

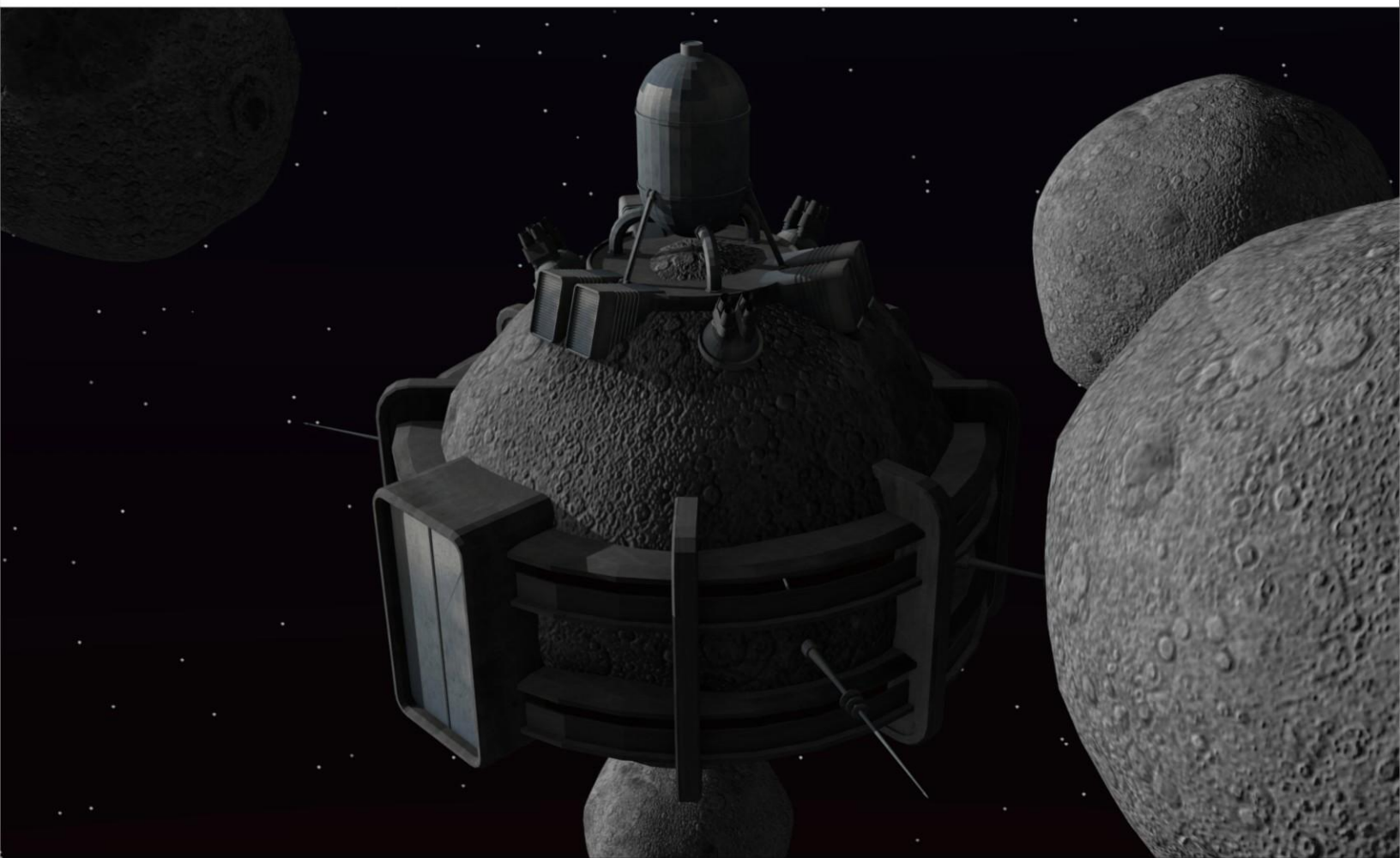
Space Stations IV

Asteroid Habitat

A Roleplaying Game Supplement

by

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TRAVELLER

Compatible Product

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

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Asteroid Habitat

These habitats built into small asteroids often supply living space that is slightly more comfortable than the average stateroom near various locations in deep space. Often enough you will find these habitats as part of asteroid belt mining operations.

