

Space Stations IIX

Orbital Penitentiary

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 Penitentiary

On most records the Orbital Penitentiary is listed as just another habitat. Curiously enough it is a habitat orbiting the planet in restricted space. Very few hints exist, that this habitat is actually a space born prison.

In some regards it is a high security installation. It is downright impossible to approach the installation unnoticed and it is equipped with three potent particle beam bays to make sure no armed attempt to break someone out would succeed, unless you can field fire-power usually only found in ships of the navy. In addition most regular missiles and simple beam weaponry would fail to penetrate the rather formidable armour of the station.

As it is next to impossible to break someone out by force it is very hard to break out as well. The cold hard vacuum of space is indeed a most formidable barrier. Only the occasional supply flight bringing in material and new inmates or a change of guards would provide an opportunity to leave the station at all.

These supply flights are rather sparse though. Especially as the station has been built using a rather antiquated fission power plant with fuel rods that last for about five years. Other supplies have to be ferried to the station only on rare occasions. After all the two cell blocks have been arranged around large agricultural installations that produce most consumables the crew and inmates need.

Although the station is considered a high security installation with a complement of competent guards and armouries holding all the weapons they would need to put down a revolt live for the prisoners is usually better than on most ground bound prisons. This is due to the fact, that most prisoners are political prisoners that have not been convicted for violent crimes.

Prisoners are usually treated with respect and prepared for reintegration into society. Most prisoners would not even consider attempting an escape or putting up a fight. Not only would this mean a loss of privileges, it might even earn them a transfer to much worse and publicly known correctional institutions. Better to serve your time here in the vegetable gardens than in the uranium mines.

Crew of the 'Skydome 5 Penitentiary':

Director Roid is an expert administrator and a competent leader. Although he is certainly qualified to lead this correctional institution he earned his position through connections.

Director Ein Roid

| STR | DEX | END | INT | EDU | SOC |
|-----|-----|-----|-----|-----|-----|
| 9 | 9 | 8 | 10 | 11 | 12 |

Admin 3, Astrogation 1, Broker 2, Gun Combat (Slug Pistol) 1, Leadership 2

Cloth (Armour 3), Comm, Handcomputer

Most of the regular crewmen on board of this station are rather mediocre in regard to their skills. Many have been phased out from the regular police force for one reason or another.

Crewmen (29)

| 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 or Gunnery (Bay) 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm

Unlike the crew responsible for operating the station the guards are rather competent. Most would be fit to serve as marines on naval vessels.

Guards (30)

| STR | DEX | END | INT | EDU | SOC |
|-----|-----|-----|-----|-----|-----|
| 10 | 9 | 10 | 8 | 7 | 7 |

Gun Combat (Slug Pistol) 1, Melee (Bludgeon) 1, Recon 2, Zero-G 1

Vacc Suit (Armour 4), Stunstick (1d6+2, 2d6 stun), Comm

The inmates imprisoned on this station are political prisoners. This shines a bad light on the government although the prisoners actually have a moderately comfortable live in comparison to many planet side prisons.

Prisoners (300)

| STR | DEX | END | INT | EDU | SOC |
|-----|-----|-----|-----|-----|-----|
| 7 | 7 | 7 | 7 | 7 | 7 |

Any reasonable combination.

Prison Clothing, Comm

| Orbital Penitentiary | | | Tons | Price (MCr) |
|-----------------------------|-------------------------|----------------------|---------|-------------|
| Hull | 3060 tons | Hull 18 | | 61.200 |
| | TL 8 Standard AG Hull | Sturcture 18 | | |
| Armour | Crystaliron | 8 Points | 306.00 | 24.480 |
| Manoeuvre Drive | Geostationary | 1.00G | 30.60 | 15.300 |
| Power Plant | Geostationary – Fission | | 91.80 | 229.500 |
| Fuel | 306.0 tons | 5 years of operation | 306.00 | 306.000 |
| Command | 2 Standard Module | | 12.24 | 0.123 |
| Computer | Distributed/1 | Rating 20 | | 5.000 |
| Electronics | Very Advanced | +2 | 5.00 | 4.000 |
| Cargo | 711.36 Tons | | 711.36 | |
| 60 Staterooms | | | 240.00 | 30.000 |
| Armaments | Particle Beam Bay x3 | | 153.00 | 60.000 |
| Extras | Armoury | | 4.00 | 1.000 |
| | 1 x Docking Bay | 1 x 100 ton | 300.00 | 75.000 |
| | Residential Space | Low Quality: 300 | 600.00 | 60.000 |
| | Manufacturing Space | Agricultural | 300.00 | 150.000 |
| Software | Manoeure/0 | | | |
| | Library/0 | | | |
| | | | | |
| | | | | |
| Maintenance Cost (monthly) | | | | 0.036 |
| Life Support Cost (monthly) | | | | 0.050 |
| Total Tonnage & Cost | | | 3060.00 | 1021.603 |

| | Command & Engineering | | Upper Cell Block & Lower Cell Block | | Department | Crew |
|----|-----------------------|--------------|-------------------------------------|---------------------|---------------------------|------|
| 2D | External | Internal | External | Internal | Command | 9 |
| 2 | Hull | Crew | Hull | Residential Space | Engineering | 3 |
| 3 | Hull | Command | Hull | Command | Service | 10 |
| 4 | M-Drive | P-Plant | Armour | Docking Bay | Gunnery | 8 |
| 5 | Armour | Particle Bay | Armour | Manufacturing Space | Troops | 30 |
| 6 | Hull | Structure | Hull | Structure | Total | 60 |
| 7 | Armour | Hold | Armour | Residential Space | Passenger Staterooms | 0 |
| 8 | Hull | Structure | Hull | Structure | Residential Space | 300 |
| 9 | Hull | Fuel | Hull | Hold | | |
| 10 | M-Drive | P-Plant | Sensors | Residential Space | Berthing (Waiting Time) | |
| 11 | Hull | Armoury | Hull | Manufacturing Space | Small Craft: 1x100 (1D-1) | |
| 12 | Hull | Critical | Hull | Critical | | |

