

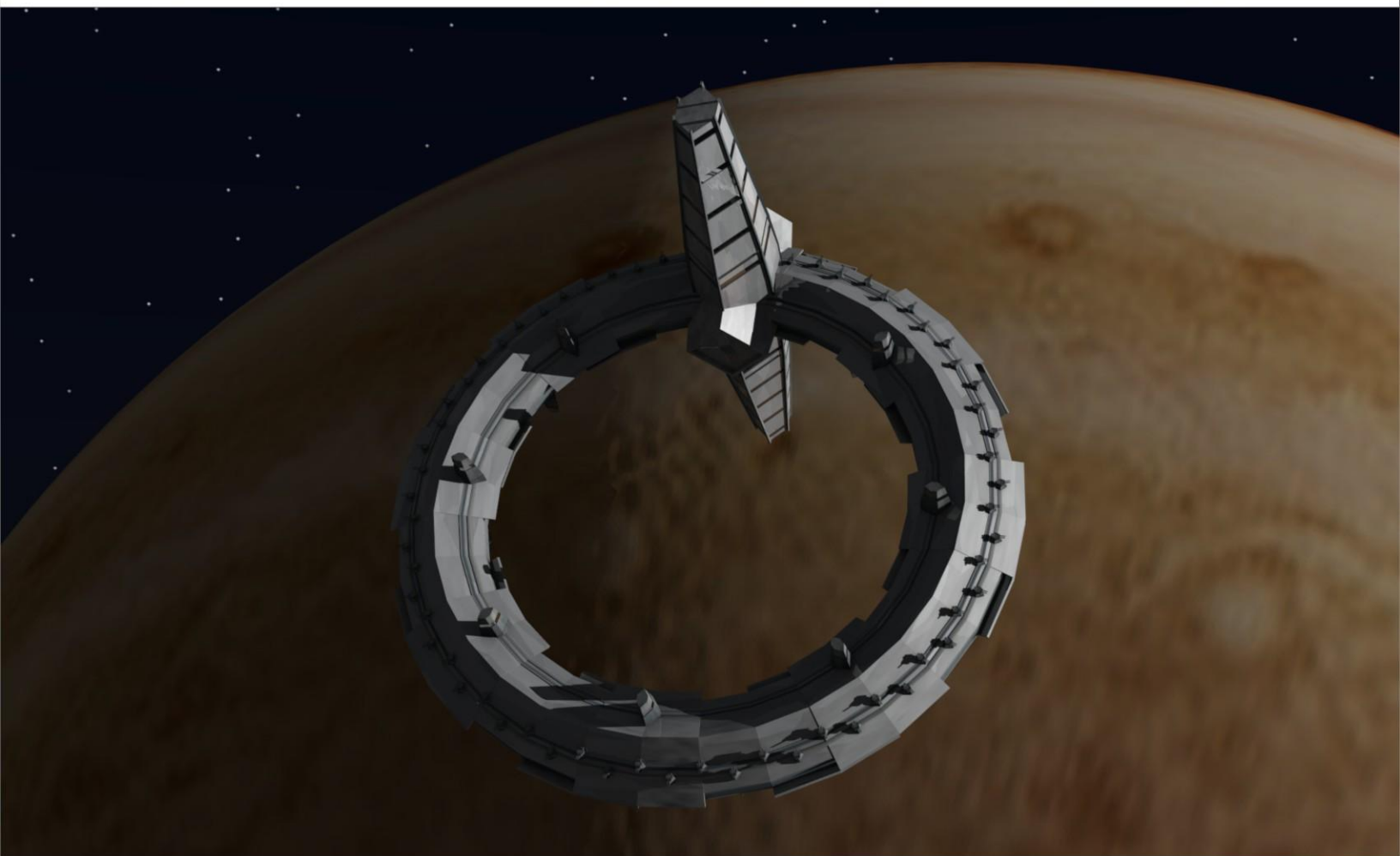
Space Stations VI

Orbital Traffic Control Centre

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*

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Orbital Traffic Control Centre

This type of orbital traffic control station is mostly operated in densely populated and very advanced systems, that see a lot of traffic. Often a single planet in such a system might boats more than one such station to deal with all the incoming and outgoing ships.

This space station is designed to deal mostly with smaller space ships. It has docking bays for ships up to 2000 dT in size, but most of its bays are designed for much smaller spaceships and small craft. Not all of these docking bays are available for the public either, as patrol and boarding craft tend to be operated from these stations.

Most traders usually are glad if they only receive a cursory scan from these stations though, as receiving a hail to come in and dock will usually result in a considerable delay. Understandable as this tends to mean, that the ship will be searched inside out.

Refusing a hail from the station usually is not an option either. Unless you are in a very fast ship and have a pilot versed in evasive manoeuvres anyway. This becomes obvious of you come close enough to make out some of the more than one hundred particle beam turrets of the station.

