

Space Stations V

Orbital Defense Tower

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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Orbital Defense Tower

The Orbital Defense Tower is a rather simple construction. In essence it is a heavy torpedo bay with six launch tubes with the minimum necessary power plant and drives strapped to it, to keep it operational. Most other systems are equally rudimentary.

The heavy torpedo bay takes up the upper portion of the station, usually pointing away from the planet under its protection, although there have been cases known, where these stations have been used as terror weapons to suppress a planets population.

Directly below the heavy bay are the ammunition holds for the weapon system. Each station of this type holds almost one hundred heavy missiles. These usually are bomb pumped laser weapons, although the exact armament may vary.

Drive, power plant and fuel tanks take up much of the lower portion of the station. Especially the fuel tanks are quite sizeable, as they can hold enough fuel to keep the station going for the better part of a year. A safety measure, implemented for the case that the station might be separated from the supply lines.

Between all these systems at the centre of the station is the large cargo hold. An oddity for a purely military station it might seem at a first glance. The large cargo hold allows the station a degree of customizability though. With its connections to the ammunition stores and the two docking bays of the station it could hold additional torpedoes as well as fold up tanks for even more fuel. Either way it can hold enough supplies to keep the crew going for weeks or months.

This leaves the crew quarters that surround the centre of the station like a semicircle. Each crewman, from the commander to the lowliest maintenance engineer has a full sized stateroom for themselves. Here you find the stations armoury as well. In easy reach for all off duty and standby crewmen.

Crew of the 'Tower of Despair':

Lt. Kael Sim is one of many junior officers who are trained to command an orbital defense tower. Like the rest of the crew he tends to be rotated on and off duty on a weekly schedule. Unlike most crewmen he likes being ins pace though. He tends to spend even his off duty time on various space stations. His feet haven't touched ground on an actual planet in years.

Lt. Kael Sim

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)

Most of the crew is organized in eight hour shifts for their week long turn on the station. The only exceptions are the gunners. Usually only one of them is on duty while the rest tends to be on standby at any time, except for emergency situations. Although they are usually unarmed while on duty, the on board armoury holds more than enough weapons for all crewmen if the station should ever be boarded.

Crewmen (24)

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, Gun Combat (Slug Pistol) 1, Pilot (Capital Ships) 1 or Sensors 1 or Gunnery (Bay) 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm

Orbital Defense Tower			Tons	Price (MCr)
Hull	2100 tons	Hull 15		126.000
	TL 10 Standard AG Hull	Sturcture 15		
Armour	Crystaliron	8 Points	210.00	50.400
Manoeuvre Drive	Orbital	0.25G	10.50	5.250
Power Plant	Orbital		21.00	52.500
Fuel	224.0 tons	32 weeks of operation	224.00	
Command	2 Standard Module		8.40	0.840
Computer	Distributed/1	Rating 20		5.000
Electronics	Basic Military	+0	2.00	1.000
Cargo	582.1 Tons		582.10	
25 Staterooms			100.00	12.500
Armaments	Heavy Torpedo Bay		100.00	24.000
Ammunition	96 Bomb-Pumped Laser Torpedos		240.00	1.728
Extras	Armoury		2.00	0.500
	2 x Docking Bay	2 x 100 ton	600.00	150.000
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.036
Life Support Cost (monthly)				0.050
Total Tonnage & Cost			2100.00	429.718

	Command & Engineering		Habitat & Gunnery		Department	Crew
2D	External	Internal	External	Internal	Command	9
2	Hull	Crew	Hull	Crew	Engineering	3
3	Hull	Command	Hull	Command	Service	9
4	M-Drive	P-Plant	Armour	Docking Bay	Gunnery	4
5	Armour	Fuel	Armour	Heavy Torpedo Bay	Total	25
6	Hull	Structure	Hull	Structure	Passenger Staterooms	0
7	Armour	Hold	Armour	Ammunition	Residential Space	0
8	Hull	Structure	Hull	Structure		
9	Hull	Fuel	Hull	Hold		
10	M-Drive	P-Plant	Sensors	Docking Bay	Berthing (Waiting Time)	
11	Hull	Armoury	Hull	Crew	Small Craft: 2x100 (1D-1)	
12	Hull	Critical	Hull	Critical		

