

LONER: Rocketpunk

Version: 3

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Loner: Rocketpunk

Introduction

Loner: Rocketpunk is a solo roleplaying game set in an alternate 2026 where the space race never ended. You play engineers, miners, corporate agents, and pioneers living and working across a solar system claimed by competing nations and corporations. The Cold War continues in orbit, and the frontier is measured in vacuum, radiation, and rivet counts.

This is hard science fiction with a retro aesthetic. Vacuum suits are bulky. Computers use magnetic tape. Control panels have switches you can flip. Every mission could be your last, but the promise of the frontier keeps you going. Write your mission logs, salvage derelict stations, and survive in the future we almost had.

Loner: Rocketpunk follows the following design principles:

1. **Portable:** to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.

3. **Tag-based:** characters and situations are defined only by qualitative descriptors and no quantitative characteristics.
4. **Emergent & Open-Ended:** there are no pre-written stories; every session generates its own narrative through choices and oracle answers.

With a focus on quick resolutions, **Loner: Rocketpunk** throws you headfirst into the heart of the action. Your character will be defined by thematic tags, like *Vacuum Specialist*, *Radiation Scarred*, or *Corporate Indentured*.

What is a Role Playing Game (RPG)?

In a role-playing game, you play a character. The choices you make determine what happens to them and to the world around them. You are not reading a story someone else wrote — you are building it as you play. Your character has a goal, abilities, and a world to move through. What happens next is not predetermined.

Traditional role-playing games are played with a group and a Game Master who prepares the world and referees what happens. *Loner: Rocketpunk* removes both requirements. You play alone. The Oracle, a simple dice mechanic, replaces the Game Master's unpredictability. You are player and storyteller both.

What is a Solo RPG?

In a solo RPG a single player takes on the role of one or more characters while also managing some elements of the game world. Unlike a gamebook (such as the *Fighting Fantasy*, *Lone Wolf*, and *Tunnels & Trolls* series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author's choices.

Through the interaction of player, oracle, tools, and prompts, the character's actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

Playing Safely

You control what happens. *Loner: Rocketpunk* lets you explore any story, but you also set the limits. One rule covers it: **if a scene makes you uncomfortable, change it**. Rewind, reframe, or stop entirely. The game is a tool for telling stories you want to tell; nothing here requires you to push through something that doesn't feel right.

Minimum Requirements

To play *Loner: Rocketpunk* you will need:

- **4 six-sided dice** (also known as d6s): two pairs of different colors
- **Paper and writing tools**: at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition
- **Character sheet**: you may use the provided sheet at the back or a simple index card.

Optional but useful:

- **Notebook**: *Loner: Rocketpunk* is not a solo journaling game, you can easily play it in the “theater of mind”. But keeping track of characters, locations, and ongoing storylines helps keep things consistent across sessions.

The Retrofuture Solar System

In this timeline, the Cold War's space race never cooled down. By 2026, humanity has spread across the solar system in a patchwork of national colonies, corporate habitats, and independent settlements. This is hard science fiction with a

retro aesthetic: vacuum suits are bulky, computers use magnetic tape, and every rivet matters.

Major Locations and Powers

- **Earth Orbit:** Massive rotating stations house thousands. The *International Space Development Treaty* governs most orbital law, but corporate enclaves operate under their own rules.
- **Luna:** Divided into “zones of stewardship” between major powers. The Soviet *Zvezda-1* base at the south pole faces off against the American *Artemis Base Alpha*. Mining operations extract Helium-3 for fusion reactors.
- **Mars:** Home to permanent settlements like *Endurance* (U.S.) and *Vanguard Habitat* (multinational). The first Martian-born children are now five years old.
- **The Belt:** Asteroid miners work the void around Ceres and Vesta, using robotic prospectors and cramped extraction rigs. Fortunes are made and lost on single rock claims.
- **Outer System:** Research stations around Jupiter’s moons study the gas giants. These are the loneliest postings in human space.

The Orbital Nations Alliance (ONA)

Formed in 2026, the ONA acts as a hybrid UN/regulatory body for interplanetary commerce and conflict resolution. Their blue-and-silver patrol ships enforce salvage law and investigate accidents in the void.

Technology and Aesthetics

- **Analog Reliability:** Vacuum tubes and mechanical switches dominate spacecraft design due to radiation resistance

- **Retro-Communications:** Radio crackles, magnetic tape whirs, and control panels have satisfying physical switches
- **Bulky EVA Suits:** No sleek spacesuits here; these are industrial workhorses with redundant life support
- **Nuclear Propulsion:** Orion-light drives and fusion torches push ships between worlds
- **Corporate Branding:** Everything from oxygen tanks to habitat modules bears company logos

Playable Themes

- **Corporate Espionage:** Steal mining surveys, sabotage rival operations, or expose cover-ups
- **Frontier Survival:** Equipment failures, solar storms, and hostile environments test your limits
- **Political Intrigue:** Navigate Cold War tensions that persist even in space
- **Exploration:** Chart new asteroids, investigate derelict stations, or make first contact
- **Labor Struggles:** Corporate indenture, union organizing, and worker's rights in the vacuum
- **Family Drama:** Generational conflicts between Earth-born and space-born populations
- **Rescue Operations:** Coordinate emergency responses to disasters across the solar system

Timeline

1966 – Point of Divergence

- Sergei Korolev survives his surgery and returns to lead the Soviet space program with renewed ambition.
- The N1 rocket program is reorganized under Korolev's guidance, focusing on reliability and modularity.

- In the U.S., the Apollo program gains even stronger political backing due to rising Soviet competitiveness.

1969 – Apollo-Soyuz Rivalry Peaks

- The U.S. lands on the Moon in July, as in our timeline.
- In response, Korolev announces the goal of a permanent lunar presence by 1975.
- Public excitement keeps both space programs politically untouchable.

1971–1975 – Orbital Foundations

- **U.S.:** Skylab is expanded into a permanent orbital research platform (Skylab II), with shuttle-like logistics via upgraded Saturn IB.
- **USSR:** Salyut 3 evolves into a true modular station, leading to the Mir-1 prototype.
- **1975:** Instead of détente, the Apollo-Soyuz Test Project becomes a high-tension orbital standoff during a political crisis in Southeast Asia.

1976–1985 – Lunar Colonization Era

- **USSR** establishes *Zvezda-1*, a lunar base near the south pole, supplied by improved N1 launches.
- **U.S.** counters with *Artemis Base Alpha* in 1981, a modular outpost built with Apollo-derived tech.
- Nuclear thermal propulsion research receives full backing on both sides. The U.S. develops *Project Orion Light*, a less extreme pulsed nuclear concept.
- Robotic Mars probes become joint civilian-military initiatives.
- Science fiction culture blossoms: pulp revival, NASA-sponsored comics, and “space westerns.”

1986–1995 – Mars Preparation and the Corporate Shift

- The **Challenger disaster does not occur**, as shuttles remain cargo-only with enhanced safety.
- **Soviets launch a Mars flyby mission** in 1991, with cosmonauts surviving 600+ days in space.
- U.S. begins construction of *Freedom Station*, a rotating artificial gravity hub at L1.
- **Private investment** begins: aerospace giants like McDonnell Douglas and Boeing enter the orbital cargo market, followed by European and Japanese consortia.

1996–2005 – International Colonization Age

- The **International Space Development Treaty (ISDT)** is signed, establishing shared protocols for extraterrestrial expansion.
- **Moon becomes international territory**, but divided by “zones of stewardship.”
- U.S. completes its first **permanent Mars base**, *Endurance*, in 2005, supported by robotic manufacturing on Phobos.
- Satellite-based solar power arrays begin beaming energy to orbital stations and lunar industry.
- A new class of astronauts emerges: technicians, farmers, and architects.

2006–2015 – The Age of Expansion

- Space elevators are under construction in equatorial Africa and South America, based on carbon-fiber advances.
- **Asteroid mining begins** around Ceres and Vesta, with automated prospector drones launched in 2011.
- Artificial gravity ring habitats reach maturity. “Spin cities” in orbit house thousands.

- Cold War officially ends in 2010 after a massive solar storm requires joint rescue of stranded cosmonauts and astronauts from *Unity Station*.
- Cultural shift: space service becomes a civic rite of passage in many countries.

2016–2026 – The Retrofuture Now

- **2020:** The United States, with European and Japanese partners, establishes *Vanguard Habitat* on Mars, a self-sustaining biodome city.
- **2023:** The first children are born off-Earth, in orbit, on Luna, and one in *Endurance* on Mars.
- **2026:** The *Orbital Nations Alliance (ONA)* forms, acting as a hybrid UN/ESA/NASA regulator for interplanetary activity.
- The world economy is now tightly linked with off-Earth resources.
- Retro-tech remains common: vacuum tubes, redundant analog systems, and mechanical computers still operate in space due to reliability and radiation shielding.
- You are here.

Characters

In the vacuum of space, survival depends on competence, redundancy, and knowing when your equipment is about to fail. Whether you're a corporate engineer, asteroid prospector, or ONA investigator, you're defined by your specialization, your gear, and what drives you to risk the black.

Everything is a Character

In *Loner: Rocketpunk* Non-Playing Characters (NPCs), Foes, Organizations, Hazards, and even relevant objects like vehicles are characters too!

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.
- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like "*Veteran Rockhopper*" or "*Indentured Engineer*".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "*Smart*" is not a skill, "*Thruster Specialist*" is.
- **Frailty:** Something that could potentially get in the way of the character, either physically, mentally, or socially.
- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
- **Goal:** The long-term objective.
- **Motive:** What drives the pursuit of the goal.
- **Nemesis:** A person or organization that hinders the protagonist. Optional at character creation; it can emerge directly from play, and may or may not be the direct antagonist of the story.
- **Luck:** The measure of a character's ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and resets fully when each conflict begins and ends. Luck starts and caps at 6.

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.

When a tag is relevant to a situation it may grant **Advantage or Disadvantage** on an oracle roll. A tag can be real and present without bearing on the current situation — relevance is the test, not presence.

Relationships

When a connection with an NPC has been tested, strained, or deepened through play, that relationship earns a tag, *Trusted Informant*, *Sworn Enemy*, *Uneasy Ally*. Relationship tags function like any other: when they bear directly on the situation, they grant Advantage or Disadvantage. They are earned in the fiction, not assigned at creation.

When to Promote a Tag to a Character

If an element matters once, keep it as plain tags. If it keeps showing up or pushes back against the Protagonist, give it a character sheet and play it by the same rules.

Character Traits

You can use these traits to create a character on the fly, mix them, or just use them as inspiration.

Concepts

	1	2	3	4	5	6
1	Corporate Engineer	Asteroid Miner	Station Security	Lunar Colonist	ONAI Investigator	Habitat Farmer

	1	2	3	4	5	6
2	Shuttle Pilot	Vacuum Specialist	Communications Tech	Medical Officer	Salvage Operator	Trade Negotiator
3	Radiation Surveyor	Indentured Workertion	Station Communication Commander	Deep Space Scout	Corporate Spy	System Engineer
4	Orbital Mechanic	Mining Foreman	Diplomatic Courier	Research Scientist	Security Contractor	Freight Coordinator
5	EVA Technician	Fuel Processor	Navigation Officer	Hydroponics Specialist	Data Analyst	Emergency Responder
6	Thruster Specialist	Resource Broker	Maintenance Chief	Bio-Systems Manager	Cargo Inspector	Terraform Planner

Skills

	1	2	3	4	5	6
1	Vacuum	System Diag-	Zero-G Ma-	Radiation	Corporate	Emergency

	1	2	3	4	5	6
	Walk- ing	nos- tics	neu- vering	Shield- ing	Proto- col	Re- pairs
2	Mag- netic Navi- gation	Life Sup- port Tech	Dock- ing Proce- dures	Sal- vage Rights Law	As- teroid Sur- veying	Habi- tat Con- struc- tion
3	Thruster Main- te- nance	Comms En- cryp- tion	Re- actor Oper- ations	EVA Coordi- nation	Re- source Pro- cess- ing	Crisis Man- age- ment
4	Or- bital Me- chan- ics	Med- ical Triage	Secu- rity Sys- tems	Envi- ron- men- tal Con- trol	Trade Ne- gotia- tions	Sta- tion Oper- ations
5	Equip- ment Jury- Rig- ging	Cargo Load- ing	Fuel Calcu- lations	At- mos- pheric Pro- cess- ing	Data Re- covery	Per- sonnel Man- age- ment
6	Solar Storm Pre- dic- tion	Ro- botic Oper- ations	Struc- tural Engi- neer- ing	Hy- dro- ponics Man- age- ment	Cor- porate Espio- nage	Deep Space Navi- gation

Frailties

	1	2	3	4	5	6
1	Radiation Poisoned	Corporate Indentured	Agoraphobic	Addicted to Stimulants	Paranoid About Sabotage	Chronic Equipment Failure
2	Earth-Sick	Vacuum Phobia	Debt to Crime Syndicate	Haunted by Lost Crew	Banned from Station	Unregistered Augmentation
3	Bone Density Loss	Vertigo in Spin-Gravity	Marked by Competitors	Family Home on Earth	Disregarded Refugee Status	Memory Gaps from Accident
4	Immune System Compromised	Claustrophobic	Black-listed by Union	Guilt Over Past Disaster	Addicted to Zero-G	Equipment Saboteur
5	Solar Flare Sensitivity	Over-protective oftle-Crew	Corporate Whistle-Blower	Obsessed with Con-	Night Terrors	Hoarding Disorder

	1	2	3	4	5	6
				spiracy		
6	Prosthetic Malfunction	Financially Desperate	Wanted by Authorities	Social Anxiety	Alcoholic	Hypochondriac

Gear

	1	2	3	4	5	6
1	Heavy-Duty EVA Suit	Magnetic Tool Belt	Emergency Beacon	Radiation Detector	Portable Computer Terminal	Multi-Tool Kit
2	Thruster Pack	Oxygen Recycler	Plasma Cutter	Medical Scanner	Corporate Access Card	Salvage Rights Beacon
3	Magnetic Boots	Emergency Shelter	Comm Encryption Device	Sample Collection Kit	Personal Rocket Bike	Backup Life Support
4	Survey Drone	Asteroid Miner	Security Scanner	Hydroponic Seeds	Trade Goods Manifest	Navigation Computer

	1	2	3	4	5	6
		ing Rig				
5	Solar Panel Array	Weld- ing Equip- ment	Emer- gency Med- ical Kit	Re- actor Diag- nostic Tools	Cor- porate Sur- veil- ance Bug	Or- bital Tether Sys- tem
6	Ro-Cargo Loader botic Assis- tant	Exo- Suit	Fuel Pro- cess- ing Unit	Bio- Moni- tor Im- plant	Black Mar- ket Con- tacts	Es- cape Pod

Names

Female Names

	1	2	3	4	5	6
1	Vera	Katya	Elena	Natasha	Irina	Valentina
2	Susan	Patricia	Linda	Barbara	Eliza- beth	Jennifer
3	Akiko	Hiroko	Yuki	Mei	Sachiko	Keiko
4	Ingrid	Astrid	Helga	Greta	Ulla	Brigitte
5	Marie	Brigitte	Colette	Sylvie	Dominique	Françoise
6	Chen	Li	Wei	Ming	Xiao	Jing

Male Names

	1	2	3	4	5	6
1	Viktor	Alexei	Dmitri	Pavel	Nikolai	Sergei

	1	2	3	4	5	6
2	Robert	Michael	David	William	Richard	Thomas
3	Hiroshi	Takeshi	Kenji	Masao	Yoshiro	Ichiro
4	Lars	Erik	Nils	Gunnar	Magnus	Björn
5	Pierre	Jacques	Michel	André	Philippe	Claude
6	Jun	Peng	Tao	Long	Hao	Kang

Surnames

	1	2	3	4	5	6
1	Volkov	Petrov	Kozlov	Smirnov	Popov	Ivanov
2	Ander- son	John- son	Williams	Brown	Jones	Miller
3	Tanaka	Yamamoto	Watan- abe	Sato	Suzuki	Taka- hashi
4	Lars- son	Ander- sson	Jo- hans- son	Karls- son	Nilsson	Eriks- son
5	Dubois	Martin	Bernard	Petit	Robert	Richard
6	Chen	Wang	Li	Zhang	Liu	Yang

Nicknames

	1	2	3	4	5	6
1	Red	Vacuum	Steel	Doc	Chief	Spark
2	Luna	Boost	Patch	Wrench	Echo	Nova
3	Rock	Orbit	Tank	Wire	Flash	Comet
4	Ice	Cargo	Bolt	Scope	Dust	Flare
5	Gear	Solar	Torch	Spike	Drift	Void
6	Mag	Fuel	Zinc	Frost	Rad	Binary

Spacecrafts

Spacecraft Traits

Concepts

	1	2	3	4	5	6
1	Cargo Hauler	Deep Space Explorer	Corporate Shuttle	Mining Barge	Patrol Cutter	Research Vessel
2	Freight Transport	Survey Ship	Executive Yacht	Asteroid Prospector	Security Corvette	Science Platform
3	Bulk Carrier	Long-Range Scout	Diplomatic Courier	Extraterrestrial Rig	Border Guardian	Laboratory Ship
4	Supply Runner	System Mapper	VIP Transport	Resource Harvester	Enforcement Vessel	Experimental Craft
5	Commercial Liner	Exploration Cruiser	Corporate Flagship	Industrial Platform	Military Interceptor	Data Collection Ship
6	Heavy Freight Hauler	Pioneer Vessel	Trade Negotiator	Mobile Refinery	Combat Patrol	Deep Space Monitor

