

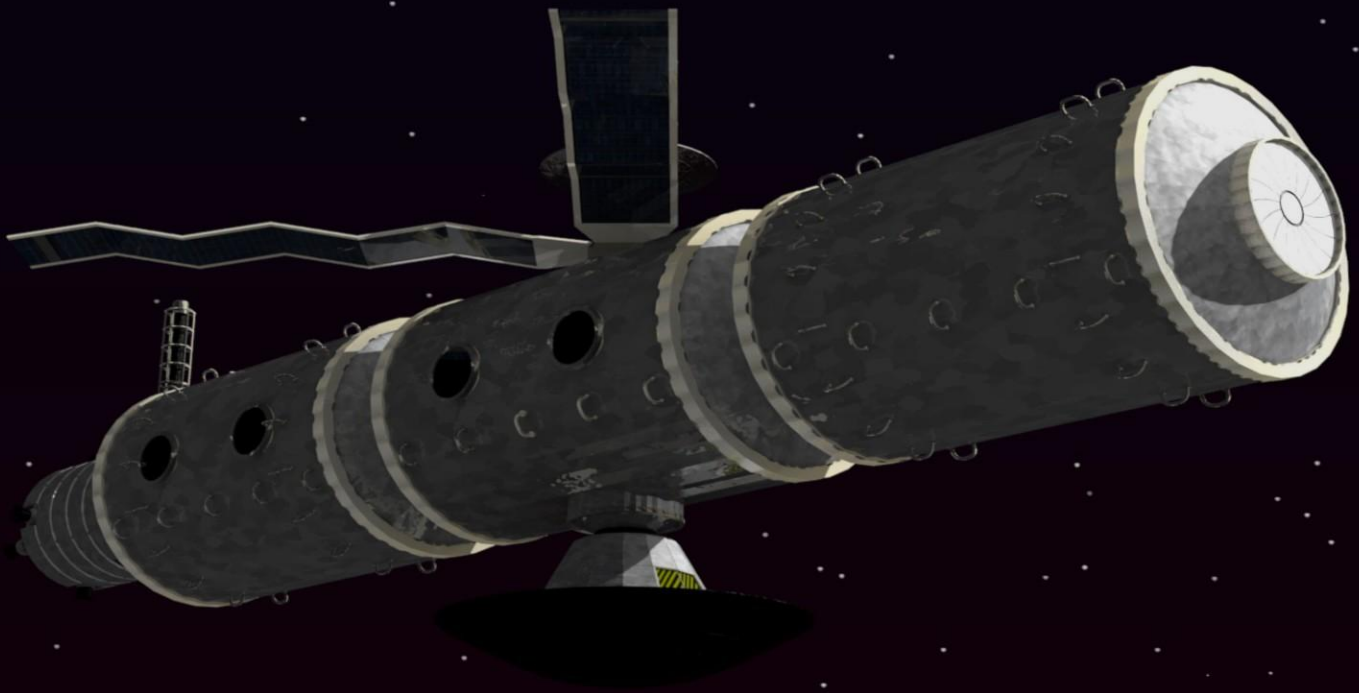
Space Stations X

Space Lab

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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Space Lab

The Space Lab is a first attempt at a manned semi permanent orbital installation. Although many commercial experiments are performed on board, it still is very much a military installation.

The Lab is not just a place to perform experiments in Zero Gravity though. The station itself could possibly be called the biggest experiment of all. It is a test bed for all kinds of technology that could improve future stations as well as manned craft going beyond orbit.

Although the station is rated at 200 dT it is actually only 170 dT in size. Drives and power supply are designed to support an additional 30 dT craft docked to the station at its docking clamps. Usually a small craft of this size is used to ferry crew to and from the station as well as to make supply runs.

The station is a rather fragile construction assembled from multiple smaller segments. This distributed design results in an utter lack of armour as well. Still the hull is sturdy enough, to stand up to the usual micro meteorites. If larger debris poses a threat the station uses some of its limited fuel supply to make slight alterations to its orbit.

Living space on board is rather cramped, at least if the station is fully manned. With two mission specialists on board in addition to the regular crew the two small cabins have to be occupied by two crewmen each. In comparison the laboratories are downright spacious.

The station was equipped with two power supplies. The main power supply are its solar panels. For emergencies the station was equipped with a 1000 hour backup battery. So far the crew only had to use the latter once though, while performing repairs on the solar panels.

One last safety measure is the sturdy re-entry capsule permanently docked to the station. It has space enough for a full crew of four and allows them to return to the planetary surface safely if they ever have to abandon the station.

Crew of the Space Lab:

Allen Miller is the stations fifth commanding officer. Although he is well known and liked, this does not really make him special. After all a regular tour of duty on the space lab last only three months. And given the Zero-G nature of the station this is more than long enough for negative side effects to set in. He is the first though who runs through a regular exercise program to fight off these effects.

Cmdr. Allen Miller

STR	DEX	END	INT	EDU	SOC
7	8	9	10	11	9

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

Cloth (Armour 3) or Vacc Suit (Armour 4), Toolkit, Comm, Handcomputer

Lt. reed is an accomplished engineer. Like his commander he is proud of his job, and rightfully though. Unlike the slightly older Miller he has ambitions though. Ambitions to be part of the next batch of moon missions.

Lt. Gregor Reed

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

Engineer (Power Plant) 2, Engineer (M-Drive) 2, Medic 1, Sensors 1, Mechanic 1, Zero-G 1

Cloth (Armour 3) or Vacc Suit (Armour 4), Toolkit, Comm

Unlike the long term crew running the station scientists or other mission specialists only visit the station for brief periods. Usually only long enough to perform their experiments or to do maintenance beyond the capabilities of the regular crew. Most stay for a few days at most and don't mind leaving the cramped double occupancy quarters behind again.

Scientists / Mission Specialists (2)

STR	DEX	END	INT	EDU	SOC
7	7	7	10	11	8

Science (Any) 3 or Engineer (Any) 3, Zero-G 1

Cloth (Armour 3) or Vacc Suit (Armour 4), Toolkit, Comm

Mining Station			Tons	Price (MCr)
Hull	200 tons	Hull 1		1.800
	TL 7 Distributed NG Hull	Structure 1		
Armour	none			
Manoeuvre Drive	Orbital – Reaction Drive	0.25G	1.00	0.500
Power Plant	Orbital – Solar Panels		2.00	0.200
	Orbital – Chemical Batteries	1000 hours	2.00	20.000
Fuel	25.0 tons – Drive	20 G hours of thrust	25.00	
Command	1 Standard Module		1.00	0.100
Computer	Distributed/1	Rating 20		5.000
Electronics	Standard	-4		
Cargo	112.0 Tons		112.00	
2 Stateroom			8.00	1.000
Armaments	none			
Extras	Laboratories		16.00	4.000
	1 x 30 dT Orbital Launch	At 30 dT Docking Clamp	31.00	17.425
	Re-entry Capsule		2.00	0.300
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.005
Life Support Cost (monthly)				0.006
Total Tonnage & Cost			200.00	50.325

	Space Lab		Department	Crew
2D	External	Internal	Command	1
2	Hull	Crew	Engineering	1
3	Sensors	Command	Service	0
4	Reaction Drive	Chemical Batteries	Facility	2
5	Solar Panels	Hold	Total	4
6	Hull	Structure		
7	Orbital Launch	Hold		
8	Hull	Laboratories		
9	Hull	Fuel		
10	Re-entry Capsule	Crew	Berthing (Waiting Time)	
11	Hull	Computer	Small Craft: 1x30 (restricted)	
12	Hull	Critical		

