatment in regards to healing Harm. Time and effort in an Infirmary may also help treat more complex maladies. If you do not have a medically inclined Intellect, create an NPC to run the Infirmary.

## ☑ BLACK MARKET

1 Upgrade

Your station is home to a thriving black market where all sorts of illegal goods may be found.

When you roll Hey Big Spender, on a 7-9, instead of choosing 2 options, you may Purchase 1 item from the Black Market.

## ☑ DIVE BAR

1 Upgrade

The Dive Bar is a disreputable establishment where folks can enjoy drinking, gambling, holo or virtual suites, or pleasurable company.

Any NPC Crew or squad gains the +Loyal tag, and Crew Members may spend their Downtime relaxing with another Crew Member and remove 2 Stress instead of 1.

When you go into the bar looking for a criminal contact or underground operative, you have Advantage.

## DAMAGE: ☑☑☑

## ☑ SHIELDING

1 Upgrade, Discharge

**When you activate your Shielding**, Discharge Shielding and ignore 1 instance of Damage dealt to your Ship.

## ☑ MOUNTED TURRET

1 Upgrade, 1 Damage, Crash, Dogfighting, Broadside, Discharge

Whether they fire solid projectiles, short bursts of cohesive light, or plasma bolts, Mounted Turrets are designed to fend off smaller vessels like Fighters or Armatures.

## ☑ LASERS

1 Upgrade, 1 Damage, Broadside, Engaged, Cannonading, Discharge

Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like Lasers the most common and reliable ship-to-ship weapons in production.

## ☑ PLASMA CANNON

1 Upgrade, 3 Damage, Engaged

Plasma cannons fire boiling balls of superheated gas at high speeds. The volatility of the plasma makes it impossible to use at Broadside range, but a devastating weapon at Engaged range.

## ☑ TRANSPORT SHUTTLE

3 Hits, Spacefaring, Passengers, Workhorse.

A basic model shuttle that docks in your Space Port. The shuttle doesn't have any weapons or defenses of its own, but it's perfect for getting some passengers from one place to another.

## ☑☑☑ VOIDSKIPPER

*Voidskipper: 4 Hits, Spacefaring, Passengers, +responsive, +Equipped, -Cramped, Lasers.*

You have procured or developed a small, agile experimental vessel in between a Shuttle and a Frigate in size. The Voidskipper is perfect for running stealth operations into dangerous territories within neighboring systems.

When you use your Voidskipper to embark on a covert operation into enemy territory, you have Advantage to any rolls to avoid detection while piloting the Voidskipper.

## ☑ DISCHARGED

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# BAYS, CREW & VISITORS

You start with a Space Port, and may spend Upgrades to purchase a Squadron Bay, Barracks, or a Diplomatic Suite. Bay, Crew, Visitors upgrades don't count towards your number of Modules.

## SPACE PORT:

Your Space Port can dock and service a number of large starfaring ships to load or offload cargo from exotic and faraway worlds. Any ships or vehicles your Crew has fit easily in the Star Port.

## ☑☑☑ SQUADRON BAY:

Your Squadron Bay has a suite of 8 Fighters and/or Armatures. Describe them. The Squadron Bay also includes a squad of pilots for your attack vehicles. Give a few notable members a name, and if one of the players' characters isn't the Squadron leader, create a leader NPC.

• *Pilots: Disciplined, Trained, Brash, 10 Health, 1 Harm.*

## ☑ BARRACKS:

You have a barracks with a squad of well trained soldiers, describe them. Soldiers can be directed to provide support, attack a location or hold a location. Name a few notable members of the Squad. If a PC is not the Squad's leader, name the Leader.

• *Soldiers: Disciplined, Trained, Cold, 30 Health, 2 Harm.*

## ☑ DIPLOMATIC SUITE:

Comfortable quarters appointed to guests of honor, visiting diplomats, or residents of means.

When you attempt to establish or leverage a connection to a Group or NPC of importance, you have Advantage to dealing with their agent on your station.

## INITIAL STAKES

The premise of the Outpost playbook is that your world was conquered and technologically uplifted by a conquering spacefaring civilization. The Conquerors have recently abandoned your system and withdrawn but they are still a looming threat, hungry for whatever makes your home system desirable. Establish the stakes of the setting with as many of the following questions as your group is interested in.

- *What commercial value, strategic value, or resource initially drew your Conquerors to subjugate your people?*
- *Why did your worlds Conquerors leave?*
- *What level of pre-spacefaring technology had your world achieved before being conquered?*
- *What aspects of your culture have been lost during your peoples subjugation?*
- *What deficiencies does your world's new government suffer?*
- *Is there another starfaring civilization that is at war with to your Conquerors?*
- *What makes your cultures relationship with other starfaring civilizations fraught?*
- *What has each of you lost during the Occupation?*
- *What did each of you do during the Occupation?*
- *Were any of you collaborators with or members of the Conquering Civilization that have stayed behind?*
- *What is your characters role on the Outpost, and how does it get you in regular danger?*
- *What purpose did the Conquerors originally build the Outpost for?*

## INTERESTING & IMPORTANT PEOPLE

This is a list of folks that may be found on the station either as the PCs, or as interesting NPCs for them to interact with.