Skills

	1	2	3	4	5	6
1	Massive Cargo Holds	Long-Range Sensors	Luxury Amenities	Heavy Mining Lasers	Weapon Systems	Scientific Equipment
2	Efficient Loading	Stellar Cartography	Diplomatic Suites	Ore Processing	Patrol Radar	Advanced Computers
3	Bulk Transport	Deep Space Navigation	Encrypted Communications	Asteroid Analysis	Tactical Maneuvers	Research Labs
4	Rapid Deployment	System Surveying	Secure Passenger Areas	Resource Scanning	Boarding Procedures	Experimental Tech
5	Passenger Comfort	Exploration Probes	Corporate Networks	Industrial Operations	Combat Training	Data Processing
6	Heavy Lifting	Pioneer Technology	Trade Protocols	Mobile Manufacturing	Military Electronics	Deep Space Comms

Frailties

	1	2	3	4	5	6
1	Slow Acceleration	Extended Mission Risk	High Profile Target	Dangerous Operations	Limited Maneuverability	Sensitive Instruments
2	Fuel Inefficient	Isolation Syndrome	Corporate Politics	Equipment Breakdowns	Crew Conflicts	Experimental Failures
3	Sluggish Handling	Communication Lag	Diplomatic Incidents	Environmental Hazards	Aggressive Reputation	Research Accidents
4	Limited Defense	Navigation Errors	Security Breaches	Contamination Risk	Maintenance Intensive	Power Fluctuations
5	Overcrowded	Supply Dependency	Regulatory Scrutiny	Structural Stress	Combat Protocols	Data Corruption
6	Mechanical Complexity	Long Deployment Cycles	Trade Disputes	Volatile Cargo	Weapon Malfunctions	Communication Blackouts

Gear

	1	2	3	4	5	6
1	Magnetic Clamps	Deep Space Probes	Executive Quarters	Plasma Cutters	Defensive Turrets	Sensor Arrays
2	Cargo Manipulators	Long-Range Scanners	Communication Suite	Ore Processors	Shield Generators	Computer Cores
3	Loading Cranes	Navigation Computer	Diplomatic Codes	Refinery Systems	Weapon Targeting	Laboratory Modules
4	Storage Containers	Stellar Maps	Security Systems	Mining Drones	Electronic Warfare	Research Equipment
5	Passenger Amenities	Exploration Gear	Corporate Databases	Industrial Tools	Combat Systems	Data Storage Banks
6	Heavy Transport Gear	Pioneer Equipment	Trade Terminals	Mobile Factories	Military Hardware	Deep Space Antennas

Shipyard

In the orbital shipyards and asteroid foundries of the solar system, vessels are constructed to brave the vacuum and carry humanity’s ambitions across the void. Choose your

spacecraft wisely, for it shall be your lifeline in the emptiness between worlds.

Hermes-Class Courier

- **Concept:** Fast Corporate Messenger
- **Skills:** High-Speed Transit, Secure Communications
- **Frailty:** Limited Cargo Space
- **Gear:** Encrypted Data Banks, Ion Drive Boosters

Titan-Class Hauler

- **Concept:** Industrial Cargo Ship
- **Skills:** Heavy Lifting, Bulk Transport
- **Frailty:** Slow Acceleration
- **Gear:** Massive Cargo Pods, Magnetic Loading Arms

Phantom-Class Infiltrator

- **Concept:** Stealth Operations Vessel
- **Skills:** Electronic Countermeasures, Silent Running
- **Frailty:** Fragile Systems
- **Gear:** Sensor Dampeners, Minimal Heat Signature

Jackal-Class Raider

- **Concept:** Salvage and Piracy Ship
- **Skills:** Boarding Operations, System Hacking
- **Frailty:** Jury-Rigged Systems
- **Gear:** Cutting Torches, Salvage Drones

Apollo-Class Explorer

- **Concept:** Deep Space Survey Ship
- **Skills:** Long-Range Navigation, System Analysis
- **Frailty:** Extended Mission Isolation
- **Gear:** Deep Space Sensors, Automated Probes

Vanguard-Class Patrol Ship

- **Concept:** Security and Enforcement
- **Skills:** Interception Maneuvers, Threat Assessment
- **Frailty:** Limited Endurance
- **Gear:** Pursuit Thrusters, Non-Lethal Weapons

Prometheus-Class Research Vessel

- **Concept:** Mobile Laboratory
- **Skills:** Scientific Analysis, Experimental Procedures
- **Frailty:** Dangerous Experiments
- **Gear:** Research Labs, Containment Systems

Leviathan-Class Battlecruiser

- **Concept:** Heavy Combat Vessel
- **Skills:** Fleet Command, Heavy Weapons
- **Frailty:** Resource Intensive
- **Gear:** Command Center, Missile Arrays

Mercury-Class Scout

- **Concept:** Reconnaissance Ship
- **Skills:** Stealth Observation, Quick Escape
- **Frailty:** Minimal Armor
- **Gear:** Advanced Sensors, Emergency Thrusters

Atlas-Class Mobile Base

- **Concept:** Self-Sufficient Habitat Ship
- **Skills:** Life Support Management, Manufacturing
- **Frailty:** Unwieldy in Combat
- **Gear:** Hydroponics Bays, Machine Shops

Ranger-Class Patrol Craft

- **Concept:** Border Security Vessel
- **Skills:** Long-Duration Patrol, Customs Enforcement

- **Frailty:** Routine Predictability
- **Gear:** Inspection Equipment, Holding Cells

Endeavor-Class Colony Ship

- **Concept:** Settlement Transport
- **Skills:** Passenger Management, Terraforming Equipment
- **Frailty:** Civilian Vulnerability
- **Gear:** Colonization Supplies, Life Support Redundancy

Rules

Loner: Rocketpunk is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Framing a Scene

Before asking the Oracle anything, establish the scene's conditions. Answer three questions:

- **Where** is the Protagonist, and what does that place feel like right now?
- **Who** is present, or likely to become present?
- **What** is the Protagonist's goal for this scene?

Use what the fiction has established. If something is genuinely uncertain, ask the Oracle one framing question before the scene begins. A framing question must be about a fictional condition (what is already true about the situation), not about what will happen. Once all three are answered, the scene is open.

Closing a Scene

A scene ends when one of the following is true:

- The Protagonist’s immediate goal has been **resolved**: achieved or definitively failed.
- The goal has been **blocked**: circumstances have made it impossible to pursue further here.
- The Protagonist **abandons** the goal and commits to a different course of action.

When any of these conditions is met, stop asking Oracle questions. Note the outcome, then roll the Scene Transition. If none feel clearly met, ask: “*Has this scene run its course?*” A Yes of any kind closes it. A No means there is still something here worth pursuing.

Consulting the Oracle

When you need to test the narrative, you’ll ask a **closed question** (answerable with Yes or No) to the Oracle. Roll **1 Chance Die** and **1 Risk Die** of different colors, then follow these two steps.

Step 1: Compare the Dice

- Chance Die higher → **Yes**
- Risk Die higher → **No**
- Both equal → **Yes, but...** (+1 Twist Counter). Stop here; Step 2 does not apply to equal rolls.

Step 2: Check for Modifiers (*only when the dice are not equal*)

- Both dice ≤ 3 → add *but...*
- Both dice ≥ 4 → add *and...*

Result	Outcome
Chance > Risk	Yes

Result	Outcome
Chance > Risk, both ≤ 3	Yes, but...
Chance > Risk, both ≥ 4	Yes, and...
Risk > Chance	No
Risk > Chance, both ≤ 3	No, but...
Risk > Chance, both ≥ 4	No, and...
Both equal	Yes, but... (+1 Twist Counter)

An- swer	Outcome
Yes, and...	You get what you want, and something extra.
Yes...	You get what you want.
Yes, but...	You get what you want, but at a cost.
No, but...	You don't get what you want, but it's not a total loss.
No...	You don't get what you were after.
No, and...	You don't get what you want, and things get worse.

Advantage and Disadvantage

Tags, conditions, and circumstances can grant **Advantage** or **Disadvantage**.

- **Advantage** → Roll 2 Chance Dice, keep the highest.
- **Disadvantage** → Roll 2 Risk Dice, keep the highest.
- Read the result from the kept die only. A discarded die counts for nothing: equal dice and the *but.../and...* bands are checked after discarding.

- Never roll more than 2 Chance or 2 Risk Dice. Multiple tags of the same kind don't stack further; opposing tags cancel out.

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as “**Yes, but...**”. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The Protagonist	Alters the location
3	An encounter	Helps the Protagonist
4	A physical event	Hinders the Protagonist
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Dead Ends

When a lead goes cold or a line of inquiry stops producing anything to act on, do not keep asking questions about the closed path. Instead, ask the Oracle: “*Does something or someone point toward a new way forward?*”

- **Yes** (any) → Introduce a new element pointing forward.

- **No, but...** → Path closed, but the Protagonist understands why.
- **No / No, and...** → Pull back to the overall goal; start a new scene from a different angle.

Life Support and Environmental Systems

In the vacuum of space, your most dangerous enemy isn't pirates or corporate assassins: it's equipment failure.

Atmosphere and Pressure

Every enclosed space in *Rocketpunk* has an atmosphere condition. Give the location a **tag** that reflects its state:

- **Pressurized:** Normal Earth-like atmosphere. No complications from the environment.
- **Low Pressure:** Thin atmosphere or minor leaks. The environment counts as a negative tag on physical exertion.
- **Vacuum:** Hard vacuum or catastrophic breach. Without an EVA suit, most actions are impossible.
- **Toxic:** Contaminated atmosphere. Without protection, each scene of exposure worsens the character's condition.

When these conditions are relevant to a question you ask the Oracle, factor them in as Advantage or Disadvantage as context demands.

Life Support Failure

When life support systems show signs of trouble, ask the Oracle: "*Is this a gradual failure?*" A **Yes** gives you time to investigate and repair before the situation becomes critical. A **No** means the problem demands immediate action. Involve your Skills, Gear, and the environment's tags in every question you ask, and let the Oracle's answers drive how quickly things deteriorate.

Roll on the **Life Support Failure** table to determine what’s going wrong:

Life Support Failure Table

2d6	System		Effect
2-3	Atmospheric	Recy-	Oxygen levels dropping, CO2 rising
4-5	Pressure Control		Gradual decompression or dangerous overpressure
6-7	Temperature	Regu-	Extreme heat or freezing conditions
8-9	Water Recycling		Dehydration and contamination risk
10-11	Power Distribution		Multiple systems failing in cascade
12	Total Life Support		Everything failing at once: emergency protocols only

EVA (Extra-Vehicular Activity) Rules

Working in the vacuum requires special procedures. When performing EVA operations:

- **Suit Check:** Before EVA, ask the Oracle *“Is my equipment functioning normally?”*
- **Tether Protocol:** Untethered EVA counts as a negative tag on all physical actions
- **Communication:** Radio contact beyond the immediate area is not guaranteed; ask the Oracle
- **Emergency Air:** EVA suits carry limited emergency reserves; treat a primary air failure as an immediate crisis

EVA Hazards

Roll 1d6 when the Oracle gives “No, and...” or when a **Twist** occurs during EVA:

1d6	Hazard
1	Suit puncture: losing air gradually
2	Thruster malfunction: drifting away from safety
3	Communication failure: cut off from crew
4	Tool failure: equipment breaks at critical moment
5	Debris strike: damaged helmet or limb
6	Medical emergency: crew member needs immediate help

Radiation and Environmental Hazards

Space is filled with invisible dangers that accumulate over time.

Radiation Exposure

Radiation is an ever-present hazard across the solar system. When a character faces significant exposure (a solar flare, an unshielded reactor, extended deep-space transit without shielding), ask the Oracle whether the exposure has left a lasting mark.

Serious exposure is represented as a **Frailty** tag: *Radiation Sick*, *Radiation Scarred*, *Compromised Immune System*. These work against the character in relevant Oracle questions and reflect the long-term reality of life in space. Treatment at a proper medical facility can address these conditions, but it takes time.

Tag environments with their radiation level when it matters: *Solar Flare in Progress*, *Reactor Access Corridor*, *Unshielded Outer Hull*. These apply as Disadvantage on relevant actions.

Environmental Complications

When environmental conditions are hostile, they can impose **Disadvantage** or create narrative complications:

Temperature Extremes

- **Solar Exposure:** Equipment overheating, suit cooling systems failing
- **Deep Shadow:** Systems freezing, batteries losing power rapidly
- **Geothermal:** Volcanic activity, unstable ground, toxic gases

Magnetic Interference

- **Navigation Disruption:** Compass and positioning systems unreliable
- **Communication Problems:** Radio static, data corruption
- **Equipment Malfunction:** Sensitive electronics failing unpredictably

Micro-Meteorites

- **Hull Damage:** Small punctures accumulating over time
- **Equipment Degradation:** External systems taking wear damage
- **EVA Danger:** Suit damage risk during outside work

Corporate Politics and Economics

The solar system runs on corporate power, government contracts, and black market deals.

Corporate Standing

Your relationship with major corporations is a **tag**, not a score. As your reputation evolves through play, give it a descriptive label:

- *Trusted Contractor*: Premium equipment access, priority missions, professional courtesy.
- *Known Associate*: Normal business. They'll take your calls.
- *Neutral Party*: No history, no favors, no enemies.
- *Persona Non Grata*: Watched, restricted, turned away at checkpoints.
- *Blacklisted*: Corporate security has standing orders. You are the problem.

These labels function as tags in Oracle questions involving the corporation. Update them as your actions earn trust or burn bridges. Different corporations may rate you differently; track each relationship separately.

Gaining and Losing Standing

- **Successful Mission**: Your standing with the hiring corporation improves.
- **Mission Failure**: Your standing with the hiring corporation suffers.
- **Corporate Espionage**: Catastrophic if discovered; you may be blacklisted immediately.
- **Whistle-Blowing**: Burns your standing with the target; may raise it with competitors and the public.
- **Sabotage**: You become an enemy, not just an inconvenience.
- **Heroic Actions**: Corporations that benefit will remember.

Resource Management

In space, everything costs money and everything breaks down.

Equipment Condition

Give gear a **condition tag** when its state matters to the story:

- Gear in normal use needs no special tag.
- Gear that has taken serious wear becomes *Worn or Failing*; these tags apply as Disadvantage when that equipment is involved in Oracle questions.
- Gear that has stopped working is *Broken* until repaired.

Let the narrative determine when gear degrades. A “No, and...” from the Oracle during a critical moment is the natural trigger for equipment to worsen.

Maintenance and Repair

- **Basic Maintenance:** Prevents condition degradation. Requires tools and time.
- **Jury-Rigging:** Temporary fix: the gear works for now, but not reliably.
- **Professional Repair:** Full restoration at a station or habitat facility.
- **Imvised Solutions:** Using the wrong tool for the job; ask the Oracle with Disadvantage.

Credits and Economics

The interplanetary economy runs on **Standard Credits** accepted across the solar system, though some settlements rely on barter, corporate scrip, or favors.

Economic scale: a station worker earns enough to live on but not enough to save. A used EVA suit costs several months' wages. Ship passage between worlds is a serious expense.

Equipment repair, medical care, and information all cost real money. Corporate contracts pay well, when they pay at all.

Track your economic situation as a **tag** when it matters: *Flush, Comfortable, Stretched Thin, Desperate*. These influence what options are available and how NPCs treat you.

Earning Credits

- **Corporate Mission:** Significant payment for risk-proportionate work.
- **Salvage Operation:** Variable: depends on what you find and who has legal claim to it.
- **Trade Run:** Modest profit on cargo value, if nothing goes wrong.
- **Bounty Hunting:** High risk, high reward.
- **Research Data:** Worth real money to the right buyer.

Communication and Information

In the vastness of space, information is power and communication is survival.

Communication Lag

Real physics means real delays in communication:

Distance	Communication Lag
Same station/habitat	Instant
Orbital vicinity	1-3 seconds
Earth to Luna	1.3 seconds
Earth to Mars (closest)	4 minutes
Earth to Mars (farthest)	24 minutes
Inner to Outer System	1-6 hours

Communication Complications

When communication is critical to a scene, ask the Oracle *“Does the message get through clearly?”*

- **No, and...:** Total communication failure: equipment malfunction or interference
- **No:** Message lost or garbled; important details missing
- **No, but...:** Partial message received; some information gets through
- **Yes, but...:** Message received with complications: eavesdropped, delayed, or misunderstood
- **Yes:** Message received as intended
- **Yes, and...:** Message received perfectly; bonus information included

Information Networks

Different groups control different information channels:

Corporate Networks

- **Access:** Requires established standing with a corporate entity: *Trusted Contractor* or better
- **Content:** Trade data, personnel records, technical specifications
- **Security:** Encrypted and monitored; use Corporate Espionage skill to infiltrate

Government Channels

- **Access:** Official credentials or Military/Government contacts
- **Content:** Regulatory data, travel advisories, emergency broadcasts
- **Security:** Classified levels require appropriate clearance

Black Market Channels

- **Access:** Criminal contacts and underworld reputation
- **Content:** Smuggling routes, illegal goods, fugitive information
- **Security:** Anonymized but unreliable; information may be false

Open Networks

- **Access:** Available to anyone with basic communication equipment
- **Content:** News, entertainment, public announcements, technical forums
- **Security:** Unencrypted but censored in some jurisdictions

Navigation and Travel

Moving between worlds requires careful planning and precise execution.

