

Space Stations I

Refuelling Station

A Roleplaying Game Supplement

by

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

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Refuelling station

The refuelling station is one of many such stations of usually quite similar design orbiting ocean worlds or gas giants. Although often civilian in nature there are such stations operated by the navy as well, as they can help minimize the time a ship is vulnerable while refuelling. The difference between such stations is minimal as both civilian and naval refuelling stations tend to be run in tightly regulated eight hour shifts.

The majority of the stations mass is taken up by its vast fuel tanks. The station tends to have several dedicated tanks, for its own needs and for supplying docked ships. The tanks are interconnected though, allowing the station master to shift fuel between them. Some more tonnage is taken up by the stations refinery equipment and its squad of scoop drones. In theory the station can refill its cavernous tanks within a little more than two days if the refinery and the drones run at full efficiency.

Most of the station's other systems and facilities are either cramped or second rate at best though, to keep the station affordable and at least marginally profitable. Neither its sensors nor its computer systems are very powerful. The same is true for the power plant and the manoeuvre drives. At least each of the usual twelve crew members has a stateroom of its own. A sorely needed 'luxury', as the station offers no other amenities. Under these conditions a month or even three of duty on the station can feel like an eternity.

As these stations tend to be rather essential to the economy of a system or even trade routes spanning several systems they have been equipped with a minimum of armour for protection. This tends to be enough to discourage many pirates. To not make them any more of a target in large scale armed conflict they are usually not equipped with any offensive armament though.

Example Crew:

Station Master Canus Naevius stems from a family with a long naval tradition. Unlike many other members of his family he decided against joining the navy though. Instead he invested in a refuelling station and became a business man. Even after many years he still runs the station himself whenever he can.

Station Master Canus Naevius					
STR	DEX	END	INT	EDU	SOC
7	6	7	10	10	9
Aadmin 2, Astrogation 1, Broker 3, Leadership 2, Pilot (Spacecraft) 2, Zero-G 1					
Cloth (Armour 3) or Vacc Suit (Armour 4), Toolkit, Comm, Handcomputer					

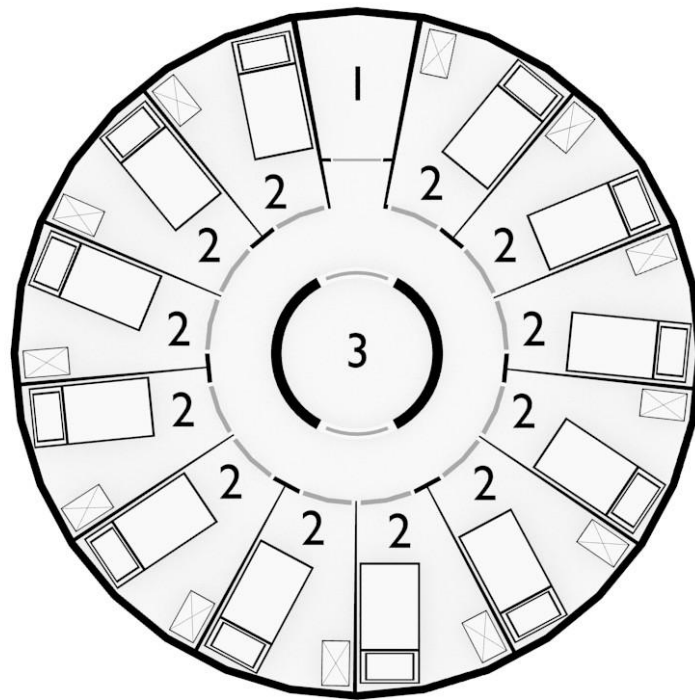
The usual crew of a refuelling station like this one can be quite diverse, as they have to cover many responsibilities on board. As a three month tour of duty on such a station can be very taxing there is quite a bit of turn over as well.

Crewman (11)					
STR	DEX	END	INT	EDU	SOC
7	7	7	7	7	6
Engineer (Power Plant) 1 or Engineer (M-Drive) 1 or Engineer (Life Support) 1 , Pilot (Spacecraft) 1 or Sensors 1 or Mechanic 1, Zero-G 1					
Vacc Suit (Armour 4), Toolkit, Comm,					

Refuelling Station			Tons	Price (MCr)
Hull	1000 tons	Hull 10		100.000
	TL 12 Standard AG Hull	Sturcture 10		
Armour	Crystaliron	4 Points	50.0	20.000
Manoeuvre Drive	Orbital	0.25G	5.0	2.500
Power Plant	Orbital		10.0	25.000
Fuel	80 tons	12 weeks of operation	80.0	
	550 tons	Starship fuel stores	550.0	
Command			2.0	0.200
Computer	Distributed/1	Rating 20		1.000
Electronics	Basic Military	+0	2.0	1.000
Cargo	53 Tons		53.0	
12 Staterooms			48.0	6.000
Extras	3 x Docking Arm	3 x 500 ton	75.0	7.500
	10 x Scoop Drones	500 tons input per day	100.0	100.000
	Fuel Refinery	500 tons per day	25.0	2.500
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.022
Life Support Cost (monthly)				0.024
Total Tonnage & Cost			1000.0	265.700

Station			Department	Crew
2D	External	Internal	Command	6
2	Hull	Crew	Engineering	3
3	Refinery Facilities	Computer	Service	2
4	M-Drive	P-Plant	Facility	1
5	Hull	Fuel	Total	12
6	Hull	Strucutre	Passenger Staterooms	0
7	Armour	Hold		
8	Hull	Structure	Berthing (Waiting Time)	Fuel Waiting Time
9	Hull	Command	Small Craft: 1500 (1D-2)	Small Craft: 1D-1
10	M-Drive	P-Plant	Starships: 1500 (1D-2)	Starships: 1D-1
11	Refinery Facilities	P-Plant		
12	Hull	Critical		