- *New commander of the station. Is their commission military or civilian? (If they are your PC, take the Chain of Command Move.)*
- *A civilian doctor or military medical officer. (Suitable for Intellect PC)*
- *An alien purveyor of vice and illicit goods. Were they here during the occupation? (Suitable for a Scoundrel PC)*
- *A security officer, sheriff, or constable. What transgressions do they have to ignore to maintain cohesion? (Suitable for a Hound PC)*
- *A religious figure with a violent past, now sworn to peace. What might drive them to resort again to violence? (Suitable for a Mystic PC)*
- *A special operative on a long term undercover mission on the Station. Who do they really work for? What is their cover? (Suitable for an Infiltrator PC)*
- *A pair of manual laborers or techs, often working around the station and engaging in good-natured, seemingly irrelevant bickering.*

## THEMATIC LOCATIONS

Some locations that may be important or set a good backdrop for your characters.

- *Operations center, filled with officers and staff handling the day to day operation of the station.*
- *The Hub, a central space that all other sections are connected to.*
- *The Observation deck, looking out into space.*
- *Security section, home for soldiers, authorities, and cells for enemies and criminals.*
- *Engineering section. greasy, cluttered, busy with the sound of working tools.*
- *Hangar bay, filled with several ships of alien design.*
- *Maintenance tubes, cramped, poorly lit, and dusty.*
- *Small space converted to a religious sanctuary for meditation and contemplation.*

# THE OUTPOST

## WATCHTOWER FOR A RECENTLY EMANCIPATED WORLD

## MAKING YOUR OUTPOST

Your world did not join the galactic community peacefully or voluntarily. Your people were conquered and subjugated by a spacefaring occupying force covetous of a valuable resource or position unique to your world. But now they have retreated, and your people have inherited the detritus of their conquest. Will you establish your world as a member of the galactic community, or fall once again under the boot of your Conquerors?

### NAME:

Decide on a name together. Make it evocative and pronounceable.

### LOOK:

Choose up to 5:  
*Old, Rusty, Disheveled, Worn, Patchwork, Cramped, Leaky, Grimy, Brutal, Workmanlike, Shady, Crowded, Foreign, Makeshift accommodations, Precarious, Fortified*

### PROMINENCE & ENCRoACHMENT:

Something makes your world and this station in particular valuable to outside forces. A prime location for trade or access to new frontiers, a unique and valuable resource. Describe its nature in Wealth and set Prominence to -1. Your station has the task of balancing your worlds Prominence in the galactic community against defending from the Encroachment of your Conquerors. Detail you Conquerors. Mark 2 Damage on your Station to start with, to represent the state of disrepair your conquerors left it in when they abandoned it.

### UPGRADES & MODULES:

Your Station starts with 2 Upgrade points to spend on Modules.

### BAYS, CREW, & VISITORS:

You start with a Space Port. You may purchase a Squadron Bay, Barracks, & Diplomatic Suite later for the requisite amount of Upgrades. Bay, Crew, & Visitor upgrades don't count towards your number of Modules.

### DRAW YOUR STATION:

If you want you can draw a cool picture of your Station, or its basic layout. List a few interesting or important locations on your Station where the crew often interacts.

## NEW ADVANCED MOVES

These Moves may be taken by PCs instead of taking a Move from their Archetype playbook.

### ✔ DIG FOR CLUES

When **you take time to study the scene of a recent conflict or crime**, roll+Calculating. **On a 10+**, your observations are acute, ask 3. **On a 7-9**, you find some evidence, ask 1. On a 7+, you may choose to waste time looking for more info, and ask 1 extra question.

- *What went down here recently?*
- *Who or what was here recently?*
- *What hard evidence of past events can I record?*
- *What here is useful or valuable to me?*
- *What has been hidden or obscured here?*

### ✔ REDSHIRTS

You have a group of 15 to 20 followers. Give 2 or 3 of them names, the rest are expendable nameless nobodies.

**Choose your style of followers:**

- *Ship's Crew: crew, disciplined, trained*
- *Violent Gang: gang, warmongers, criminal*
- *Close Family or Clan: society, friendly, savvy*
- *Religious Cult: society, religious, secretive*

### ✔ CONVINCING ARGUMENT

When **you present a reasonable or intelligent argument on a topic you are an expert in to convince someone of a particular fact or course of action**, roll+Calculating.

**If they are an NPC:**

**On a 10+**, they are convinced, and will act accordingly.

**On a 7-9**, it will require some evidence or proof of your claims to convince them.

**On a 6-**, they can't be convinced, until faced with the consequences of their stubbornness.

**If they are a PC:**

**On a 10+**, both. **On a 7-9**, choose 1:

- *If they believe you, and act on it, they mark XP.*
- *They have to Keep Their Cool to ignore your argument, at Disadvantage.*

### ✔ CONNECTED

**When you reach out to someone related to your Background on the Station for information or a favor**, roll+Prominence **On a 10+**, choose 1. **On a 7-9**, choose 2.

**On a 6-**, either you can't find anyone, or the SM chooses 1, and person you find is probably going to screw you over first chance they get.

- *It'll take time to get what you want.*
- *They want to spend some quality time with you.*
- *It'll cost you something in return.*
- *Your reputation will take a hit, you have Disadvantage going forward to roll Connected.*