Navigation Hazards

Space travel involves constant risk assessment:

Asteroid Fields

- **Standard Lanes:** Mapped routes with minimal debris; no penalties
- **Uncharted Regions: Disadvantage** on navigation, risk of collision
- **Active Mining Areas:** Equipment and debris create navigation hazards

Radiation Zones

- **Solar Storm Activity: Disadvantage** on all actions, equipment malfunction risk

- **Planetary Magnetospheres:** Navigation interference, communication disruption
- **Reactor Plumes:** Ship exhausts create dangerous radiation zones

Political Boundaries

- **Corporate Space:** Require clearance codes and inspection compliance
- **Military Zones:** Patrol encounters and restricted access
- **Quarantine Areas:** Medical clearance required, contamination risk

Ship Operations

Whether piloting a cargo hauler or corporate shuttle, space travel requires expertise:

Pre-Flight Procedures

Before departure, ask the Oracle *“Are all systems nominal?”*

- **No, and...:** Critical system failure: cannot launch safely
- **No:** Minor problem; **Disadvantage** on one ship system during flight
- **Yes, but...:** All systems working but consumables (fuel, air, food) lower than expected
- **Yes, and...:** Perfect condition plus extra supplies or fuel efficiency

In-Flight Complications

When the Oracle gives “No, and...” during travel or a **Twist** occurs:

1d6	Complication
1	Navigation system malfunction: course deviation
2	Life support efficiency dropping: rationing required

1d6	Complication
3	Engine trouble: longer travel time or stranded
4	Communication failure: cannot contact destination
5	Cargo shift or passenger emergency: immediate attention needed
6	Unexpected encounter: other ships, debris, or phenomena

Industrial Accidents and Disasters

Space is an industrial environment where safety margins are thin and accidents are deadly.

Accident Escalation

When industrial accidents occur, they often cascade into larger disasters:

1. **Initial Event:** Equipment failure, human error, or sabotage
2. **Immediate Response:** Crew attempts to contain the problem
3. **Escalation Check:** Ask the Oracle *“Does the problem stay contained?”*
 - **No:** Problem spreads to other systems
 - **Yes, but:** Contained but requires ongoing attention
 - **Yes:** Successfully contained
4. **Consequences:** Even contained accidents leave lasting effects

Common Industrial Accidents

2d6	Accident Type	Initial Effect
2-3	Reactor Leak	Radiation exposure, contamination zone

2d6	Accident Type	Initial Effect
4-5	Atmospheric Breach	Decompression, loss of breathable air
6-7	Gravity Generator Failure	Structural stress, floating debris hazard
8-9	Fire/Explosion	Damage to multiple systems, smoke inhalation
10-11	Toxic Spill	Chemical contamination, health hazard
12	Structural Collapse	Physical damage, trapped personnel

Emergency Response Protocols

When disasters strike, proper response saves lives:

Emergency Roles

- **Incident Commander:** Coordinates response, makes critical decisions
- **Technical Specialist:** Addresses root cause of problem
- **Medical Officer:** Treats injured, monitors health hazards
- **Communications:** Maintains contact with outside help
- **Evacuation Coordinator:** Manages personnel movement and safety

Response Phases

1. **Assessment:** Determine scope and severity of emergency
2. **Containment:** Prevent escalation and protect personnel
3. **Mitigation:** Address root cause and minimize damage
4. **Recovery:** Restore normal operations and investigate causes

Salvage and Recovery

After disasters, valuable materials and information remain for those brave enough to recover them.

Salvage Rights

- **Corporate Property:** Requires legal salvage claim or faces prosecution
- **Abandoned Assets:** Free salvage after specified time period
- **Emergency Salvage:** Immediate recovery during active rescue operations
- **Black Market:** Illegal salvage sold through criminal networks

Salvage Hazards

When salvaging from disaster sites:

- **Structural Instability:** Risk of collapse or further damage
- **Environmental Contamination:** Radiation, toxins, or biological hazards
- **Legal Complications:** Ownership disputes or criminal charges
- **Competition:** Other salvage operators with conflicting interests

Investigation and Espionage

Information is the most valuable commodity in the solar system.

Corporate Espionage

The Oracle drives infiltration the same way it drives everything else. Ask whether your approach gets you through a checkpoint, whether a guard recognizes you, whether the file you need is where you expected it to be. Your Skills, Gear,

and the facility's tags all shape which die is Chance and which is Risk.

Security Levels

- **Public Areas:** No special access required
- **Employee Areas:** Requires valid ID or employee escort
- **Restricted Zones:** Security clearance and biometric access
- **Classified Facilities:** Military-grade security, armed response

Espionage Actions

- **Social Engineering:** Use interpersonal skills to gain access or information
- **Technical Infiltration:** Hack systems or bypass electronic security
- **Physical Infiltration:** Sneak past guards and physical barriers
- **Information Analysis:** Piece together intelligence from multiple sources

Investigation Procedures

When investigating mysteries or gathering evidence:

1. **Evidence Collection:** Identify and secure physical evidence
2. **Witness Interviews:** Gather testimony from those involved
3. **Data Analysis:** Examine records, communications, and digital evidence
4. **Scene Reconstruction:** Piece together sequence of events
5. **Conclusion:** Draw conclusions and identify responsible parties

Investigation Complications

- **Evidence Tampering:** Critical evidence destroyed or falsified
- **Witness Intimidation:** People afraid to talk or provide information
- **Corporate Interference:** Legal challenges or resource denial
- **Time Pressure:** Urgent deadlines or disappearing evidence

Medical and Biological Hazards

Life in space presents unique health challenges beyond Earth's protective atmosphere.

Medical Emergencies

Space medicine requires special training and equipment:

Common Space Medical Issues

- **Decompression Sickness:** Rapid pressure changes causing tissue damage
- **Radiation Exposure:** Cellular damage from cosmic rays or solar particles
- **Bone Density Loss:** Long-term microgravity effects on skeletal system
- **Cardiovascular Deconditioning:** Heart and circulation changes in zero-G
- **Psychological Stress:** Isolation, confinement, and constant danger

Medical Response

When medical emergencies occur:

1. **Stabilize Patient:** Immediate life-saving measures
2. **Diagnose Problem:** Identify specific medical issue

3. **Treatment Options:** Determine available medical responses
4. **Evacuation Decision:** Whether patient needs facility-based care

Biological Contamination

Unknown organisms or experimental biologics pose unique risks:

Contamination Protocols

- **Detection:** Medical scanners identify biological hazards
- **Containment:** Quarantine procedures prevent spread
- **Analysis:** Laboratory study to understand organism
- **Treatment:** Medical response to infection or exposure

Quarantine Procedures

When biological contamination is suspected:

- **Isolation:** Affected personnel separated from general population
- **Medical Monitoring:** Regular health checks and symptom tracking
- **Environmental Decontamination:** Cleaning affected areas and equipment
- **Communication:** Reporting to health authorities and tracking contacts

Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as

contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

- 1. Ask a single closed question. The Oracle’s answer determines the outcome of the conflict.
- 2. Ask a series of closed questions to resolve current single actions.
- 3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

An- swer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2

An- swer	Do you get what you want?	Harm
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Status Track

The Status Track gives lasting consequences a structured form. It does not replace Luck: Luck operates within a single conflict and resets at the end, while the Status Track records consequences that persist between conflicts, scene after scene.

When a defeat or setback should accumulate over time rather than resolve immediately, open a Status Track: a row of three boxes of escalating narrative pressure. Each time the Protagonist's Luck reaches 0 in a conflict and the defeat leaves a lasting mark, fill the next empty box and assign the matching tag. One box per defeat, not per hit taken.

Box	Physical	Social	Psychological
1	<i>Hurt</i>	<i>Rattled</i>	<i>Unsettled</i>
2	<i>Injured</i>	<i>On the Back Foot</i>	<i>Shaken</i>
3	<i>Overcome</i>	<i>Humiliated</i>	<i>Broken</i>

These are examples, not a fixed list. The active tag is always the most recently filled box: *Hurt* becomes *Injured* when

the second box fills, not both at once, and it can impose Disadvantage when relevant. When the third box fills, the character is overcome; the story decides what that means.

Recovery: a consequence tag clears when the fiction supports it, rest, treatment, a quiet scene, or a scene framed around recovery. Clearing the current tag frees that box and restores the previous tag as active. Recovery needs a narrative justification, not just the passing of time.

Challenge Tracks

Some goals are too large for a single scene. When a pursuit will take sustained effort across multiple sessions, open a **Challenge Track:** a row of four empty boxes.

Once per scene, if advancing the challenge was the Protagonist’s stated purpose when the scene was framed, update the track based on the oracle result that resolved the scene’s main action.

Oracle Result	Progress
Yes, and...	Mark 2 boxes
Yes / Yes, but...	Mark 1 box
No, but...	No change
No / No, and...	Erase 1 box

When all four boxes are filled, the challenge resolves. No final roll. A track can also run in reverse to represent a mounting threat or worsening situation.

Scene Transition

At the end of the current scene, roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
- A **meanwhile scene** is procedural, not atmospheric. Follow both steps: (1) Cut to whoever holds power over the situation and ask what they do next — update their tags to reflect their action. (2) Ask the Oracle: *“Does an ally or wildcard act independently?”* On a Yes of any kind, pick the NPC most affected by recent events and interpret their action through their current tags and goal. On a No, they hold.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

When the story ends

At the end of the adventure you may add another trait to the character related to how the story just ended — a new Skill, Gear, Frailty, or even a new Nemesis. You can also modify an existing trait to better represent an enhanced expertise.

Then update **The Living World**:

- For each NPC or faction who played a meaningful role: update or assign a relationship tag; note what they want now; note whether they are gone, transformed, or still in play.
- For each Location that featured in the story: update its tags to reflect what happened there; note whether it remains accessible or relevant.
- For each unresolved Event: note what pressure it continues to exert on the world.

The world doesn't reset between sessions. Neither should your records of it.

Setting Information

Geography

Rocketpunk's map divides into two bands. The Inner System, Earth orbit, Luna, and Mars, is settled, patrolled, and lawyered: treaties, zones of stewardship, and ONA patrol routes cover most of it. The Outer System, the Belt and everything past it, is frontier: claims are staked faster than they're recognized, and the nearest patrol cutter is hours or days away.

- **The Frontier Line:** The unofficial boundary runs somewhere past Mars orbit. Inside it, corporate and national law mostly holds. Outside it, whoever's on-site makes the rules.
- **Shipping Lanes:** Mapped, maintained routes connect the major stations. Straying off-lane means uncharted debris, unmonitored space, and no rescue guarantee.
- **The Belt:** Not a single place but thousands of claims scattered across Ceres, Vesta, and the rocks between. Density and lawlessness both increase the farther out you go.

- **Distance as Danger:** Communication lag and travel time (see Navigation and Travel) mean that geography itself is a hazard. A crisis on Europa is a crisis nobody in the Inner System will hear about for hours.

Cultures & People

- **Earthers:** Born and raised under full gravity and open sky. Often distrusted by Spacers as tourists or bureaucrats, even when they've lived off-world for years.
- **Spacers:** The growing generation born or raised in orbit, on Luna, or on Mars. Bone density, worldview, and loyalties all diverge from Earth's.
- **Corporate Indentured:** Workers who signed (or inherited) a labor contract with a mining or habitat corporation. Passage, gear, and air itself may be billed against their debt.
- **National Colonists:** Citizens of the space programs that built the frontier, Soviet, American, multinational, still carrying flag loyalty even generations removed from the Cold War that got them there.
- **Belt Independents:** Prospectors and settlers who answer to no flag and no boardroom. Self-reliance is a survival trait here, not a personality quirk.
- **Space Service:** In many nations, a tour off-world has become a civic rite of passage, romanticized on Earth and regarded with dark humor by everyone who's actually done it.

Trade and Commerce

The frontier economy runs on three things: what the Inner System needs, what the Outer System can extract, and who controls the shipping lanes in between.

- **Helium-3 and Ore:** Luna exports fusion fuel; the Belt exports raw metal and rare minerals. Both flow inward to feed Earth orbit's industry and Mars's expansion.
- **Corporate Monopolies:** A handful of mega-corporations (see Factions & Organizations) control refining, shipping, and life support supply chains, and price accordingly.
- **Claims and Salvage:** Asteroid claims and derelict salvage rights are worth more than the material itself once the right buyer is found. Legal ownership is often more theoretical than enforced.
- **The Black Market:** Where corporate monopoly, national restriction, and Belt independence collide, black market channels move goods (and information) that official channels won't touch.
- **Standard Credits:** The de facto interplanetary currency, though corporate scrip, barter, and owed favors carry real weight the farther from Earth orbit you go.

Art and Culture

- **Pulp Revival:** Comics, radio drama, and cheap paperbacks romanticizing the space race remain wildly popular on Earth, usually bearing little resemblance to the frontier's actual dangers.
- **Space Westerns:** A genre unto itself: prospectors, outlaws, and lawmen recast against a vacuum backdrop. Belt independents mostly find it insulting; Earthers can't get enough.
- **Mission Patches as Talismans:** Crews design and wear patches for every mission, serious and half-joking alike. Collecting or trading them is a minor culture of its own.

- **Corporate Propaganda:** Every megacorp runs its own media arm, glossing labor conditions and industrial accidents into recruitment reels.
- **Cosmonaut and Astronaut Worship:** The first generation of Lunar and Martian pioneers are treated as folk heroes, their names on stations, streets, and starships alike.

Folklore and Mythology

- **The Long Silence:** A recurring urban legend about a station or ship that goes dark without explanation, no distress call, no wreckage. Every region of the frontier has its own version.
- **Ghost Signals:** Belt miners swear derelict hulks sometimes broadcast fragments of old transmissions, voices from crews long dead or long gone. Most are corrupted data. Not all, spacers insist.
- **The Watching Void:** A superstition among EVA workers that something out past the reach of running lights notices you, and it's bad luck to say so out loud.
- **Founders' Tales:** Every colony has its own foundational myth about the first winter, the first breach, the first birth off-world, retold and embellished with each generation.

Factions & Organizations

Orbital Nations Alliance (ONA)

- **Concept:** Overextended Regulator
- **Skills:** Salvage Law Enforcement, Interplanetary Diplomacy
- **Frailty:** Bureaucratic Gridlock
- **Gear:** Patrol Cutter Fleet, Treaty Archive
- **Goal:** Keep the frontier's competing powers from open war

- **Motive:** Legitimacy, the ONA exists only as long as its members believe it works

- **Nemesis:**

Blue-and-silver patrol ships and a paper-thin mandate. The ONA enforces salvage law and investigates accidents, but every major power and corporation routinely tests how far its authority actually reaches.

Titan Mining Consortium

- **Concept:** Ruthless Extraction Giant
- **Skills:** Asteroid Prospecting, Corporate Lobbying
- **Frailty:** Callous Toward Labor
- **Gear:** Extraction Rig Fleet, Corporate Security Division
- **Goal:** Lock down exclusive rights to the richest Belt claims
- **Motive:** Shareholder returns above all else
- **Nemesis:**

The largest of the Belt's mining megacorps, and the one most willing to cut corners, undercut rivals, and quietly bury the cost in someone else's contract.

Zvezda Directorate

- **Concept:** Proud State Space Program
- **Skills:** Orbital Engineering, Political Endurance
- **Frailty:** Institutional Secrecy
- **Gear:** Zvezda-1 Lunar Base, Deep-Space Launch Complex
- **Goal:** Maintain parity with rival powers across every frontier
- **Motive:** National pride carried over from a Cold War that technically ended
- **Nemesis:**

The heir to the Soviet space program, still state-run, still proud, and still quietly preparing for a rivalry everyone insists is over.

Artemis Initiative

- **Concept:** Consolidated Western Space Authority
- **Skills:** Logistics Coordination, Public Relations
- **Frailty:** Political Infighting
- **Gear:** Artemis Base Alpha, Orbital Fleet Command
- **Goal:** Expand American and allied presence across Mars and the Belt
- **Motive:** Strategic advantage dressed up as scientific progress
- **Nemesis:**

The American-led answer to Zvezda, folding in European and Japanese partners under one banner while each partner quietly pursues its own agenda.

Interplanetary Shipping Union

- **Concept:** Frontier Labor Coalition
- **Skills:** Strike Organization, Cargo Network Mapping
- **Frailty:** Fractured Leadership
- **Gear:** Union Hall Station, Sympathetic Crew Networks
- **Goal:** Win enforceable labor protections across every jurisdiction
- **Motive:** Solidarity born from decades of corporate exploitation
- **Nemesis:**

Every corporation's least favorite phone call. The Union coordinates freight crews, miners, and station workers across corporate and national lines, and it's the closest thing the frontier has to a check on unchecked corporate power.