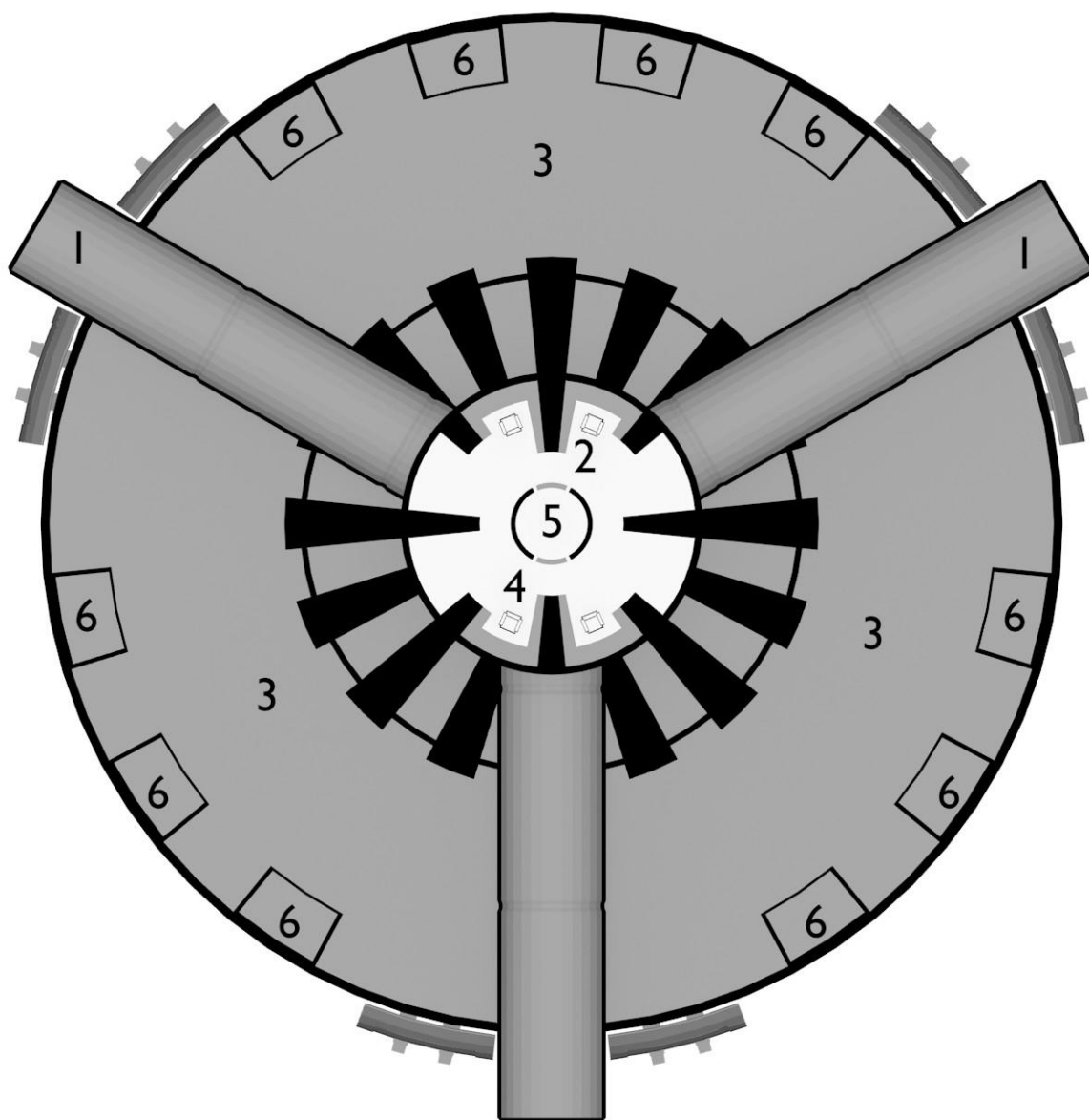


Refuelling Station Crew Deck

1 ... Airlock

3 ... Elevator to other Decks

2 ... Crew Cabins



Refuelling Station Main Deck

1 ... Docking Clamps

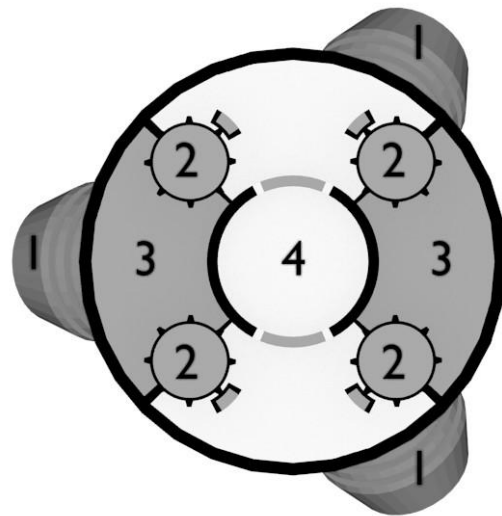
2 ... Refinery Equipment

3 ... Fuel

4 ... Command Center

5 ... Elevator to other Decks

6 ... Scoop Drone Docks



Refuelling Station Engineering Deck

1 ... Manoeuvre Drive

3 ... Fuel

2 ... Power Plant

4 ... Elevator to other Decks