These turrets, and the ability to host numerable fighters in a pinch, make the station a valuable system defence asset as well. This is even more true once you consider that the station is well armoured and is the home base to a company of marines.

Since the station is not only a valuable but also an expensive asset all other crew members tend to have combat training as well. The station is equipped with enough armouries to equip all of its crew with handguns anyway. This makes boarding such a station more than a bit risky.

There certainly is incentive for enterprising criminals to board such a station. Usually this incentive is under lock in the seizable holds of the station. While some of the cargo holds spread around the docking ring, are used to store supplies for the station and its crew, many contain confiscated, often valuable, contraband.

Example Crew:

With Captain Comes Auren this station is under the command of a capable local law enforcement officer. He is both a shining leadership personality and a capable investigator. Ever since he transferred to this station, it has performed admirably. Among smugglers and other criminals he is feared.

Captain Comes Auren

STR	DEX	END	INT	EDU	SOC
9	9	8	10	12	12

Admin 2, Advocate 1, Astrogation 1, Gun Combat (Energy Pistol) 2, Investigate 2, Leadership 3, Pilot (Capital Ships) 2, Zero-G 1

Cloth (Armour 3) or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Laser Pistol (3d6+3)

The crew of this class of traffic control station is quite sizeable, and although many operate the various systems of the station the majority is responsible simply for keeping the station running. In addition all crewmen have at least rudimentary combat training.

Crewman (688)

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

Comms 1, Engineer (Power Plant) 1 or Engineer (M-Drive) 1 or Engineer (Life Support) 1, Pilot (Capital Ship) 1 or Sensors 1 or Gunnery (Turrets) 1, Gun Combat (Energy Pistol) 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm

The Traffic Control Centre houses a company of marines at all times, both for station security as well as for boarding and searching vessels suspected of smuggling contraband.

Marines (100)

STR	DEX	END	INT	EDU	SOC
9 (13)	9 (13)	9	8	8	8

Communication 0, Gun Combat (Energy Pistol) 1, Gun Combat (Energy Rifle) 2 or Heavy Weapons (Man Portable Artillery) 2 or Medic 2, Melee (Blade) 1, Recon 1, Vacc Suit 1, Battle Dress 1, Zero-G 1

Battle Dress (Armour 16), Dagger (1d6+2), Laser Pistol (3d6+3), Laser Rifle (5d6+3) or Medkit (TL12) or PGMP (10d6)

Orbital Traffic Control Centre			Tons	Price (MCr)
Hull	150000 tons	Hull 2500		19500.0
	TL 14 Standard AG Hull	Sturcture 2500		
Armour	Crystaliron	12 Points	22500.0	11700.0
Manoeuvre Drive	Orbital	0.25G	750.0	375.0
Power Plant	Orbital		1500.0	3750.0
Fuel	6000 tons	12 weeks of operation	6000.0	
Command	4 Standard Modules		1200.0	120.0
Computer	Distributed/6	Rating 70		40.0
Electronics	Very Advanced	+2	5.0	4.0
Cargo	24603 Tons		24603.0	
689 Staterooms	Crew		2756.0	344.5
50 Staterooms	Passengers		200.0	25.0
Barracks	100 Troops		200.0	10.0
Armaments	122 x Triple Turret	Particle Beam	122.0	610.0
Extras	5 x Docking Bay	5 x 2000 ton	30000.0	7500.0
	20 x Docking Bay	20 x 500 ton	30000.0	7500.0
	100 x Docking Bay	100 x 100 ton	30000.0	7500.0
	10 x Ship Scanners	Shallow Penetration	100.0	50.0
	24 Armouries		48.0	12.0
	4 Briefing Rooms		16.0	2.0
Software	Manoeuvre/0			
	Library/0			
	Fire Control/4	Rating 20		8.0
Maintenance Cost (monthly)				4.921
Life Support Cost (monthly)				1.678
Total Tonnage & Cost			150000.0	59050.5

	Command		Engineering		Upper Docking Ring		Lower Docking Ring	
2D	External	Internal	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	Sensors	Command	Armour	Command	Turrets	Command	Turrets	Command
4	Armour	Ship Scanners	M-Drive	P-Plant	Armour	Docking Bay	Armour	Docking Bay
5	Armour	Hold	Armour	Fuel	Turrets	Hold	Turret	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	Turrets	Hold	Turrets	Hold
10	Hull	Barracks	M-Drive	P-Plant	Turrets	Docking Bay	Turrets	Docking Bay
11	Hull	Computer	Hull	Crew	Hull	Briefing Rooms	Hull	Armouries
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

Department	Crew
Command	84
Engineering	23
Service	450
Gunnery	122
Troops	100
Facility	10
Total	789
Passenger Staterooms	50

Berthing (Waiting Time)
Small Craft: 100x100 (1D-4)
Starships: 20x500 (1D-4)
Starships: 5x2000 (1D-4)