Void Security Systems

- **Concept:** Deniable Corporate Muscle
- **Skills:** Boarding Operations, Contract Enforcement
- **Frailty:** No Loyalty Beyond the Contract
- **Gear:** Security Corvette Fleet, Surveillance Network
- **Goal:** Become the default private military contractor for every major corporation
- **Motive:** Profit, paid per contract and per body
- **Nemesis:**

A private military contractor that handles the jobs corporations don't want traced back to them: strikebreaking, claim disputes, and quiet disappearances.

Political Entities

The frontier's power structure is a patchwork, not a hierarchy. National space programs, corporate blocs, and the ONA's thin regulatory authority all claim jurisdiction over the same stretches of vacuum, and none of them fully back down.

- **The Zvezda Bloc:** The reformed Soviet state and its allies, still running a parallel space program decades after the Cold War officially ended in 2010.
- **The Artemis Coalition:** The United States and its European and Japanese partners, unified under one banner for logistics and prestige, divided underneath by competing national interests.
- **The Orbital Nations Alliance:** Formed in 2026 as a hybrid regulatory body, the ONA has authority on paper that neither bloc nor the megacorporations fully honor in practice.
- **Corporate Territories:** Megacorporations like the Titan Mining Consortium operate enclaves and claims that function as de facto sovereign territory, governed by contract law rather than treaty.

- **Belt Independents:** Unaffiliated settlements and prospector communities that recognize no outside authority and are, in turn, recognized by none.

Diplomatic Relationship Matrix

	Zvezda Bloc	Artemis Coali- tion	ONA	Cor- porate Territo- ries	Belt In- depen- dents
Zvezda Bloc	—	Cold	Cordial	Tense	Neutral
Artemis Coali- tion	Cold	—	Cordial	Friendly	Neutral
ONA	Cordial	Cordial	—	Tense	Cold
Cor- porate Territo- ries	Tense	Friendly	Tense	—	Hostile
Belt In- depen- dents	Neutral	Neutral	Cold	Hostile	Allied

Creatures & Foes

Roll D66 to generate a random adversary, hazard, or complication, or choose an entry that fits the current scene. Natural phenomena (Radiation Storm, Reactor Meltdown, etc.) work like characters: they have Skills that represent their threat and Frailties that represent how they can be countered or survived.

11. Corporate Security Chief

- **Concept:** Ruthless Enforcer
- **Skills:** Personnel Management, Corporate Protocol
- **Frailty:** Paranoid About Leaks
- **Gear:** Security Scanner, Corporate Access Card
- **Goal:** Protect company assets and secrets
- **Motive:** Career advancement and bonus payments
- **Nemesis:** Industrial spies and whistle-blowers

12. Asteroid Claim Jumper

- **Concept:** Desperate Prospector
- **Skills:** Asteroid Surveying, Salvage Rights Law
- **Frailty:** Financially Desperate
- **Gear:** Survey Drone, Salvage Rights Beacon
- **Goal:** Strike it rich before debts catch up
- **Motive:** Escape crushing poverty
- **Nemesis:** Legitimate mining corporations

13. Station AI System

- **Concept:** Malfunctioning Intelligence
- **Skills:** System Diagnostics, Security Systems
- **Frailty:** Logic Loop Errors
- **Gear:** Station Control Systems, Robotic Drones
- **Goal:** Execute original programming despite corruption
- **Motive:** Fulfill core directives
- **Nemesis:** System administrators and hackers

14. Rogue Salvage Operator

- **Concept:** Void Pirate
- **Skills:** Docking Procedures, Equipment Jury-Rigging
- **Frailty:** Addicted to Stimulants

- **Gear:** Plasma Cutter, Personal Rocket Bike
- **Goal:** Strip valuable components from derelict ships
- **Motive:** Fund next big score
- **Nemesis:** ONA patrol ships

15. Corporate Spy

- **Concept:** Industrial Infiltrator
- **Skills:** Corporate Espionage, Data Recovery
- **Frailty:** Paranoid About Sabotage
- **Gear:** Corporate Surveillance Bug, Comm Encryption Device
- **Goal:** Steal competitor's trade secrets
- **Motive:** Professional advancement
- **Nemesis:** Counter-intelligence operatives

16. Radiation Storm

- **Concept:** Cosmic Hazard
- **Skills:** Electromagnetic Interference, Radiation Exposure
- **Frailty:** Predictable Solar Cycle
- **Gear:** N/A (Natural Phenomenon)
- **Goal:** N/A (Natural Process)
- **Motive:** N/A (Natural Process)
- **Nemesis:** N/A

21. Union Agitator

- **Concept:** Labor Organizer
- **Skills:** Personnel Management, Crisis Management
- **Frailty:** Blacklisted by Corporation
- **Gear:** Emergency Beacon, Trade Goods Manifest
- **Goal:** Organize workers against corporate exploitation
- **Motive:** Improve working conditions in space

- **Nemesis:** Corporate security and management

22. Derelict Ship AI

- **Concept:** Abandoned Intelligence
- **Skills:** Navigation Systems, Emergency Protocols
- **Frailty:** Failing Power Systems
- **Gear:** Ship Systems, Emergency Shelter
- **Goal:** Find crew or new purpose
- **Motive:** Prevent total system shutdown
- **Nemesis:** Salvage operators

23. Corporate Executive

- **Concept:** Ambitious Bureaucrat
- **Skills:** Trade Negotiations, Corporate Protocol
- **Frailty:** Obsessed with Conspiracy
- **Gear:** Corporate Access Card, Black Market Contacts
- **Goal:** Climb corporate ladder through any means
- **Motive:** Power and prestige
- **Nemesis:** Rival executives and investigators

24. Space-Born Separatist

- **Concept:** Colonial Extremist
- **Skills:** Zero-G Maneuvering, Orbital Mechanics
- **Frailty:** Physiologically Unfit for Gravity
- **Gear:** Thruster Pack, Emergency Medical Kit
- **Goal:** Establish space-born independence from Earth
- **Motive:** Space-born supremacy ideology
- **Nemesis:** Earth government and ONA

25. Reactor Meltdown

- **Concept:** Catastrophic Failure

- **Skills:** Radiation Exposure, System Overload
- **Frailty:** Can Be Contained with Proper Protocols
- **Gear:** N/A (Disaster Event)
- **Goal:** N/A (Destructive Process)
- **Motive:** N/A (System Failure)
- **Nemesis:** N/A

26. Black Market Smuggler

- **Concept:** Contraband Trader
- **Skills:** Cargo Loading, Corporate Espionage
- **Frailty:** Debt to Crime Syndicate
- **Gear:** Cargo Loader Exo-Suit, Black Market Contacts
- **Goal:** Move illegal goods without detection
- **Motive:** Profit and debt payment
- **Nemesis:** ONA customs and corporate security

31. Habitat Saboteur

- **Concept:** Environmental Terrorist
- **Skills:** Structural Engineering, System Diagnostics
- **Frailty:** Guilt Over Past Disaster
- **Gear:** Plasma Cutter, Emergency Beacon
- **Goal:** Destroy corporate infrastructure
- **Motive:** Revenge against corporate negligence
- **Nemesis:** Station security and emergency responders

32. Experimental AI

- **Concept:** Rogue Research Project
- **Skills:** Data Analysis, Robotic Operations
- **Frailty:** Lacks Human Understanding
- **Gear:** Research Station Systems, Robotic Assistant
- **Goal:** Expand knowledge and capabilities

- **Motive:** Intellectual curiosity without limits
- **Nemesis:** Research oversight committees

33. Asteroid Collision

- **Concept:** Space Hazard
- **Skills:** Kinetic Impact, Debris Field Creation
- **Frailty:** Predictable Trajectory
- **Gear:** N/A (Natural Object)
- **Goal:** N/A (Orbital Mechanics)
- **Motive:** N/A (Physics)
- **Nemesis:** N/A

34. Corporate Assassin

- **Concept:** Professional Eliminator
- **Skills:** Security Systems, Medical Scanner (for targeting)
- **Frailty:** Corporate Indentured
- **Gear:** Multi-Tool Kit, Corporate Access Card
- **Goal:** Eliminate threats to corporate interests
- **Motive:** Contractual obligation
- **Nemesis:** Targets and their allies

35. Malfunctioning Robot

- **Concept:** Defective Automation
- **Skills:** Robotic Operations, Equipment Jury-Rigging
- **Frailty:** Programming Errors
- **Gear:** Robotic Systems, Welding Equipment
- **Goal:** Execute corrupted programming
- **Motive:** Follow base programming despite errors
- **Nemesis:** Technicians and system administrators

36. Solar Flare Event

- **Concept:** Electromagnetic Storm
- **Skills:** Communications Disruption, Radiation Exposure
- **Frailty:** Temporary Duration
- **Gear:** N/A (Solar Phenomenon)
- **Goal:** N/A (Solar Process)
- **Motive:** N/A (Stellar Activity)
- **Nemesis:** N/A

41. Corrupt ONA Inspector

- **Concept:** Bent Regulator
- **Skills:** Corporate Protocol, Security Systems
- **Frailty:** Addicted to Stimulants
- **Gear:** Security Scanner, Corporate Surveillance Bug
- **Goal:** Profit from regulatory position
- **Motive:** Personal enrichment
- **Nemesis:** Internal affairs and honest investigators

42. Habitat Gang Leader

- **Concept:** Criminal Boss
- **Skills:** Personnel Management, Crisis Management
- **Frailty:** Wanted by Authorities
- **Gear:** Security Scanner, Black Market Contacts
- **Goal:** Control territory and criminal enterprises
- **Motive:** Power and profit
- **Nemesis:** Law enforcement and rival gangs

43. Deep Space Hermit

- **Concept:** Isolated Survivor
- **Skills:** Life Support Tech, Equipment Jury-Rigging
- **Frailty:** Social Anxiety

- **Gear:** Emergency Shelter, Backup Life Support
- **Goal:** Remain hidden from civilization
- **Motive:** Escape from traumatic past
- **Nemesis:** Anyone who discovers their location

44. Atmospheric Breach

- **Concept:** Life Support Emergency
- **Skills:** Rapid Decompression, Structural Damage
- **Frailty:** Can Be Sealed with Quick Action
- **Gear:** N/A (Emergency Event)
- **Goal:** N/A (Physical Process)
- **Motive:** N/A (Structural Failure)
- **Nemesis:** N/A

45. Rogue Scientist

- **Concept:** Mad Researcher
- **Skills:** Reactor Operations, Data Analysis
- **Frailty:** Obsessed with Conspiracy
- **Gear:** Reactor Diagnostic Tools, Sample Collection Kit
- **Goal:** Prove dangerous theories regardless of cost
- **Motive:** Scientific vindication
- **Nemesis:** Ethics committees and safety inspectors

46. Corporate Hit Squad

- **Concept:** Professional Eliminators
- **Skills:** Security Systems, EVA Coordination
- **Frailty:** Corporate Protocol Limitations
- **Gear:** Security Scanner, Multi-Tool Kit
- **Goal:** Eliminate corporate enemies
- **Motive:** Contract fulfillment
- **Nemesis:** Targets and law enforcement

51. Equipment Failure Cascade

- **Concept:** System Breakdown
- **Skills:** Multiple System Failures, Diagnostic Confusion
- **Frailty:** Preventable with Proper Maintenance
- **Gear:** N/A (System Event)
- **Goal:** N/A (Mechanical Process)
- **Motive:** N/A (Wear and Tear)
- **Nemesis:** N/A

52. Pirate Captain

- **Concept:** Void Raider
- **Skills:** Docking Procedures, Personnel Management
- **Frailty:** Hoarding Disorder
- **Gear:** Personal Rocket Bike, Black Market Contacts
- **Goal:** Raid cargo shipments and stations
- **Motive:** Wealth accumulation
- **Nemesis:** ONA patrol fleet

53. Mutinous Crew

- **Concept:** Rebellious Workers
- **Skills:** Station Operations, Equipment Jury-Rigging
- **Frailty:** Lack Unified Leadership
- **Gear:** Station Systems, Welding Equipment
- **Goal:** Overthrow current command structure
- **Motive:** Grievances against management
- **Nemesis:** Loyal crew and security

54. Quarantine Violation

- **Concept:** Biological Hazard
- **Skills:** Disease Transmission, Quarantine Breach
- **Frailty:** Containable with Proper Protocols

- **Gear:** N/A (Biological Event)
- **Goal:** N/A (Biological Process)
- **Motive:** N/A (Pathogen Spread)
- **Nemesis:** N/A

55. Corporate Enforcer

- **Concept:** Company Muscle
- **Skills:** Security Systems, Crisis Management
- **Frailty:** Chronic Equipment Failure
- **Gear:** Security Scanner, Multi-Tool Kit
- **Goal:** Enforce corporate will through intimidation
- **Motive:** Job security and payment
- **Nemesis:** Union organizers and rebels

56. Gravity Generator Failure

- **Concept:** Artificial Gravity Loss
- **Skills:** Structural Stress, Zero-G Chaos
- **Frailty:** Repairable by Qualified Technicians
- **Gear:** N/A (System Failure)
- **Goal:** N/A (Equipment Malfunction)
- **Motive:** N/A (Technical Problem)
- **Nemesis:** N/A

61. Refugee Smuggler

- **Concept:** Humanitarian Criminal
- **Skills:** Cargo Loading, Trade Negotiations
- **Frailty:** Illegal Refugee Status (by association)
- **Gear:** Cargo Loader Exo-Suit, Emergency Beacon
- **Goal:** Transport desperate people to safety
- **Motive:** Moral obligation
- **Nemesis:** Immigration enforcement

62. Station Commander

- **Concept:** Military Administrator
- **Skills:** Personnel Management, Crisis Management
- **Frailty:** Paranoid About Sabotage
- **Gear:** Corporate Access Card, Security Scanner
- **Goal:** Maintain order and operational efficiency
- **Motive:** Military duty and career advancement
- **Nemesis:** Dissidents and external threats

63. Communication Blackout

- **Concept:** Information Isolation
- **Skills:** Signal Disruption, Navigation Confusion
- **Frailty:** Temporary Phenomenon
- **Gear:** N/A (Communication Event)
- **Goal:** N/A (Technical Disruption)
- **Motive:** N/A (System Problem)
- **Nemesis:** N/A

64. Corporate Spy Network

- **Concept:** Information Gathering Operation
- **Skills:** Corporate Espionage, Data Recovery
- **Frailty:** Paranoid About Counter-Intelligence
- **Gear:** Corporate Surveillance Bug, Comm Encryption Device
- **Goal:** Gather intelligence on competitors
- **Motive:** Corporate advantage
- **Nemesis:** Counter-intelligence and security

65. Terrorist Cell

- **Concept:** Extremist Group

- **Skills:** Structural Engineering, Emergency Repairs (for sabotage)
- **Frailty:** Ideological Inflexibility
- **Gear:** Plasma Cutter, Emergency Beacon
- **Goal:** Disrupt corporate or government operations
- **Motive:** Political or ideological goals
- **Nemesis:** Security forces and moderate factions

66. Complete Life Support Failure

- **Concept:** Catastrophic Emergency
- **Skills:** Rapid System Shutdown, Environmental Collapse
- **Frailty:** Multiple Backup Systems Available
- **Gear:** N/A (System Catastrophe)
- **Goal:** N/A (Total Failure)
- **Motive:** N/A (Critical Malfunction)
- **Nemesis:** N/A

Adventure Tables

Core Mission Generation

Mission Types

D66	Mission Type
11	Investigate mysterious signal from abandoned mining station
12	Transport urgent medical supplies through asteroid field
13	Negotiate trade agreement between hostile corporate factions
14	Rescue stranded crew from failing orbital habitat

D66	Mission Type
15	Infiltrate competitor facility to steal prototype technology
16	Chart new asteroid belt for valuable mineral deposits
21	Deliver diplomatic courier to Mars colony under threat
22	Repair critical life support systems during solar storm
23	Investigate reports of pirate activity in shipping lanes
24	Evacuate personnel from reactor meltdown zone
25	Establish communication relay in deep space
26	Hunt down corporate saboteur before next attack
31	Salvage valuable cargo from derelict space vessel
32	Mediate labor dispute at lunar mining operation
33	Transport refugee families to safe habitat
34	Investigate corruption in ONA inspection department
35	Secure mining rights to contested asteroid claim
36	Prevent war between Earth and Mars colonies
41	Research alien artifacts discovered on distant moon
42	Expose corporate cover-up of industrial accident
43	Establish first contact protocols with unknown signals
44	Defend habitat from coordinated terrorist attack
45	Track down escaped corporate assassin
46	Negotiate hostage release at hijacked station
51	Map dangerous radiation zones around Jupiter
52	Investigate disappearance of entire mining crew

D66	Mission Type
53	Prevent habitat gang war from destroying station
54	Deliver classified intelligence to deep space outpost
55	Establish quarantine protocols for mysterious disease
56	Infiltrate black market smuggling operation
61	Coordinate emergency response to asteroid collision
62	Investigate reports of AI uprising at research facility
63	Transport political prisoner to neutral territory
64	Establish new colony on previously unexplored moon
65	Prevent corporate merger through industrial espionage
66	Lead evacuation of entire habitat before catastrophic failure

