

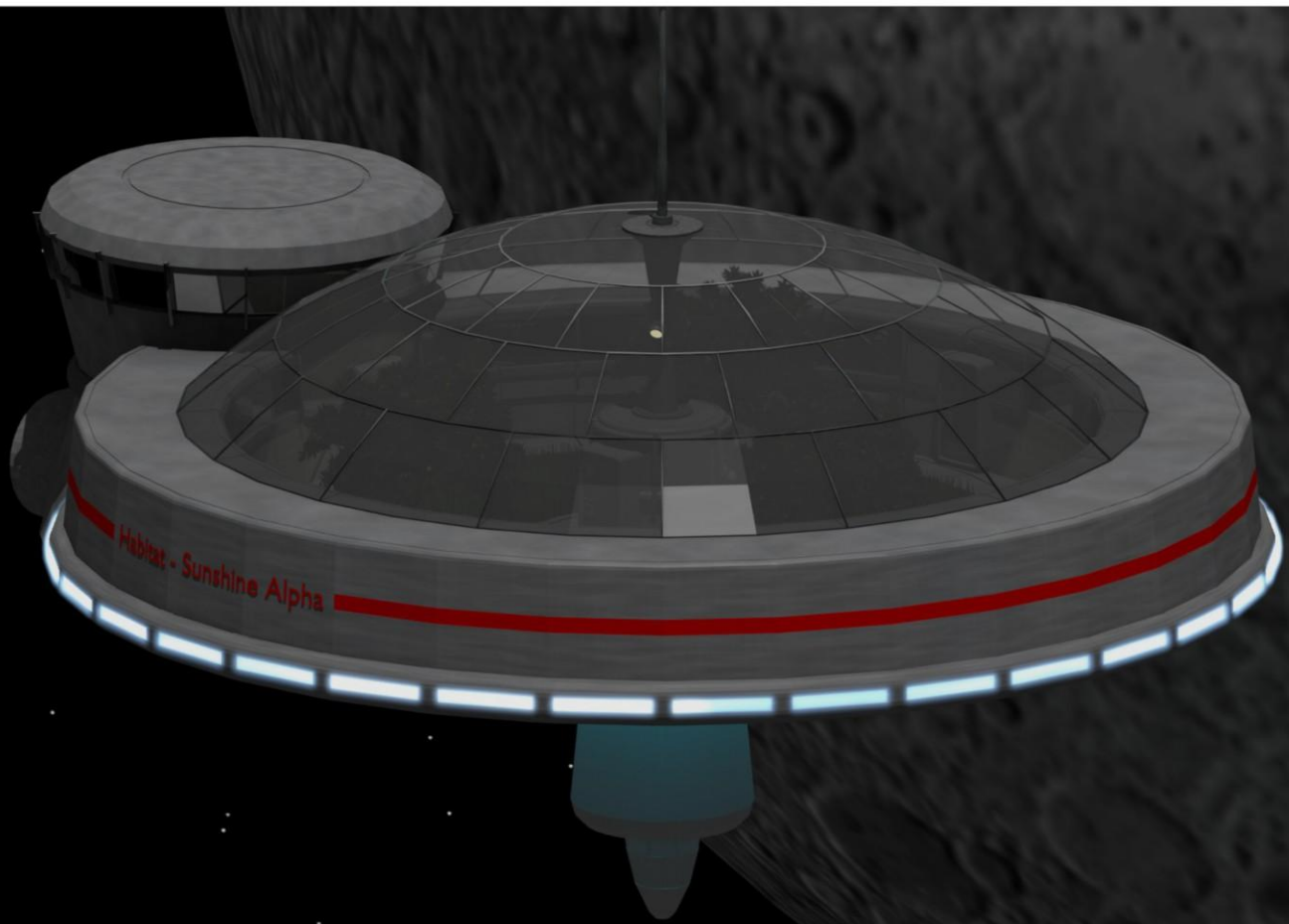
Space Stations III

Small Habitat

A Roleplaying Game Supplement

by

Christian Hollnbuchner



TRAVELLER

Compatible Product

Requires the use of the Traveller(TM) Main Rulebook, available from Mongoose Publishing

CREDITS

Content Designer

Christian Hollnbuchner

Illustrations

Christian Hollnbuchner

Producer

Christian Hollnbuchner

For questions or comments contact: *Christian.Hollnbuchner@hotmail.com*

Follow me on



“Traveller” and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Small Habitat

Small habitats of this type are often operated as retirement homes for distinguished veterans of the navy, retired politicians or bureaucrats or other people of importance. Some might serve as small and quite holiday resorts though. In general they these small space stations are supposed to provide a luxurious and comfortable home for their residents. Often it is an additional bonus that a stay at these sheltered stations will get someone out of the spotlight.

