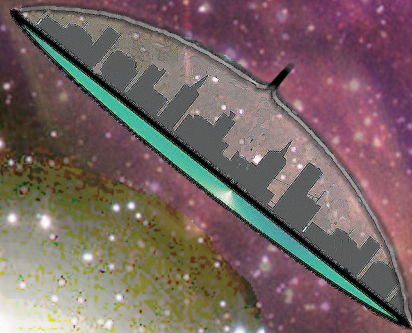




ENT26001

JAMES M. WARD *and* CHRISTOPHER CLARK

*A generic science fiction adventure for use with
most space travel role playing games.*



DARK OUTPOST

Copyright 2012 by Eldritch Enterprises, Ltd.

All rights reserved under copyright and trademark.

Dark Outpost, Eldritch Enterprises, and the Eldritch Enterprises, Ltd. logo are trademarks of Eldritch Enterprises, Ltd. and may not be used without permission.

DARK OUTPOST

by

James M. Ward

and Christopher Clark



Art

Dave Peterson
Christopher Clark

Editing

Frank Mentzer
Timothy Kask

Special Thanks To

Mark Greenberg
Jeff Imrie

Graphics

Christopher Clark

Layout

Christopher Clark
Frank Mentzer

Doug Rhea
Ken Trbovich

First Printing, March 2012

Copyright 2012 by Eldritch Enterprises, Ltd. All Rights Reserved.

No portion of this publication may be reproduced in whole or in part by any means, including electronic, without the express permission of Eldritch Enterprises, Ltd.

Copyright © 2012 Library of Congress number pending.

Eldritch Ent., Eldritch Enterprises, Dark Outpost, and the Eldritch Enterprises logo are trademarks of Eldritch Enterprises, Ltd. and may not be used or reprinted in any fashion without the express written permission of Eldritch Enterprises Ltd.

Contents

Introduction & Statistical Reference	1
Outpost Background and Game Mastering the A.I.	4
Arrival at the Station	9
Alpha Sector: Command	12
Beta Sector: Horticulture	20
Gamma Sector: Housing	28
Delta Sector: Robotics	34
Epsilon Sector: Zoology	39
Zeta Sector: Manufacturing	46
Theta Sector: Medical	49
Iota Sector: Recreation	56
Kappa Sector: Vehicles	63
The <i>Sigma</i> Scout Ship	69
Horror's Last Chance	74
Entity Database	75

Designed and Developed by

JAMES M. WARD

So he gets the final word:

*I need to humbly thank Chris Clark for his great additions to this product.
He made it look great and he added a great deal of solid gaming material.*

*I want to thank Tim Kask and Craig Brain
for their great efforts in helping me pay my medical bills.*

Lastly, I need to thank Frank Mentzer for his support in helping me create more adventures.

A WORLD TO BE WON...

Fleet had discovered a new world! It was suitable for terraforming, if harsh; a breakthrough. Experts quickly designed and built the support outpost for Planet Kask Colony. The work was all done robotically.

The support station would support and train thousands of colonists. Exhaustive testing confirmed every feature, and the first shiploads of staff -- mostly trainers and administration -- prepared to move in.

Then communications and telemetry ceased. Repeated calls to the robotic A.I.were not answered.

“Fleet, this is Sigma One-Delta...We have a problem.

“Kask Support is silent.

“We have a Dark Outpost.”

Dark Outpost is a science fiction adventure designed for use with any role playing system involving space travel. Developed by the noted master of science fiction gaming JAMES M. WARD, Dark Outpost is designed for exploration by parties of two or more characters of moderate experience level.



Fatality Rating :70%

Recommended for ages
9 and up.