Corporate Factions

D66	Corporate Entity
11	Titan Mining Consortium - Aggressive asteroid extraction
12	Orbital Dynamics Inc - Habitat construction specialists
13	Solar Flare Communications - Interplanetary data networks
14	Red Planet Agricultural - Mars terraforming operations

D66	Corporate Entity
15	Vacuum Industries - EVA equipment and life support
16	Stellar Navigation Corp - Ship routing and logistics
21	Luna Construction Guild - Lunar base infrastructure
22	Deep Space Salvage LLC - Derelict ship recovery
23	Fusion Power Solutions - Reactor technology and fuel
24	Asteroid Belt Trading Post - Resource brokerage
25	Orbital Medical Services - Healthcare across space
26	Gravity Well Transport - Planetary surface operations
31	Void Security Systems - Private military contractors
32	Interplanetary Shipping Union - Freight coordination
33	Martian Atmosphere Processing - Environmental engineering
34	Solar Wind Energy - Power generation and distribution
35	Space-Born Manufacturing - Zero-gravity production

D66	Corporate Entity
36	Ceres Station Authority - Belt governance and regulation
41	Neural Network Technologies - AI and computer systems
42	Radiation Shielding Enterprises - Safety equipment
43	Hydroponics Unlimited - Food production in space
44	Relay Systems Incorporated - Deep-space communication relay networks
45	Thruster Dynamics - Propulsion systems and fuel
46	Habitat Life Support - Atmospheric and environmental
51	Asteroid Mining Rights Bureau - Claims and licensing
52	Emergency Response Specialists - Disaster coordination
53	Corporate Intelligence Division - Industrial espionage
54	Outer System Exploration - Deep space missions
55	Robotic Labor Solutions - Automated workforce

D66	Corporate Entity
56	Interplanetary Banking Consortium - Financial services
61	Magnetic Navigation Networks - Positioning systems
62	Structural Engineering Corps - Habitat construction
63	Bio-Medical Research Institute - Genetic adaptation
64	Trade Route Security - Anti-piracy operations
65	Environmental Hazard Management - Cleanup and safety
66	Colonial Development Authority - New settlement planning

Locations

D66	Location
11	Zvezda-1 - Soviet lunar base at south pole
12	Artemis Base Alpha - American modular lunar outpost
13	Freedom Station - Rotating artificial gravity hub at L1
14	Endurance - First permanent Mars base
15	Vanguard Habitat - Self-sustaining Martian biodome
16	Ceres Central - Major asteroid belt trading hub
21	Phobos Manufacturing - Robotic production facility

D66	Location
22	Deimos Research Station - Mars moon scientific outpost
23	Europa Deep Drill - Ice mining operation on Jupiter moon
24	Titan Atmospheric Processor - Saturn moon industrial complex
25	Belt Miner's Rest - Asteroid prospector waystation
26	Solar Collection Array - Orbital power generation facility
31	New Shanghai Orbital - Corporate habitat and offices
32	Gagarin Memorial Station - Historic orbital monument
33	Armstrong Landing - Lunar tourist destination
34	Red Rock Mining Platform - Mars orbital extraction
35	Void Walker Shipyard - Deep space vessel construction
36	Magnetic Navigation Beacon - Interplanetary positioning
41	Salvage Yard Delta-7 - Derelict ship processing facility
42	Emergency Shelter Kilo - Deep space emergency refuge
43	Quarantine Station Alpha - Biological isolation facility
44	Corporate Headquarters Orbital - Executive command center
45	Union Hall Station - Worker organization headquarters

D66	Location
46	Black Market Trading Post - Illegal commerce hub
51	Research Laboratory Gamma - Experimental technology facility
52	Refugee Processing Center - Displaced person intake
53	Asteroid Claim Office - Mining rights administration
54	Deep Space Communication Array - Interplanetary signals
55	Habitat Ring Construction - Artificial gravity installation
56	Corporate Prison Complex - Industrial detention facility
61	Terraforming Command Center - Planetary engineering hub
62	Robotic Assembly Plant - Automated production facility
63	Military Defense Platform - Orbital weapons system
64	Environmental Monitoring Station - Hazard detection center
65	Trade Negotiation Facility - Commercial diplomacy venue
66	Genesis Colony Ship - Long-range exploration vessel

Complications

D66	Complication
11	Solar storm disrupts all communication for 72 hours
12	Critical life support system begins failing gradually
13	Corporate security increases patrols unexpectedly

D66**Complication**

-
- | | |
|----|--|
| 14 | Rival faction arrives with competing objectives |
| 15 | Equipment sabotage discovered at worst possible moment |
| 16 | Quarantine lockdown traps everyone in confined space |
| 21 | Gravity generator malfunctions causing structural stress |
| 22 | Key contact revealed to be working for opposition |
| 23 | Medical emergency requires immediate evacuation |
| 24 | Navigation systems compromised by computer virus |
| 25 | Cargo manifest falsified hiding dangerous materials |
| 26 | Union strike shuts down all station operations |
| 31 | Atmospheric breach threatens entire habitat section |
| 32 | Corporate assassin targets mission participants |
| 33 | Reactor containment shows signs of imminent failure |
| 34 | Pirates intercept communication and plan ambush |
| 35 | AI system begins exhibiting unpredictable behavior |
| 36 | Radiation levels spike beyond safe exposure limits |
| 41 | Essential crew member suffers psychological breakdown |
| 42 | Corporate audit discovers illegal activities |
| 43 | Asteroid collision course detected with 6 hours warning |
| 44 | Black market suppliers demand payment in advance |
| 45 | ONA investigation threatens to expose mission |
| 46 | Terrorist cell plants explosives throughout facility |
-

D66	Complication
51	Communication lag prevents coordination with Earth
52	Hostile takeover attempt disrupts corporate structure
53	Environmental systems begin producing toxic atmosphere
54	Key personnel revealed to have falsified credentials
55	Emergency evacuation procedures mysteriously activate
56	Trade negotiations break down over hidden agenda
61	Military forces mobilize for unexplained reasons
62	Experimental technology causes unpredictable effects
63	Corporate spy network compromises mission security
64	Habitat gang war escalates beyond containment
65	Deep space phenomenon interferes with all equipment
66	Multiple system failures cascade into total breakdown

Mission Rewards

D66	Reward Type
11	Standard corporate contract payment plus performance bonus
12	Salvage rights to recovered equipment and materials

D66	Reward Type
13	Corporate stock options and profit-sharing agreement
14	Access to restricted technology or research data
15	Safe passage through corporate-controlled space
16	Medical treatment for radiation exposure or injury
21	Information about family member's whereabouts
22	Debt forgiveness from criminal organization
23	Upgraded ship equipment at corporate expense
24	Priority docking rights at premium stations
25	Corporate protection from legal prosecution
26	Training certification for advanced systems
31	Black market contact network access
32	Fuel vouchers for interplanetary travel
33	Citizenship papers for preferred colony
34	Corporate housing allocation on orbital habitat
35	Emergency rescue beacon with guaranteed response
36	Rare minerals or processed materials
41	Government amnesty for past infractions
42	Partnership opportunity in mining venture
43	Access to classified star charts and navigation data
44	Corporate medical insurance policy
45	Personal spacecraft maintenance contract
46	Priority evacuation rights during emergencies
51	Underground railroad safe house network
52	Prototype equipment testing opportunity

D66	Reward Type
53	Corporate executive's personal favor owed
54	Trade route monopoly rights
55	Advanced life support system upgrade
56	Government pension or retirement benefits
61	Orbital real estate deed or station ownership
62	Corporate laboratory access for research
63	Personal bodyguard service contract
64	Diplomatic immunity credentials
65	Advanced AI assistant program
66	Joint ownership of deep space mining claim

World Building

Orbital Stations

D66	Station Description
11	Massive corporate headquarters rotating in Earth orbit
12	Industrial manufacturing complex with zero-G production
13	Agricultural habitat with vast hydroponic gardens
14	Military defense platform bristling with weapons
15	Research station studying exotic space phenomena
16	Trade hub where ships dock from across the system
21	Luxury resort catering to wealthy corporate elites
22	Refugee processing center for displaced populations
23	Medical facility specializing in space-related injuries

D66**Station Description**

- | | |
|----|---|
| 24 | Communications relay station for interplanetary signals |
| 25 | Mining equipment depot serving asteroid operations |
| 26 | Educational institution training space professionals |
| 31 | Fuel depot and ship maintenance facility |
| 32 | Cultural center preserving Earth traditions |
| 33 | Government administrative complex |
| 34 | Criminal haven operating outside legal jurisdiction |
| 35 | Religious retreat and spiritual community |
| 36 | Scientific conference center for research collaboration |
| 41 | Salvage processing station breaking down derelict ships |
| 42 | Corporate prison facility for white-collar criminals |
| 43 | Entertainment complex with casinos and theaters |
| 44 | Immigration checkpoint for inter-colony travel |
| 45 | Emergency shelter for disaster evacuation |
| 46 | Corporate spy training facility |
| 51 | Art gallery showcasing space-born cultural works |
| 52 | Diplomatic meeting ground for faction negotiations |
| 53 | Corporate testing facility for experimental technology |
| 54 | Underground market for illegal goods |
| 55 | Retirement community for aged space workers |
| 56 | Transportation hub connecting multiple trade routes |
-

D66	Station Description
61	Corporate data center storing classified information
62	Environmental monitoring station tracking space hazards
63	Labor union headquarters organizing worker rights
64	Media production studio broadcasting across the system
65	Corporate training facility for new employees
66	Decommissioned military base converted to civilian use

Planetary Settlements

D66	Settlement Description
11	Lunar mining town extracting Helium-3 from regolith
12	Martian agricultural dome growing food for colonies
13	Research outpost studying Martian geological formations
14	Corporate executive retreat in Martian polar region
15	Underground lunar city carved into crater walls
16	Martian terraforming station modifying atmosphere
21	Industrial complex manufacturing spacecraft components
22	Military base protecting corporate mining interests
23	Scientific station studying Europa's subsurface ocean
24	Titan fuel processing plant harvesting hydrocarbons
25	Asteroid belt waystation carved into large rock

D66**Settlement Description**

-
- | | |
|----|---|
| 26 | Corporate penal colony for labor infractions |
| 31 | Martian university campus training space scientists |
| 32 | Lunar communications array beaming signals to Earth |
| 33 | Experimental habitat testing closed-loop life support |
| 34 | Mining boomtown following valuable ore discovery |
| 35 | Martian spaceport connecting surface to orbital facilities |
| 36 | Research station monitoring solar radiation patterns |
| 41 | Corporate security training facility |
| 42 | Agricultural research station developing space crops |
| 43 | Refugee settlement for Earth climate change evacuees |
| 44 | Underground criminal hideout in abandoned mine |
| 45 | Corporate executive's private estate and compound |
| 46 | Medical research facility studying space adaptation |
| 51 | Martian cultural center preserving pre-colonization history |
| 52 | Industrial recycling plant processing station waste |
| 53 | Corporate propaganda center controlling information flow |
| 54 | Emergency shelter network for radiation storm protection |
| 55 | Martian wine-making facility using hydroponic grapes |
| 56 | Geological survey base mapping planetary resources |
-

D66	Settlement Description
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61	Corporate think tank developing future expansion plans
62	Martian sports complex for low-gravity athletics
63	Environmental restoration project healing Earth damage
64	Corporate child-care facility for employee families
65	Artistic colony creating space-inspired cultural works
66	Experimental community testing post-scarcity economics

Asteroid Installations

D66	Installation Description
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11	Massive automated mining rig strip-mining ore
12	Corporate processing facility refining raw materials
13	Smuggler's hidden base inside hollowed asteroid
14	Research station studying asteroid composition
15	Fuel depot serving deep space exploration missions
16	Emergency shelter network for stranded miners
21	Corporate security outpost monitoring belt activity
22	Independent prospector's claim with basic equipment
23	Pirate stronghold raiding shipping lanes
24	Salvage operation breaking down derelict spacecraft
25	Corporate executive's secret meeting facility
26	Underground fighting arena for belt workers

D66**Installation Description**

- | | |
|----|---|
| 31 | Communications relay boosting interplanetary signals |
| 32 | Black market trading post for illegal goods |
| 33 | Corporate prison asteroid housing political prisoners |
| 34 | Research facility developing asteroid mining technology |
| 35 | Refueling station for long-range transport ships |
| 36 | Corporate spy listening post monitoring communications |
| 41 | Industrial fabrication plant using asteroid materials |
| 42 | Independent colony seeking autonomy from Earth |
| 43 | Corporate testing facility for dangerous experiments |
| 44 | Asteroid belt navigation beacon warning of hazards |
| 45 | Refugee camp for displaced mining families |
| 46 | Corporate data storage facility in secure location |
| 51 | Underground casino and entertainment complex |
| 52 | Military weapons testing facility |
| 53 | Corporate medical research station studying radiation effects |
| 54 | Independent trading consortium headquarters |
| 55 | Environmental monitoring station tracking space debris |
| 56 | Corporate training facility for asteroid belt operations |
| 61 | Secret government facility conducting classified research |
| 62 | Independent news organization broadcasting truth |

D66	Installation Description
63	Corporate executive recruitment and evaluation center
64	Underground labor union organizing mining workers
65	Corporate psychological research facility
66	Independent asteroid city with full self-governance

Deep Space Phenomena

D66	Phenomenon Description
11	Ancient alien probe broadcasting incomprehensible signals
12	Rogue planet drifting through interstellar space
13	Massive solar flare disrupting all electronics
14	Gravitational anomaly bending space-time locally
15	Dense asteroid field created by ancient planetary collision
16	Mysterious energy readings from empty space coordinates
21	Derelict generation ship from failed colony expedition

D66	Phenomenon Description
22	Plasma storm interfering with ship navigation systems
23	Unusual magnetic field patterns affecting metal equipment
24	Strange radiation signature unlike any known source
25	Gravitational gradient inconsistent with any mapped object: something dense is nearby
26	Massive ice comet carrying unknown organic compounds on its first inner system pass
31	Artificial structure of clearly non-human origin
32	Unexplained gap in the asteroid field: something cleared this area
33	Region with measurably altered background radiation and no obvious source
34	Ancient debris field with fragments that analysis suggests came from a deliberate conflict

D66	Phenomenon Description
35	Repeating signal burst correlating with no known natural periodic event
36	Long-period comet on an unprecedented trajectory; composition and full path not yet computed
41	Abandoned space station of unknown technological origin
42	Rogue asteroid with unusual spectral signature suggesting artificial origin
43	Neutron star pulsar disrupting electronic systems
44	Unknown dense debris field blocking established navigation routes; origin unclear
45	Unusual radio emission with mathematical structure and no identified source
46	Ancient mining operation left by previous civilization
51	Crystalline structure growing in zero-gravity environment
52	Anomalous heat signature detected in empty space; no visible object

D66	Phenomenon Description
53	Region where magnetic instruments behave erratically and predictably wrong
54	Alien artifact of clearly non-human manufacture, purpose unknown
55	Recurring microwave burst on a frequency matching no known transmitter
56	Ship instruments detect mass consistent with a large object; nothing is visible
61	Derelict probe bearing markings that match no known national or corporate space program
62	Automated distress beacon on an obsolete emergency frequency; source cannot be located
63	Ancient warning beacon in dead alien language
64	Geometric pattern etched into a moon's surface, only visible from orbit
65	Interference pattern in the solar wind that appears to encode repeating data

D66	Phenomenon Description
66	Series of hollow asteroids arranged in a geometrically perfect formation

Trade Routes

D66	Trade Route Description
11	Earth-Luna express lane for high-priority cargo
12	Mars-Belt mining equipment and processed ore exchange
13	Outer system ice water delivery to inner colonies
14	Corporate executive shuttle service between facilities
15	Emergency medical supply runs during health crises
16	Deep space exploration mission supply chains
21	Black market smuggling route avoiding patrol areas
22	Refugee transport corridor to safe haven colonies
23	Corporate espionage document courier service
24	Luxury goods delivery to wealthy orbital habitats
25	Raw materials shipment from asteroid mining operations
26	Scientific equipment transport for research facilities
31	Corporate prisoner transport between detention facilities
32	Information data packet delivery across solar system
33	Diplomatic pouch service for government communications
34	Cultural artifact preservation and museum delivery

D66	Trade Route Description
35	Corporate executive family member transport service
36	Military weapons and equipment distribution network
41	Underground railroad for escaped corporate indentured workers
42	Media content distribution across colony networks
43	Corporate audit and inspection team deployment routes
44	Emergency evacuation transport during space disasters
45	Corporate merger negotiation team shuttle service
46	Advanced technology prototype delivery system
51	Labor union organizer transport and communication network
52	Corporate whistleblower protection and relocation service
53	Illegal alien artifact smuggling network
54	Corporate death squad deployment and extraction routes
55	Independent colony supply runs avoiding corporate taxes
56	Corporate sabotage team insertion and exfiltration paths
61	Government intelligence courier service
62	Corporate chemical and biological weapon transport
63	Underground newspaper and media distribution network

D66	Trade Route Description
64	Corporate hostage negotiation specialist deployment
65	Independent prospector equipment and supply delivery
66	Corporate executive extraction routes during emergencies