These habitats provide a luxurious home to at most ten people on their main deck. Often though the actual number of residents is even lower. The living quarters of these people are spread around in a ring on the main deck. At the centre of this ring is a small park with grass rolling gently in an artificial breeze. Sometime these parks even come with a few trees.

At the very centre of this park one can find the small command centre of the station. A simple office with a single chair. A small structure like this one doesn't need any more. A simple access hatch and a ladder lead down past the spacious fuel tanks, with enough capacity for several months, to the structure's small power plants and drives.

Off the centre of the habitat ring and the park cupola is a small tower with two decks. The part of the tower intersecting the habitat ring holds a spacious cargo bay and access stairways connecting the main deck to the lower deck and the upper deck of the tower. The upper deck contains the crews living quarters while the lower deck consists mostly of single docking bay for a craft of 100 dT at most.

Unconfirmed rumours suggest, that some of these stations operated by various branches of intelligence agencies and armed services are not actually holiday resorts or retirement homes. If these rumours were true these variations would hold training areas, barracks and armouries instead of the small park. These stations would serve as secret staging ground or save houses.

Other rumours are even more sinister. Although these stories do not suggest that the layout of the stations is anything but luxurious, they indicate that the station's residents might not spend their time on these habitats out of their own choosing. For them these stations are supposedly a golden cage.

Crew of the 'Sunshine Alpha' Habitat:

Station Raven Young is curiously enough still rather young. That she is in charge of a small retirement home for navy personnel is source of much friendly banter between her, the crew and of course the residents. She sees her posting to this station as a change to learn a thing or another from the residents, usually long serving veterans, put in her care.

Station Master Raven Young

STR	DEX	END	INT	EDU	SOC
9	9	8	10	10	11

Admin 2, Astrogation 1, Broker 1, Gun Combat (Slug Pistol) 1, Leadership 2, Pilot (Capital Ships) 1, Zero-G 1

Cloth (Armour 3) or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Snub Pistol (3d6-3)

The crew of this class of habitat is rather small. In addition to the station master the habitat has only three more crewmen. One engineer to take care of the station's small power plant and the manoeuvre drive and another engineer for general maintenance. The final crew member is a steward with at least some medical knowledge to take care of the resident's needs.

Crewmen (3)

STR	DEX	END	INT	EDU	SOC
7	7	7	8	8	6

Engineer (Power Plant) and Engineer (M-Drive) 1 or Engineer (Life Support) 2 or Steward 1 and Medic 1, Pilot (Spacecraft) 1 or Sensors 1 or Mechanic 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm,

Mining Station			Tons	Price (MCr)
Hull	980 tons	Hull 7		58.800
	TL 10 Standard AG Hull	Sturcture 7		
Armour	Titanium Steel	2 Points	49.00	2.940
Manoeuvre Drive	Orbital	0.25G	4.90	2.450
Power Plant	Orbital		9.80	24.500
Fuel	39.2 tons	12 weeks of operation	39.20	
Command	1 Standard Module		1.96	0.196
Computer	Distributed/1	Rating 20		5.000
Electronics	Standard	-4		
Cargo	359.14 Tons		359.14	
4 Staterooms			16.00	2.000
Armaments	none			
Extras	Residential Space	Luxurious housing for 10	100.00	10.000
	1 x Docking Bay	1 x 100 ton	300.00	75.000
	Park		100.00	10.000
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.016
Life Support Cost (monthly)				0.028
Total Tonnage & Cost			980.00	190.886

	Habitat		Department	Crew
2D	External	Internal	Command	1
2	Hull	Crew	Engineering	1
3	Sensors	Command	Service	1
4	Drone Bays	Structure	Facility	1
5	Armour	Hold	Total	4
6	Hull	Residential Space	Passenger Staterooms	0
7	Armour	Hold	Residential Space	10
8	Hull	Park		
9	Armour	Fuel		
10	Docking Bay	Crew	Berthing (Waiting Time)	
11	Hull	Computer	Small Craft: 100 (1D-1)	
12	Hull	Critical		