These habitats provide high quality housing to at most eighty people on two decks. Usually they are booked to the very brim. In addition to the residential space spread around the circumference of these two decks there another twenty four staterooms at the centre of the decks, providing living space for the stations crew.

At the very centre of the station a zero gravity shaft with additional elevators connects these two decks with each other and the engineering and command section towards the top of the asteroid. Neither power plant nor drives are very powerful, as the station usually is operated well away from any gravity well.

A slight oddity of the station might be its oversized fuel tank. The large tank topping the station can hold fuel for up to sixty weeks of operation. A considerable amount of time. As a fuel explosion of this magnitude would be disastrous though the fuel is kept outside the primary hull. An attacker should not be fooled by this though. The tank is by no means armoured any less than the rest of the station.

Towards what is considered the front of the asteroid base a large hangar and cargo hold connects the two main decks of the habitat as well. A considerable amount of consumables can be held here and the hangar provides docking space for two craft up to 100 dT. The station itself is usually not equipped with any small or other craft. Transportation to other space stations or sites is usually provided by independent traffic operators.

Crew of the 'Rocky Road' Habitat:

Station Sahar Fame encourages what he calls 'a healthy competition' between his crew members. In truth he segregates his crew into rather arbitrary factions. He seems unaware of the fact, that building tensions between these factions might endanger his station in the future.

Station Master Sahar Fame

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

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

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

The command crew, engineering personnel and even service mechanics see themselves as something better than the facility operation crew. An attitude encouraged by the station master.

Command, Engineering and Service Crewmen (13)

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

Engineer (Power Plant) and Engineer (M-Drive) 1 or Engineer (Life Support) 2, Pilot (Capital Ships) 1 or Sensors 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm

Aboard the rocky road there is a strict distinction between facility crew and crew essential to the operation of the station. Crewmen only responsible for maintaining the habitat and serving the residents are treated and paid as second rate crewmen, and many are. Still, there is unrest building among them as they are essential for running a habitat as much as the rest of the crew.

Facility Crew (10)

STR	DEX	END	INT	EDU	SOC
7	7	7	9	9	7

Steward 2, Medic 1, Mechanic 1, Zero-G 1

Cloth (Armour 3) , Toolkit, Comm

Asteroid Habitat			Tons	Price (MCr)
Hull	2520 tons	Hull 18		151.200
	TL 10 Planetoid AG Hull	Sturcture 18		
Wasted Space	20%		504.00	
Armour	Natural + Titanium Steel	4 Points	126.00	7.560
Manoeuvre Drive	Non-Orbital	0.1G	6.30	3.150
Power Plant	Non-Orbital		12.60	31.500
Fuel	252.0 tons	60 weeks of operation	252.00	
Command	2 Standard Module		10.08	1.008
Computer	Distributed/1	Rating 20		5.000
Electronics	Standard	-4		
Cargo	433.02 Tons		433.02	
24 Staterooms			96.00	12.000
Armaments	none			
Extras	Residential Space	High Quality housing for 80	480.00	48.000
	2 x Docking Bay	2 x 100 ton	600.00	150.000
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.032
Life Support Cost (monthly)				0.208
Total Tonnage & Cost			2520.00	377.918

	Command & Engineering		Habitat		Department	Crew
2D	External	Internal	External	Internal	Command	6
2	Hull	Crew	Hull	Crew	Engineering	3
3	Hull	Command	Hull	Command	Service	5
4	M-Drive	P-Plant	Docking Arm	Docking Bay	Facility	10
5	Armour	Fuel	Armour	Hold	Total	24
6	Hull	Structure	Hull	Structure	Passenger Staterooms	0
7	Armour	Hold	Armour	Hold	Residential Space	80
8	Hull	Structure	Hull	Structure		
9	Hull	Fuel	Hull	Hold		
10	M-Drive	P-Plant	Docking Arm	Docking Bay	Berthing (Waiting Time)	
11	Hull	Crew	Hull	Crew	Small Craft: 2x100 (1D-1)	
12	Hull	Critical	Hull	Critical		