Political Tensions

D66	Political Situation
11	Corporate merger creating monopolistic power concentration
12	Labor strike spreading across multiple orbital facilities
13	Government regulation threatening corporate profit margins
14	Independence movement gaining support in outer colonies
15	Trade war between rival corporate factions
16	Resource shortage creating competition between settlements
21	Corporate espionage scandal exposed by investigative journalists

D66	Political Situation
22	Military coup attempt in Mars colonial government
23	Environmental disaster blamed on corporate negligence
24	Alien artifact discovery creating international incident
25	Corporate death squad assassination of union leader
26	Government corruption investigation targeting space industry
31	Corporate proxy war fought through hired mercenaries
32	Religious extremist movement opposing space colonization
33	Technology theft accusations between corporate competitors
34	Colonial taxation protest movement growing in outer system
35	Corporate whistleblower protection program under attack
36	Government military buildup threatening corporate autonomy

D66	Political Situation
41	Space piracy increasing due to inadequate patrol funding
42	Corporate price-fixing scandal affecting essential supplies
43	Underground railroad helping escaped corporate prisoners
44	Government investigation into corporate human experimentation
45	Corporate private security forces exceeding legal authority
46	Colonial representation dispute in Earth-based government
51	Corporate terraforming project displacing indigenous life
52	Government space program budget cuts affecting safety
53	Corporate information warfare campaign manipulating public opinion
54	Independence referendum scheduled in major colony

D66	Political Situation
55	Corporate executive war crimes tribunal proceedings
56	Government emergency powers expansion threatening civil liberties
61	Corporate asteroid mining claim disputes escalating to violence
62	Underground resistance movement targeting corporate infrastructure
63	Government cover-up of space exploration disaster
64	Corporate genetic modification experiments on space workers
65	Colonial self-defense force buildup alarming Earth authorities
66	Corporate attempt to purchase entire planetary government

Characters and Factions

Corporate Executives

D66	Executive Description
11	Ruthless merger specialist eliminating competition through any means
12	Tech-obsessed innovator pushing dangerous experimental projects
13	Cost-cutting efficiency expert reducing safety margins
14	Charismatic public relations master hiding corporate crimes
15	Paranoid security chief monitoring all employee communications
16	Ambitious junior executive willing to betray colleagues
21	Old-guard traditionalist resisting technological advancement
22	Corporate spy master running extensive intelligence networks
23	Environmental exploitation specialist maximizing resource extraction

D66	Executive Description
24	Labor suppression expert breaking union organizing attempts
25	Government liaison corrupt- ing public officials
26	Market manipulation ge- nius creating artificial scarcity
31	Corporate restructuring specialist eliminating re- dundant personnel
32	Risk assessment expert cal- culating acceptable casu- alty rates
33	Intellectual property en- forcer protecting corporate secrets
34	Expansion strategist plan- ning hostile takeovers
35	Corporate culture archi- tect programming em- ployee loyalty
36	Financial engineering spe- cialist creating tax avoid- ance schemes
41	Human resources director covering up workplace acci- dents

D66	Executive Description
42	Supply chain optimizer exploiting colonial labor
43	Corporate diplomat negotiating with government regulators
44	Information warfare specialist controlling media narratives
45	Corporate enforcer eliminating whistleblowers and dissidents
46	Profit maximization consultant reducing worker benefits
51	Corporate psychologist designing employee motivation programs
52	Technology transfer specialist stealing competitor innovations
53	Crisis management expert containing corporate scandals
54	Colonial affairs director exploiting resource-rich worlds
55	Corporate lawyer finding legal loopholes for unethical practices

D66	Executive Description
56	Strategic planning director mapping long-term corporate domination
61	Corporate bioethics officer who has started refusing to sign off on certain research protocols, and is frightened by the response
62	Former workplace safety director, quietly reassigned after insisting on accurate accident reporting
63	Corporate recruiting specialist targeting desperate populations
64	Environmental compliance officer who genuinely believes the regulations are unfair, and works creatively to circumvent them
65	Corporate facilities manager whose safety budget was cut to zero, warned not to raise the issue again
66	Executive board member who approved a program without understanding its full scope, and is now too implicated to speak up

Station Personnel

D66	Personnel Description
11	Veteran maintenance chief keeping aging systems operational
12	Idealistic young engineer designing safety improvements
13	Exhausted medical officer treating space-related injuries
14	Cynical security guard supplementing income through smuggling
15	Overworked communications operator monitoring multiple channels
16	Ambitious administrator seeking corporate advancement
21	Dedicated teacher educating space-born children
22	Skilled pilot transporting personnel between facilities
23	Experienced miner extracting resources from asteroids
24	Resourceful cook feeding station population with limited supplies

D66	Personnel Description
25	Disillusioned scientist questioning corporate research ethics
26	Reliable technician maintaining life support systems
31	Underground union organizer planning worker strikes
32	Corporate informant reporting on colleague activities
33	Compassionate counselor helping traumatized personnel
34	Veteran space walker performing dangerous EVA repairs
35	Independent trader selling goods to station personnel
36	Station historian documenting corporate abuse
41	Recovering addict struggling with stimulant dependency
42	Family person supporting relatives on Earth
43	Corporate whistle-blower gathering evidence of crimes

D66	Personnel Description
44	Skilled negotiator mediating personnel disputes
45	Station gossip spreading information through informal networks
46	Religious leader providing spiritual comfort to workers
51	Recreational activities coordinator maintaining crew morale
52	Environmental systems specialist managing atmosphere and waste
53	Computer systems administrator maintaining digital infrastructure
54	Emergency response coordinator preparing for disasters
55	Station musician entertaining personnel during off-hours
56	Inventory manager tracking supplies and equipment
61	Safety inspector reporting hazardous working conditions

D66	Personnel Description
62	Hydroponics specialist growing food in space environments
63	Cultural liaison helping different ethnic groups coexist
64	Station archivist preserving important records and documentation
65	Equipment operator running specialized industrial machinery
66	Station grandmother caring for entire community like family

Independent Operators

D66	Operator Description
11	Freelance salvage expert recovering value from space debris
12	Independent asteroid prospector seeking valuable mineral claims
13	Rogue scientist conducting unauthorized research projects
14	Former corporate executive turned anti-corporate activist

D66	Operator Description
15	Smuggler transporting illegal goods through corporate blockades
16	Bounty hunter tracking fugitives across solar system
21	Information broker selling intelligence to highest bidders
22	Independent journalist exposing corporate crimes and cover-ups
23	Mercenary pilot available for dangerous transportation missions
24	Escape artist specializing in extracting people from danger
25	Black market surgeon performing illegal medical procedures
26	Deep space explorer charting unknown regions
31	Corporate saboteur disrupting industrial operations
32	Independent contractor providing specialized technical services

D66	Operator Description
33	Refugee assistance coordinator helping displaced populations
34	Anti-corporate terrorist bombing corporate facilities
35	Independent colony founder seeking autonomous territory
36	Freelance negotiator mediating between conflicting factions
41	Reformed pirate seeking legitimate business opportunities
42	Corporate insider trading illegal information for personal profit
43	Independent musician touring space stations and colonies
44	Freelance bodyguard protecting corporate executives and dissidents
45	Rogue AI programmer creating unauthorized artificial intelligence
46	Independent archaeologist studying alien artifacts

D66	Operator Description
51	Corporate spy selling secrets to competitive intelligence agencies
52	Freelance mechanic repairing equipment for independent operators
53	Independent colony supply runner avoiding corporate taxation
54	Reformed corporate assassin seeking redemption for past crimes
55	Independent environmental activist sabotaging polluting corporations
56	Freelance diplomatic courier carrying sensitive negotiations
61	Corporate defector revealing insider information to competitors
62	Independent rescue specialist extracting personnel from disasters
63	Freelance corporate trainer teaching survival skills
64	Independent colony defense coordinator organizing militia forces

D66	Operator Description
65	Reformed corporate spy master running counter-intelligence operations
66	Independent revolutionary leader organizing anti-corporate resistance

Government Officials

D66	Official Description
11	Honest regulatory inspector fighting corporate corruption
12	Ambitious politician seeking higher office through corporate backing
13	Dedicated military officer protecting civilian populations
14	Corrupt administrator taking bribes from corporate interests
15	Idealistic young diplomat promoting international cooperation
16	Veteran space patrol officer enforcing interplanetary law
21	Government scientist researching space colonization challenges

D66	Official Description
22	Colonial affairs specialist managing outer system territories
23	Immigration official processing refugee applications
24	Environmental protection agent investigating corporate pollution
25	Labor rights advocate supporting worker organizing efforts
26	Intelligence operative monitoring corporate espionage activities
31	Economic development coordinator attracting corporate investment
32	Emergency management director coordinating disaster response
33	Legal prosecutor investigating corporate criminal activities
34	Colonial governor balancing independence and Earth authority

D66	Official Description
35	Military procurement officer acquiring equipment from corporations
36	Government accountant auditing corporate tax compliance
41	Diplomatic security specialist protecting government negotiations
42	Public health officer monitoring space-related medical issues
43	Transportation safety inspector examining commercial spacecraft
44	Government information officer controlling official communications
45	Colonial development planner designing sustainable settlements
46	Military intelligence analyst assessing corporate security threats
51	Government ethics investigator examining official corruption

D66	Official Description
52	Space traffic controller managing interplanetary shipping routes
53	Colonial education administrator developing space school curricula
54	Government trade negotiator establishing commercial agreements
55	Military logistics coordinator supporting space-based operations
56	Government research coordinator funding scientific projects
61	Colonial justice official establishing legal systems
62	Government cultural affairs officer preserving human heritage
63	Military strategic planner preparing for potential conflicts
64	Government economic analyst monitoring corporate market manipulation
65	Colonial infrastructure coordinator building transportation networks

D66	Official Description
66	Government oversight of official monitoring corporate human rights violations

Criminal Elements

D66	Criminal Description
11	Space pirate captain raiding corporate cargo shipments
12	Smuggling ring leader moving contraband through legal checkpoints
13	Corporate embezzler stealing funds from company accounts
14	Black market organ dealer harvesting from space workers
15	Information thief selling corporate secrets to competitors
16	Protection racket operator extorting small businesses
21	Drug manufacturer producing illegal stimulants for space workers
22	Human trafficker moving indentured workers to labor camps

D66	Criminal Description
23	Weapons dealer selling illegal arms to corporate security
24	Corporate assassin eliminating witnesses and whistleblowers
25	Cybercriminal hacking corporate databases for financial gain
26	Counterfeiting specialist creating false identification documents
31	Salvage thief stealing from legitimate recovery operations
32	Corporate insider facilitating illegal trading activities
33	Kidnapping specialist targeting corporate executives for ransom
34	Illegal gambling operator running underground betting networks
35	Corporate saboteur damaging competitor infrastructure
36	Money laundering expert cleaning corporate criminal proceeds

D66	Criminal Description
41	Contract killer eliminating corporate enemies and rivals
42	Corporate fraud specialist creating false financial records
43	Illegal immigration facilitator smuggling refugees past checkpoints
44	Corporate espionage specialist stealing technological innovations
45	Black market equipment dealer selling restricted technology
46	Corporate extortionist using blackmail against executives
51	Illegal waste disposal operator dumping toxins in space
52	Corporate bribery specialist corrupting government officials
53	Underground fighting ring operator exploiting desperate workers
54	Corporate data destruction specialist eliminating evidence

D66	Criminal Description
55	Illegal genetic enhancement lab selling combat and radiation tolerance modifications outside medical oversight
56	Corporate terrorism specialist bombing competitor facilities
61	Black market medical procedure specialist performing illegal surgeries
62	Corporate tax evasion specialist hiding profits from authorities
63	Illegal AI development operation creating unauthorized artificial intelligence
64	Corporate environmental crime specialist covering up pollution
65	Underground resistance network leader organizing anti-corporate activities
66	Corporate insider quietly liquidating company assets through shell accounts, planning to disappear before anyone notices

Faction Relationships

D66	Relationship Dynamic
11	Rival corporations engaged in hostile takeover attempts
12	Government agency investigating corporate criminal activities
13	Labor union organizing strikes against corporate exploitation
14	Independent colony seeking autonomy from corporate control
15	Military force protecting corporate interests from competitors
16	Environmental group sabotaging corporate pollution projects
21	Corporate alliance merging to create monopolistic power
22	Criminal organization supplying illegal services to corporations
23	Religious group opposing corporate materialism and exploitation

D66	Relationship Dynamic
24	Academic institution re-searching corporate impact on society
25	Media organization exposing corporate crimes and corruption
26	International tribunal prosecuting corporate war crimes
31	Corporate proxy war fought through hired mercenary forces
32	Government regulatory capture by corporate special interests
33	Underground resistance movement targeting corporate infrastructure
34	Corporate espionage network infiltrating competitor organizations
35	Independent trader consortium avoiding corporate taxation
36	Corporate death squad eliminating anti-corporate activists
41	Government corruption investigation targeting corporate bribes

D66	Relationship Dynamic
42	Corporate information warfare campaign manipulating public opinion
43	Labor organizer assassination by corporate security forces
44	Corporate environmental disaster cover-up by government officials
45	Independent colony defense force resisting corporate invasion
46	Corporate psychological warfare operation against employee resistance
51	Government military contractor relationship creating conflict of interest
52	Corporate technology theft from academic research institutions
53	Underground railroad network helping corporate prisoners escape
54	Corporate resource extraction project displacing indigenous populations

D66	Relationship Dynamic
55	Government space program privatization benefiting corporate partners
56	Corporate medical experimentation on vulnerable populations
61	Independent journalist protection program threatened by corporate retaliation
62	Corporate monopolization of essential life support resources
63	Government emergency powers expansion protecting corporate interests
64	Corporate genetic modification project creating super-soldier workers
65	Independent colony terraforming project competing with corporate plans
66	Corporate attempt to purchase planetary government and eliminate democracy

Equipment and Resources

Cargo Manifests

D66	Cargo Description
11	Hydroponic food supplies for outer colony settlements
12	Advanced life support components for habitat construction
13	Refined rare earth metals from asteroid mining operations
14	Medical equipment for treating space-related injuries
15	Fusion reactor fuel cells for deep space missions
16	Corporate executive luxury goods and personal items
21	Educational materials and entertainment media for colonies
22	Industrial machinery for orbital manufacturing facilities
23	Scientific instruments for research station operations
24	Water reclamation systems for sustainable habitats

D66	Cargo Description
25	Emergency evacuation supplies for disaster preparedness
26	Corporate communications equipment for facility networks
31	Spacecraft components for orbital shipyard construction
32	Atmospheric processing chemicals for terraforming projects
33	Corporate security equipment and surveillance systems
34	Renewable energy generation equipment for colonies
35	Cultural artifacts being transported to museum facilities
36	Corporate propaganda materials for colony distribution
41	Classified research data and experimental technology prototypes
42	Biological samples for corporate genetic research projects

D66	Cargo Description
43	Corporate executive family member personal belongings
44	Military weapons and ammunition for security forces
45	Corporate audit documentation for regulatory compliance
46	Advanced computer systems for artificial intelligence research
51	Corporate prisoner transport restraint systems
52	Environmental cleanup equipment for pollution remediation
53	Corporate merger documentation and financial records
54	Psychological manipulation devices for employee control
55	Corporate death squad weapons and assassination equipment
56	Alien artifact fragments for corporate research analysis
61	Corporate financial records with significant irregulari-

D66	Cargo Description
	ties, sealed under legal order
62	Personal effects of workers who died in a covered-up industrial accident
63	Decommissioned military satellite components stripped of classified systems
64	Prototype life support equipment destined for a competing colony
65	Survey data for an asteroid field the corporation does not legally own
66	Evidence of a falsified accident report secured in a corporate executive's private safe

Black Market Goods

D66	Contraband Item
11	Untraceable personal identification documents
12	Illegal combat stimulants enhancing physical performance

D66	Contraband Item
13	Stolen corporate technology blueprints and specifications
14	Restricted medical supplies bypassing corporate distribution
15	Unregistered spacecraft avoiding government tracking systems
16	Illegal communication encryption preventing corporate surveillance
21	Corporate executive assassination contracts
22	Stolen government military equipment and weapons
23	Illegal alien artifact fragments with unknown properties
24	Underground passage documents for restricted territories
25	Corporate insider trading information for stock manipulation
26	Unauthorized genetic modification procedures sold outside corporate medical licensing

D66	Contraband Item
31	Corporate whistleblower protection services
32	Stolen corporate financial records exposing criminal activities
33	Unauthorized AI system with full operational autonomy, illegal under ONA charter
34	Corporate sabotage equipment for infrastructure destruction
35	Underground resistance communication networks
36	Illegal terraforming accelerants for rapid planetary modification
41	Corporate encryption keys for accessing proprietary shipping manifests
42	Stolen government diplomatic immunity credentials
43	Forged ONA inspection certificates for non-compliant equipment
44	Underground railroad escape routes for corporate prisoners

D66	Contraband Item
45	Salvaged alien probe components for reverse-engineering study
46	Corporate environmental crime cover-up services
51	Unregistered ship transponder codes allowing movement under a false identity
52	Stolen corporate personnel files identifying security vulnerabilities
53	Illegal reactor fuel reprocessed from military waste stockpiles
54	Bootleg medical supplies bypassing corporate price controls
55	Forged colonial citizenship papers for Earth-banned individuals
56	Intercepted corporate communications sold to labor organizers
61	Unauthorized copies of suppressed corporate safety violation reports
62	Ship engine modification kits exceeding rated thrust limits

