

ONE-ROLL OUTPOSTS

These tables provide a quick description of an outpost – be it an orbital ring studying a black hole, a mining facility dug into a comet, a first-contact team's on-planet installation, or a secret military base hiding in a gas cloud.

d6	Nature of Construction
1	Orbital satellite
2	Orbital ring
3	Surface, single facility
4	Surface, multiple facilities
5	Sub-surface, construction
6	Sub-surface, natural tunnels/caverns/hollow

If an outpost's location (from the d10 table) doesn't really support surface installations, such as a star or gas cloud, then just treat odd numbers as 1 and even numbers as 2.

d8	Control
1	Independent, self-governed
2	Planetary government
3	Planetary corporation
4	Planetary military
5	Private individual
6	Out-of-system faction
7	Alien
8	Contested (roll twice, ignoring duplicates or 8s)

d10	Outpost Location
1	Star, neutron star, black hole
2	Planet
3	Moon
4	Ring of planet or moon
5	Asteroid (in asteroid belt)
6	Asteroid (rogue)
7	Comet
8	Gas cloud (proto-star, proto-planet, etc.)
9	Deep space
10	Exotic (roll again, but make it strange)

For an exotic location, it could be two merging stars, a planet cracked into pieces, pieces of a giant alien corpse, a moon flung away from its orbit, a repurposed derelict generation ship, or the edge of a black hole where time passes more quickly. Go nuts.

d4	Population
1	Tens
2	Hundreds
3	Thousands
4	Tens or hundreds of thousands

d12	Primary Purpose
1	Agriculture
2	Communication
3	Detention
4	Industrial, refinement and/or manufacturing
5	Military or paramilitary
6	Mining
7	Refueling
8	Research, observation and/or experiments
9	Security, defense, monitoring
10	Shipyard
11	Social (bars, casino, prostitution, etc.)
12	Trade

d20	Current Problem
1	Catastrophic structural breach
2	Civil unrest
3	Computer systems compromised
4	Construction/repairs have stopped
5	Customs lockdown
6	Docking mishap
7	Escaped experiment
8	Gravity issue
9	Hostile forces
10	Life support system failing
11	Mysterious deaths
12	Overcrowding
13	Power outages
14	Prison break
15	Robbery
16	Sensor blackout
17	Supply shortage
18	Terrible discovery
19	Unknown contagion
20	Weapons platform malfunction