

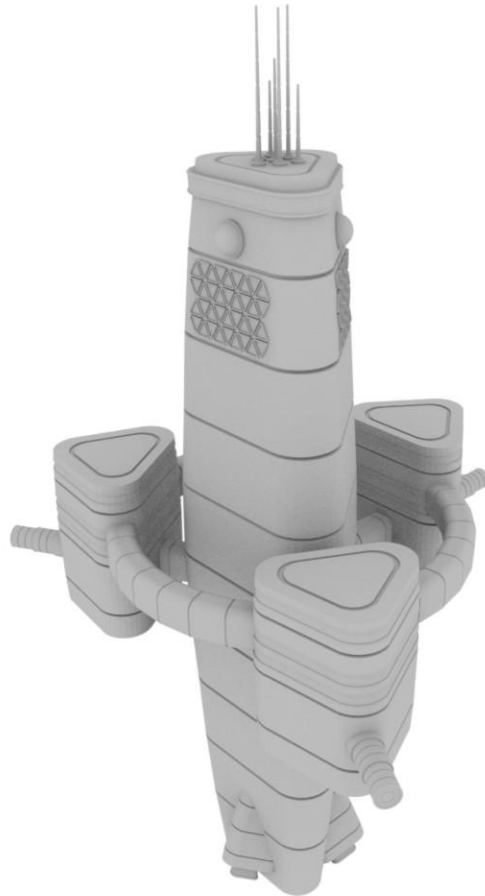
Space Stations II

Mining 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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Mining station

This type of mining station is mostly operated by the prestigious Shang family in a protoplanetary system to exploit the systems resources to the fullest. The family operates several dozen of this stations there, has sold the design to others as well though.

While there are larger stations out there, even in the Shang family's protoplanetary system, these stations are certainly not small by any measure. And within their sphere of influence these stations are usually a hub of beehive like activity.

Almost one hundred tug drones supply the ore crushers of the station with thousands of tons of raw material all day every day. At a unit price above seventeen billion credits each of these stations has to work around the clock to make the family a profit.

With their fleet of drones each of these stations can process more than forty thousand tons of raw material each day, producing more than ten thousand tons of various ores. Its spacious cargo holds have room for the production of three days.

These holds hardly ever fill up completely though. Usually its docking arms are often frequented by large ore freighters quite regularly. If you want to by ore here, you by it in large quantities. The station master will usually not bother with orders of a few tons.

Other mining stations might use a throw system to hurl their production across the system. This has proven not practicable here. Traffic and the number of small celestial bodies moving on irregular trajectories is simply to high to take the risk.

The conditions in the protoplanetary system influenced the design of these stations in other regards as well. To make sure the family would not loose on of its valuable assets through accidents the stations are well armoured and even equipped with nuclear dampers.

As a curious side effect the family has started to employ several of these stations to dismantle the systems smallest protoplanet orbiting close to the sun. Their armour and screen allow the stations to weather the stars regular radiation outbursts as well as the general high radiation levels while mining thousands of tons of valuable heavy elements each day.

Example Crew:

Station Master Shang Qiang is the commander of one of several of these Mining Stations operated by the prestigious and well of Shang family. Although he is in good position he has ambitions to take over one of the even larger ore processors or shipyards run by the family.

Station Master Shang Qiang

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

Admin 2, Astrogation 1, Broker 3, Gun Combat (Slug Pistol) 2, Leadership 3, Pilot (Capital Ships) 2, Zero-G 1

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

The crew of this class of mining station is quite large, although there are certainly stations with a larger complement. The crew members have quite diverse skill sets, depending on their job. Many of them would love to get reassigned to other stations though, as the only moderate 'luxury' offered by this type of station is that every crew member has a stateroom of their own.

Crewman (291)

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 or Remote Operations 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm,

Mining Station			Tons	Price (MCr)
Hull	65000 tons	Hull 812		7150.00
	TL 13 Standard AG Hull	Sturcture 812		
Armour	Crystaliron	12 Points	9750.0	4290.00
Manoeuvre Drive	Geosynchronous	0.5G	487.5	243.75
Power Plant	Geosynchronous		812.5	2031.25
Fuel	3250 tons	6 weeks of operation	3250.0	
Command	4 Standard Modules		520.0	52.00
Computer	Distributed/5	Rating 60		25.00
Electronics	Basic Military	+0	2.0	1.00
Cargo	36570 Tons		36570.0	
292 Staterooms			1168.0	146.00
Armaments	1 x Nuclear Damper		20.0	30.00
Extras	3 x Docking Arm	3 x 10000 ton	1500.0	150.00
	3 x Docking Bay	3 x 600 ton	5400.0	1125.00
	92 x Tug Drones	46000 tons input per day	920.0	1380.00
	Asteroid Miner	46000 tons per day	4600.0	1150.00
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				1.482
Life Support Cost (monthly)				0.584
Total Tonnage & Cost			63410.0	17774.70

	Command		Engineering		Ore Processing		Habitat Ring	
2D	External	Internal	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	Sensors	Command	Hull	Command	Hull	Command	Hull	Command
4	Drone Bays	Structure	M-Drive	P-Plant	Hull	Crew	Docking Arm	Docking Bay
5	Nuclear Damper	Hold	Armour	Fuel	Armour	Hold	Armour	Hold
6	Hull	Strucutre	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Strucutre	Hull	Structure	Hull	Structure	Hull	Structure
9	Armour	Hold	Hull	Fuel	Armour	Hold	Hull	Hold
10	Drone Bays	Crew	M-Drive	P-Plant	Hull	Hold	Docking Arm	Docking Bay
11	Hull	Computer	Hull	Crew	Mineral Refinery	Mineral Refinery	Hull	Crew
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

Department	Crew
Command	45
Engineering	7
Service	130
Facility	110
Total	292
Passenger Staterooms	0

Berthing (Waiting Time)
Small Craft: 3x600 (1D-2)
Starships: 3x600 (1D-2)
Capital Ships: 3x10000 (1D-3)