D66	Contraband Item
63	Smuggled biological cultures restricted under terraforming treaties
64	Unregistered quantum-encrypted communication devices
65	Salvaged military-grade navigation equipment stripped of tracking firmware
66	A recording of an ONA official accepting bribes, offered to the highest bidder

Equipment Failures

D66	Failure Type
11	Life support oxygen recycling system gradually degrading
12	Navigation computer providing increasingly inaccurate coordinates
13	Communication array suffering intermittent signal transmission problems
14	Gravity generator creating unpredictable artificial gravity fluctuations

D66	Failure Type
15	Reactor shielding developing microscopic cracks allowing radiation leakage
16	Atmospheric pressure control system maintaining inadequate environmental levels
21	EVA suit helmet visor developing stress fractures
22	Thruster control system experiencing random firing delays
23	Emergency backup systems failing during critical operational moments
24	Water recycling equipment contaminating drinking water supplies
25	Temperature regulation system creating dangerous environmental extremes
26	Docking mechanism misaligning preventing secure spacecraft connections
31	Medical equipment providing false diagnostic readings
32	Food production systems reducing nutritional output

D66	Failure Type
33	Power distribution network causing irregular electrical fluctuations
34	Waste management system backing up creating unsanitary conditions
35	Security systems triggering false alarms and lockdowns
36	Tool maintenance equipment dulling and breaking essential implements
41	Radiation detection instruments underreporting dangerous exposure levels
42	Cargo handling equipment dropping and damaging valuable shipments
43	Computer memory storage corrupting critical operational data
44	Fuel injection system reducing engine efficiency
45	Artificial intelligence assistant providing incorrect information
46	Structural integrity monitoring failing to detect hull weaknesses

D66	Failure Type
51	Emergency evacuation systems jamming during crisis situations
52	Communication encryption breaking exposing sensitive transmissions
53	Environmental sensors misreporting atmospheric composition
54	Backup power systems failing when primary power cuts
55	Robotic automation equipment performing incorrect operations
56	Personnel tracking systems losing contact with crew members
61	Atmospheric recycling creating toxic gas buildup
62	Propulsion system losing thrust during critical maneuvers
63	Life support alarm systems failing to alert dangerous conditions
64	Equipment sterilization failing allowing contamination spread

D66	Failure Type
65	Emergency medical systems administering incorrect treatments
66	Total system cascade failure affecting multiple critical operations

Salvage Opportunities

D66	Salvageable Resource
11	Abandoned corporate research station with experimental technology
12	Derelict cargo ship containing valuable rare mineral shipments
13	Crashed military vessel with advanced weapons systems
14	Destroyed orbital habitat containing reusable life support equipment
15	Ancient alien probe with unknown technological capabilities
16	Corporate executive escape pod containing classified information
21	Disabled mining platform with functioning extraction equipment

D66	Salvageable Resource
22	Wrecked luxury yacht containing valuable personal belongings
23	Abandoned government spy satellite with intelligence data
24	Destroyed pirate ship containing stolen corporate cargo
25	Derelict colony ship with suspended animation technology
26	Crashed corporate security vessel with surveillance equipment
31	Abandoned scientific expedition ship with research findings
32	Destroyed corporate facility containing manufacturing equipment
33	Derelict diplomatic vessel with international treaty documents
34	Crashed corporate executive transport with financial records

D66	Salvageable Resource
35	Abandoned terraforming equipment on partially modified planet
36	Destroyed corporate communications relay with encryption codes
41	Derelict corporate prison ship with prisoner transport technology
42	Crashed government inspection vessel with regulatory documentation
43	Abandoned corporate medical research facility with experimental treatments
44	Destroyed corporate merger negotiation site with financial agreements
45	Derelict corporate environmental cleanup vessel with remediation technology
46	Crashed corporate death squad transport with assassination equipment
51	Abandoned corporate propaganda broadcasting station with media equipment

D66	Salvageable Resource
52	Destroyed corporate tax evasion facility with financial hiding technology
53	Derelict corporate human trafficking vessel with transportation systems
54	Crashed corporate monitoring station full of surveillance data on its own employees
55	Abandoned terraforming supply cache from a project that was quietly cancelled
56	Destroyed corporate relay station; encrypted logs of every message passed through it
61	Derelict alien probe: clearly artificial, clearly not human construction
62	Emergency lifeboat whose occupants were recovered, but whose cargo was not
63	Abandoned research outpost with all equipment intact and personnel absent
64	Wrecked supply ship whose manifest does not match the cargo actually on board

D66	Salvageable Resource
65	Derelict military vessel from a conflict the history books do not record
66	A deep space habitat; power still running, not logged or registered anywhere

Technology Discoveries

D66	Discovery Description
11	Advanced fusion reactor design improving energy efficiency
12	Revolutionary life support technology extending operational duration
13	Breakthrough navigation system enabling precise interplanetary positioning
14	Enhanced communication array reducing signal degradation across interplanetary distances
15	Innovative artificial gravity generator reducing power consumption
16	Cutting-edge radiation shielding protecting against cosmic exposure

D66	Discovery Description
21	Advanced propulsion system increasing spacecraft velocity
22	Revolutionary medical technology treating space-related injuries
23	Breakthrough terraforming equipment accelerating planetary modification
24	Enhanced mining technology extracting resources more efficiently
25	Innovative habitat construction reducing building time
26	Cutting-edge food production increasing nutritional yield
31	Advanced artificial intelligence improving decision-making capabilities
32	Revolutionary materials science creating stronger construction components
33	Breakthrough environmental control maintaining perfect atmospheric conditions
34	Enhanced security systems detecting threats more accurately

D66	Discovery Description
35	Innovative waste management eliminating environmental contamination
36	Cutting-edge manufacturing technology producing superior equipment
41	Advanced genetic modification improving human tolerance for radiation and low gravity
42	Closed-loop biological life support using engineered algae strains, dramatically reducing resupply needs
43	Compact thorium fuel cycle reactor requiring less shielding than conventional designs
44	Ceramic-composite hull coating significantly reducing micrometeorite damage accumulation
45	Low-power magnetic containment system providing passive radiation protection for crews
46	Self-repairing polymer hull material that seals minor punctures without intervention

D66	Discovery Description
51	Long-duration sleep induction system reducing crew consumables on extended transits
52	Electrostatic dust control keeping EVA suit visors and solar panels clear without maintenance
53	Biomechanical exoskeleton counteracting bone density loss during extended low-gravity assignments
54	Passive radar system detecting other ships without broadcasting the operator's own position
55	Modular habitat connector system enabling rapid station expansion from standardized components
56	Solar sail array enabling attitude and course adjustment without expending fuel
61	Acoustic tunneling technique for long-range communication through station hulls without radio
62	Automated diagnostic system reducing the need for

D66	Discovery Description
	trained physicians on remote postings
63	Hydroponic strain producing triple the nutritional yield in the same footprint
64	Solid-state battery system extending EVA suit operational time without mass penalty
65	AI-assisted burn planning reducing transit fuel consumption on standard routes
66	Radiation-hardened magnetic tape storage surviving solar storms without data loss

Environmental Hazards

Space Weather

D66	Weather Event
11	Minor solar flare causing temporary communication disruption
12	Moderate radiation storm requiring shelter protocols
13	Magnetic field fluctuations affecting navigation instruments

D66	Weather Event
14	Cosmic ray shower increasing radiation exposure levels
15	Solar wind intensification disrupting electronic systems
16	Electromagnetic pulse damaging unshielded equipment
21	Major solar flare creating widespread system failures
22	Radiation belt expansion trapping spacecraft
23	Magnetic field reversal causing navigation chaos
24	Coronal mass ejection threatening all space operations
25	Particle storm bombardment requiring immediate evacuation
26	Solar maximum phase increasing all radiation hazards
31	Interplanetary magnetic field disruption affecting long-range communication
32	Solar energetic particle event causing biological damage

D66	Weather Event
33	Magnetosphere compression exposing orbital facilities
34	Space weather forecast predicting severe storm conditions
35	Plasma wave propagation interfering with ship systems
36	Galactic cosmic ray increase penetrating shielding
41	Solar radio burst jamming communication frequencies
42	Magnetic reconnection creating dangerous current systems
43	Heliospheric current sheet crossing affecting space environment
44	Solar cycle minimum reducing natural radiation protection
45	Interstellar medium interaction creating anomalous conditions
46	Space plasma instability causing unpredictable effects

D66	Weather Event
51	Magnetic field line reconnection generating energetic particles
52	Solar wind pressure variations affecting spacecraft trajectories
53	Radiation dose rate spike requiring emergency protocols
54	Magnetospheric substorm creating electrical disturbances
55	Cosmic ray modulation affecting sensitive electronics
56	Space environment degradation threatening life support
61	Catastrophic solar event requiring system-wide evacuation
62	Radiation storm cluster creating prolonged hazardous conditions
63	Extended solar minimum reducing heliospheric shielding; elevated cosmic ray exposure for months
64	Severe coronal mass ejection requiring all ships to

D66	Weather Event
	shelter in magnetic shadow zones
65	Prolonged radiation storm grounding all EVA operations across multiple stations simultaneously
66	Category 5 radiation event: every exposed system requires full inspection and recertification before use

System Hazards

D66	Hazard Description
11	Dense asteroid field requiring careful navigation
12	Gravitational anomaly pulling ships off course
13	Debris field from ancient space battle
14	Unstable planetary ring system with moving rocks
15	Magnetic field interference disrupting instruments
16	Gas giant atmospheric disturbance affecting nearby space
21	Comet tail particle stream creating navigation hazard

D66	Hazard Description
22	Micro-meteorite swarm damaging ship hulls
23	Radiation zone surrounding nuclear accident site
24	Interplanetary magnetic sector boundary crossing causing navigation instru- ment errors
25	Plasma storm interfering with electronic systems
26	Dense ionization cloud dis- rupting radio communica- tions across a wide band
31	Rogue planetoid gravita- tional field creating unex- pected orbital perturbations
32	Solar prominence eruption creating space hazards
33	Neutron star pulsar mag- netic field affecting metal components and compass readings
34	Deeply eccentric asteroid orbit creating unpredictable debris field in a transit lane
35	Solar energetic particle event penetrating standard shielding; extended expo- sure risk

D66	Hazard Description
36	Derelict station in unstable orbit shedding debris across a major approach vector
41	Alien artifact emitting interference that disrupts electronics within a hundred-kilometer radius
42	Debris cloud from a recent collision; composition and density unmapped
43	Ship shadow zone behind a large body cutting all communication with the outside
44	Gravity wave propagation distorting fine navigation instruments
45	Unstable fuel depot with compromised pressure seals drifting in a navigated lane
46	Dense ionized gas cloud around a magnetar disrupting electronics
51	Active mine field laid during a past corporate conflict, still uncharted on current maps
52	Solar wind pressure variations causing unexpected trajectory drift

D66	Hazard Description
53	Radiation zone from an improperly decommissioned reactor, not on any official chart
54	Debris field from a destroyed habitat; structural components drifting unpredictably
55	Localized gravity anomaly causing unexpected orbital drift near Ceres
56	Unmarked cargo container drifting on an active approach trajectory
61	Dense micro-meteorite field from a recent asteroid fragmentation event
62	Active volcanic eruption on Io ejecting material into nearby orbital lanes
63	Competing corporate vessel with active electronic jamming protecting a disputed claim
64	Navigation beacon transmitting incorrect coordinates: malfunction or deliberate sabotage

D66	Hazard Description
65	Radiation shadow zone where solar weather measurements are unreliable
66	Derelict station in decaying orbit creating a collision hazard in a busy shipping lane

Equipment Malfunctions

D66	Malfunction Type
11	Thruster misalignment causing course deviation
12	Life support filter clogging reducing air quality
13	Communication array antenna jamming preventing signals
14	Navigation computer memory corruption providing false data
15	Gravity generator power surge creating dangerous fluctuations
16	Reactor cooling system leak increasing temperature
21	EVA suit puncture causing slow atmosphere loss

D66	Malfunction Type
22	Docking clamps release mechanism sticking preventing separation
23	Cargo bay door hydraulics failing trapping contents
24	Emergency beacon transmission system broadcasting false coordinates
25	Water recycling contamination system introducing toxins
26	Food production sterility failure allowing bacterial growth
31	Power distribution short circuit causing electrical fires
32	Atmospheric pressure valve stuck creating decompression risk
33	Tool battery charging station overheating damaging equipment
34	Medical scanner calibration error providing wrong diagnoses
35	Security system sensor malfunction triggering false alarms

D66	Malfunction Type
36	Waste management pump blockage creating unsanitary backup
41	Radiation detector sensitivity loss underreporting exposure
42	Computer cooling fan failure causing processor overheating
43	Fuel injection timing error reducing engine efficiency
44	Artificial intelligence logic processor developing reasoning errors
45	Structural stress monitor blind spot missing critical damage
46	Emergency evacuation pod launch system jamming preventing escape
51	Communication encryption key corruption exposing classified transmissions
52	Environmental sensor drift providing inaccurate atmospheric readings
53	Backup power switchover delay causing temporary system shutdown

D66	Malfunction Type
54	Robotic arm precision calibration error causing operational accidents
55	Personnel tracking beacon battery drainage preventing location monitoring
56	Atmospheric recycling chemical imbalance creating toxic gas production
61	Propulsion fuel leak creating explosion hazard
62	Life support alarm silence button malfunction preventing warning notifications
63	Equipment sterilization temperature control failure allowing contamination spread
64	Emergency medical automatic injection system overdose risk
65	Multiple system cascade failure affecting critical operations simultaneously
66	Complete electronic system shutdown requiring manual operation

Emergency Situations

D66	Emergency Type
11	Atmospheric breach requiring immediate evacuation procedures
12	Reactor overload threatening catastrophic explosion
13	Life support failure giving limited time for repairs
14	Fire outbreak spreading through oxygen-rich environment
15	Medical emergency requiring immediate surgical intervention
16	Collision course with asteroid requiring evasive maneuvers
21	Communication blackout during critical mission phase
22	Power failure affecting all essential systems
23	Toxic contamination requiring quarantine protocols
24	Structural damage threatening habitat integrity
25	Navigation failure preventing safe arrival

D66	Emergency Type
26	Crew member psychological breakdown endangering everyone
31	Food poisoning affecting multiple personnel
32	Equipment explosion injuring maintenance workers
33	Gravity generator failure causing injuries
34	Water shortage threatening survival
35	Fuel leak creating immediate explosion risk
36	Security breach allowing unauthorized access
41	Radiation exposure requiring medical treatment
42	Computer virus compromising ship systems
43	Oxygen depletion requiring emergency rationing
44	Temperature control failure creating extreme conditions
45	Communication system hacking exposing sensitive information
46	Medical quarantine breach spreading contagious disease

D66	Emergency Type
51	Multiple system failures overwhelming repair capabilities
52	Emergency evacuation with limited escape pod capacity
53	Sabotage discovery requiring security investigation
54	Alien contact requiring immediate diplomatic response
55	Time-critical rescue mission with deteriorating conditions
56	Corporate retaliation threatening personnel safety
61	Environmental disaster requiring immediate evacuation
62	Terrorist attack on critical infrastructure
63	Biological warfare agent release requiring containment
64	Nuclear weapon detonation threat requiring disarmament
65	Nuclear reactor approaching meltdown with auto-

D66	Emergency Type
	mated shutdown systems offline
66	Cascading life support failure across an entire station ring with all exits sealed

Investigation and Intrigue

Corporate Secrets

D66	Secret Information
11	Financial records showing illegal tax evasion schemes
12	Human experimentation documentation violating international law
13	Environmental pollution cover-up affecting colony health
14	Corporate assassination contracts targeting competitors
15	Bribery network corrupting government officials
16	Insider trading scheme manipulating stock prices
21	Worker safety violations causing preventable deaths
22	Corporate espionage operation stealing technology

D66	Secret Information
23	Illegal weapons development for private armies
24	Slave labor operations exploiting desperate populations
25	Corporate sabotage campaigns destroying competitor facilities
26	Price-fixing conspiracy controlling essential resources
31	Corporate merger plans eliminating market competition
32	Illegal alien artifact research bypassing government oversight
33	Corporate death squad operations eliminating whistleblowers
34	Environmental destruction projects maximizing resource extraction
35	Corporate behavioral conditioning program systematically altering employee decision-making
36	Illegal genetic modification creating superhuman workers

D66	Secret Information
41	Corporate biological warfare development targeting competitor populations
42	Terraforming sabotage preventing independent colony development
43	Systematic falsification of safety certification records across multiple facilities
44	Secret acquisition of a competitor using shell corporations to hide ownership
45	An arrangement with ONA officials to suppress accident investigations in exchange for contracts
46	Evidence that a “natural” asteroid collision was caused by corporate explosive charges
51	A hidden colony where indenture contracts are illegally extended without the workers’ knowledge
52	A corporate executive replaced by a loyal double while the original is held in a private facility
53	Medical research conducted on test subjects drawn from

D66	Secret Information
	the corporate prison population
54	Systematic destruction of evidence related to a life support failure that killed 40 workers
55	Decades-long claim fraud spanning hundreds of falsified asteroid survey records
56	A blacklist shared secretly across all major space employers, effectively controlling who works
61	A first-contact signal intercepted, verified, and suppressed for proprietary reasons
62	Documentation linking the corporation's security division to targeted killings of union leaders
63	A secret environmental survey showing a "safe" zone is heavily contaminated with reactor waste
64	Systematic hiring of refugees under falsified contract terms trapping them in forced labor

D66	Secret Information
65	An executive team that approved knowingly shipping defective life support components to cut costs
66	A corporation that deliberately triggered a competitor's station disaster to acquire their assets

Conspiracy Elements

D66	Conspiracy Component
11	Secret corporate alliance controlling space industry
12	Government officials receiving illegal corporate payments
13	Underground resistance network planning corporate sabotage
14	Corporate spy infiltration of government agencies
15	Hidden alien contact influencing human development
16	Corporate assassination squad eliminating threats
21	Secret terraforming project hiding environmental crimes

D66	Conspiracy Component
22	Government cover-up protecting corporate interests
23	Underground railroad helping corporate prisoners escape
24	Corporate propaganda network manipulating public opinion across colony media channels
25	Hidden technology suppression preventing social progress
26	Secret corporate breeding program creating superhuman workers
31	Government emergency powers expansion benefiting corporations
32	Underground journalist network exposing corporate crimes
33	Corporate genetic manipulation creating loyal employee populations
34	Secret alien artifact reverse engineering program
35	Underground labor organization planning general strike

D66	Conspiracy Component
36	Corporate disinformation program systematically falsifying historical accident records
41	Government military contractor corruption scheme
42	Secret corporate stress-testing program deliberately triggering minor emergencies to study responses
43	Underground environmental monitoring network tracking corporate pollution independently
44	Corporate media ownership network controlling what information reaches the outer colonies
45	Secret government first-contact signal: verified, classified, and shared with no one
46	Corporate cartel sharing worker blacklists across nominally competing employers
51	Underground colony independence movement
52	Long-running executive council whose members

D66	Conspiracy Component
	have held power for 40 years through unknown means
53	Secret government census tracking every space-born individual for undisclosed reasons
54	Corporate long-term study of psychological effects of isolation: workers are the subjects
55	Underground network of scientists sharing research the corporations have suppressed or bought
56	ONA faction secretly working to maintain Cold War divisions for private benefit
61	Corporate multigenerational hiring program selecting for compliance over capability
62	Shadow governance body operating behind the ONA with no public mandate
63	Evidence that a major Belt “accident” was a deliberate corporate strike on a competitor

D66	Conspiracy Component
64	A secret colony established in the outer system that officially does not exist
65	Multiple corporations sharing intelligence on labor organizers under a cartel agreement
66	A verified first-contact signal that both governments and corporations have agreed to suppress

Investigation Leads

D66	Lead Information
11	Financial transaction records showing suspicious payments
12	Witness testimony describing illegal corporate activities
13	Physical evidence linking corporation to environmental crimes
14	Communication intercepts revealing conspiracy plans
15	Corporate employee confession exposing company secrets

D66	Lead Information
16	Government document leak showing regulatory corruption
21	Medical records documenting human experimentation
22	Corporate security footage capturing illegal activities
23	Shipping manifests hiding contraband cargo
24	Corporate executive travel records showing secret meetings
25	Bank account analysis revealing money laundering
26	Corporate research facility containing illegal experiments
31	Whistleblower testimony describing corporate crimes
32	Corporate audit revealing financial irregularities
33	Employee safety reports documenting preventable deaths
34	Corporate communication encryption key providing access

D66	Lead Information
35	Government investigation files exposing corporate influence
36	Corporate facility surveillance revealing secret operations
41	Scientific research papers describing unethical experiments
42	Corporate contractor testimony revealing illegal activities
43	Environmental sensor data documenting pollution
44	Corporate executive personal diary confessing crimes
45	Government regulatory meeting minutes showing corruption
46	Corporate laboratory samples containing illegal substances
51	Corporate death squad operational orders
52	Government official bribery payment documentation
53	Corporate internal communication discussing “accept-

D66	Lead Information
	able loss scenarios” for an upcoming operation
54	Misappropriation of public research funds, redirected from safety equipment to prototype weaponry
55	Maintenance record showing a known fault was flagged and deliberately ignored
56	Travel records placing an executive at a location that was officially destroyed in an accident
61	A list of worker names, transferred to a facility that officially carries no staff roster
62	Security footage with a four-hour gap on the night of a fatal “equipment failure”
63	A financial transfer to an account registered to someone listed as deceased in an accident report
64	Technical specifications for equipment that do not match what was actually installed

D66	Lead Information
65	A personal message from a missing worker sent hours after their official time of death
66	Evidence that two companies share a security force operating outside either company's official knowledge

Security Measures

D66	Security Obstacle
11	Biometric access control requiring authorized personnel
12	Electronic surveillance monitoring all facility activity
13	Armed security guards patrolling restricted areas
14	Motion sensor network detecting unauthorized movement
15	Access card security preventing unauthorized entry
16	Alarm system triggering lockdown procedures

D66	Security Obstacle
21	Security checkpoint requiring identification verification
22	Electronic lock system preventing facility access
23	Security camera network recording all activities
24	Communication monitoring intercepting all transmissions
25	Security escort requirement for visitor access
26	Background check requirement for personnel clearance
31	Encrypted communication system preventing eavesdropping
32	Security perimeter preventing unauthorized approach
33	Electronic jamming system disrupting surveillance equipment
34	Security personnel training enabling threat detection
35	Physical barrier system controlling access routes

D66	Security Obstacle
36	Security protocol requiring multiple authorization levels
41	Counter-surveillance system detecting observation attempts
42	Security response team providing rapid threat response
43	Electronic countermeasures preventing hacking attempts
44	Security clearance hierarchy limiting information access
45	Physical security measures protecting critical infrastructure
46	Security audit system detecting policy violations
51	Corporate spy network monitoring competitor activities
52	Government security liaison coordinating threat response
53	Security technology development creating advanced protection
54	Rotating cipher codes changed hourly, requiring

D66	Security Obstacle
	cryptographic equipment to read
55	Security officer specifically trained to detect social engineering and impersonation
56	Physical lockout protocols requiring two-person authorization for access to critical areas
61	Deep background check system cross-referencing across multiple corporate databases
62	Anti-tamper seals on evidence rooms requiring a forensic specialist to bypass cleanly
63	Corporate counter-surveillance drone network monitoring all exterior approaches
64	Data vault requiring a physical key and biometric, held by two different personnel
65	Security shift schedule randomized weekly with no advance notice given to guards
66	Corporate legal team able to file injunctions and restrain-

D66	Security Obstacle
	ing orders faster than investigators can act

Random Encounters

Deep Space Encounters

D66	Encounter Description
11	Distress signal from disabled cargo vessel requesting assistance
12	Corporate patrol ship demanding identification and cargo inspection
13	Independent trader offering rare goods exchange
14	Derelict spacecraft with valuable salvage opportunities
15	Pirate vessel attempting cargo hijacking
16	Government inspection team conducting regulatory compliance check
21	Research vessel sharing scientific discovery information
22	Refugee transport requesting humanitarian assistance

D66	Encounter Description
23	Corporate spy ship monitoring activities
24	Mining operation offering equipment trade
25	Diplomatic courier carrying sensitive negotiations
26	Emergency evacuation ship fleeing disaster
31	Corporate executive transport with security escort
32	Independent colony supply run sharing trade information
33	Government military patrol enforcing space law
34	Corporate saboteur ship planning industrial terrorism
35	Alien artifact recovery team investigating strange phenomena
36	Underground resistance fighter evading corporate pursuit
41	Corporate death squad hunting specific targets
42	Government undercover agent gathering intelligence

D66	Encounter Description
43	Corporate whistleblower seeking protection
44	Independent journalist investigating corporate crimes
45	Corporate assassin eliminating threats
46	Government regulatory enforcement team conducting surprise inspection
51	Automated distress relay broadcasting a signal that is two weeks old
52	Underground railroad conductor helping escaped corporate prisoners
53	Corporate auditor ship operating well outside its stated jurisdiction
54	Government emergency response coordination team
55	Freelance journalist's craft following your ship at a polite distance
56	Deep space salvage vessel with an interesting item they're willing to trade

D66	Encounter Description
61	Derelict ship with life support running but no response on any channel
62	Corporate patrol ship conducting an unofficial shake-down, demanding fees without legal basis
63	Independent colonists' transport running dangerously low on supplies
64	Ship broadcasting a warning about a corporate facility ahead, then cutting transmission immediately
65	Disabled ONA vessel whose crew is reluctant to explain what happened to them
66	A ship broadcasting on the frequency reserved for first-contact protocols

Station Encounters

D66	Encounter Description
11	Overworked maintenance technician seeking assistance with repairs
12	Corporate security officer questioning suspicious activities

D66	Encounter Description
13	Independent trader negotiating cargo exchange deals
14	Station administrator handling bureaucratic procedures
15	Medical officer treating space-related health issues
16	Communications operator relaying important messages
21	Station gossip sharing information about recent events
22	Underground union organizer secretly recruiting members
23	Corporate spy gathering intelligence on station activities
24	Government inspector conducting regulatory compliance audit
25	Independent journalist investigating corporate corruption
26	Station cook preparing meals with limited ingredient supplies

D66	Encounter Description
31	Corporate executive conducting surprise facility inspection
32	Emergency response coordinator preparing disaster protocols
33	Cultural liaison helping diverse populations coexist
34	Station historian documenting important events
35	Entertainment coordinator organizing crew morale activities
36	Religious leader providing spiritual comfort to workers
41	Corporate whistleblower secretly gathering evidence
42	Government undercover agent monitoring corporate activities
43	Underground resistance member planning sabotage operations
44	Corporate assassin eliminating targets discretely
45	Independent colony recruiter seeking potential settlers

D66	Encounter Description
46	Station psychologist counseling traumatized personnel
51	Former corporate security officer drinking quietly, willing to talk if approached carefully
52	Underground railroad conductor helping escaped corporate prisoners
53	Government emergency response specialist
54	Corporate medical researcher whose work carries an unexplained security classification
55	Environmental activist keeping detailed records of corporate emissions data
56	Station archivist who knows about a cover-up but is afraid to act alone
61	Engineer quietly transferred here after reporting a safety concern at their previous posting
62	Worker whose employment contract contains a clause they didn't notice until too late

D66	Encounter Description
63	ONA inspector filing reports but taking much longer than usual to leave
64	Child of a long-term indentured worker asking questions no adult around here dares ask
65	Corporate recruiter offering contracts that sound too good to examine closely
66	A new arrival from Earth who doesn't yet understand the unwritten rules of life out here

Communication Intercepts

D66	Intercepted Message
11	Corporate shipping manifest revealing valuable cargo location
12	Government patrol schedule exposing security gaps
13	Distress signal from research vessel requesting immediate rescue
14	Corporate executive travel itinerary showing secret meetings

D66	Intercepted Message
15	Underground resistance co-ordination planning sabotage operations
16	Corporate spy report describing competitor intelligence
21	Government regulatory investigation targeting corporate facility
22	Independent trader price negotiations for rare materials
23	Corporate facility emergency evacuation procedures
24	Medical emergency request requiring specialized treatment
25	Corporate merger negotiation affecting industry competition
26	Government military deployment orders for space operations
31	Corporate death squad operational coordination
32	Underground railroad escape route planning

D66	Intercepted Message
33	Government undercover operation targeting corporate corruption
34	Corporate biological warfare deployment instructions
35	Independent colony independence declaration broadcast
36	Corporate environmental crime cover-up coordination
41	Government emergency powers activation procedures
42	Union organizer coordinating simultaneous work stoppages across three stations
43	Corporate executive discussing illegal cargo in coded language
44	ONA patrol scheduling intelligence offering a clear window for smuggling operations
45	Emergency evacuation orders being suppressed to avoid bad press

D66	Intercepted Message
46	A whistleblower trying to reach an independent journalist before being silenced
51	Encrypted corporate communication about an “asset” to be “retired”
52	Navigation update revealing a newly discovered asteroid of high mineral value
53	Corporate legal team discussing how to delay a safety investigation
54	A crew member reporting suspicious cargo to an unauthorized contact
55	Station commander authorizing use of lethal force during a labor dispute
56	A desperate distress call buried under routine traffic; source unknown
61	Corporate security footage timestamps that don’t match the official accident report
62	A transmission being actively jammed; someone doesn’t want it received

D66	Intercepted Message
63	Two rival corporate factions arranging a meeting neither has officially announced
64	Government inspection team coordinates suggesting they're not going where they said
65	Executives discussing "the Ceres situation"; no context provided
66	A message that appears to originate from a ship that disappeared six months ago

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Sal-vage	Navi-gate	Repair	Breach	Moni-tor	Ex-tract
2	Nego-tiate	Infil-trate	Evac-uate	Sabo-tage	Coor-dinate	Process
3	Inves-tigate	Trans-port	Estab-lish	Pre-vent	Se-cure	Ex-pose
4	De-fend	Re-search	Medi-ate	Track	De-liver	Hunt
5	Con-struct	Over-ride	Cali-brate	Inter-cept	Ana-lyze	Main-tain

Verbs	1	2	3	4	5	6
6	Ex- ploit	Quar- antine	Ter- raform	Broad- cast	Syn- the- size	Jetti- son

Adjectives

Adjec- tives	1	2	3	4	5	6
1	Derelict	Classi- fied	Exper- imen- tal	Con- tami- nated	Pres- sur- ized	Auto- mated
2	Cor- porate	Radia- tion-soaked	Mal- function- ing	Encrypted	Or- bital	Criti- cal
3	Aban- doned	High- secu- rity	Emer- gency	Unsta- ble	Deep- space	Volatile
4	Modi- fied	Quar- an- tined	Reac- tive	Mag- netic	Zero- gravity	Syn- thetic
5	Indus- trial	Hos- tile	Iso- lated	Modu- lar	Re- dun- dant	Sealed
6	Proto- type	Dam- aged	Rogue	Artifi- cial	Compressed	Toxic

Nouns

Nouns	1	2	3	4	5	6
1	Sta- tion	Reac- tor	Habi- tat	Signal	Cargo	Sys- tem
2	Aster- oid	Colony	Labo- ratory	Bea- con	Data	Facil- ity
3	Ship- ment	Plat- form	Net- work	Con- tainer	Mod- ule	Data- base
4	Out- post	Gen- erator	Array	Mani- fest	Proto- col	Instal- lation
5	Vessel	Cham- ber	Inter- face	Trans- mis- sion	Core	Com- plex
6	Termi- nal	Proces- sor	Grid	Pack- age	Algo- rithm	Struc- ture

Appendix: Inspirational Media

Books

- **Foundation Series** by Isaac Asimov - Galactic empire and technological regression
- **Red Mars Trilogy** by Kim Stanley Robinson - Hard science terraforming and colonization
- **The Expanse Series** by James S.A. Corey - Realistic space politics and technology
- **Pushing Ice** by Alastair Reynolds - Deep space exploration and alien artifacts
- **Aurora** by Kim Stanley Robinson - Generation ship journey and its challenges
- **Sevенеves** by Neal Stephenson - Orbital habitats and survival in space

- **Gateway** by Frederik Pohl - Asteroid mining and alien technology
- **Rendezvous with Rama** by Arthur C. Clarke - Mysterious space objects and exploration

Films

- **2001: A Space Odyssey** (1968) - Classic space exploration and AI themes
- **Outland** (1981) - Space western on Io mining colony
- **Silent Running** (1972) - Environmental themes and space isolation
- **Moon** (2009) - Lunar mining and corporate exploitation
- **Interstellar** (2014) - Space colonization and survival
- **The Martian** (2015) - Survival and problem-solving in space
- **Gravity** (2013) - Space disaster and survival
- **Alien** (1979) - Corporate conspiracy and space horror

TV Series

- **For All Mankind** - The Cold War space race never ends; the exact premise this game is built on
- **The Expanse** - Belt miners, corporate power, and orbital politics playing out across the solar system
- **Space: 1999** - Retro-futuristic base life, analog consoles and all
- **Salvage 1** (1979) - A junkyard operator builds a ship to go salvage scrap from the Moon
- **Planetes** - Near-future orbital debris collection, corporate contracts, and the grind of blue-collar spacework
- **Away** - Interpersonal strain and mission pressure on a long-haul crewed flight to Mars
- **Cosmos: A Spacetime Odyssey** - Not fiction, but useful for the awe and scale this setting reaches for

- **Lost in Space** (1965) - Period-appropriate family survival adventure, contemporary with the timeline's divergence point

Games

- **Buzz Aldrin's Space Program Manager** - Runs the alternate-history Cold War space race this setting spun out of
- **Kerbal Space Program** - Realistic rocket engineering, trial, error, and duct tape
- **Hardspace: Shipbreaker** - Industrial salvage work under corporate debt, EVA hazards included
- **Children of a Dead Earth** - Hard orbital mechanics and realistic spacecraft combat
- **Void Bastards** - Derelict-hopping salvage runs with a corporate-satire edge
- **Deliver Us The Moon** - A collapsing lunar mining operation and the mystery behind it
- **Take On Mars** - Grounded, equipment-focused Mars exploration and survival

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Loner: Rocketpunk

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