

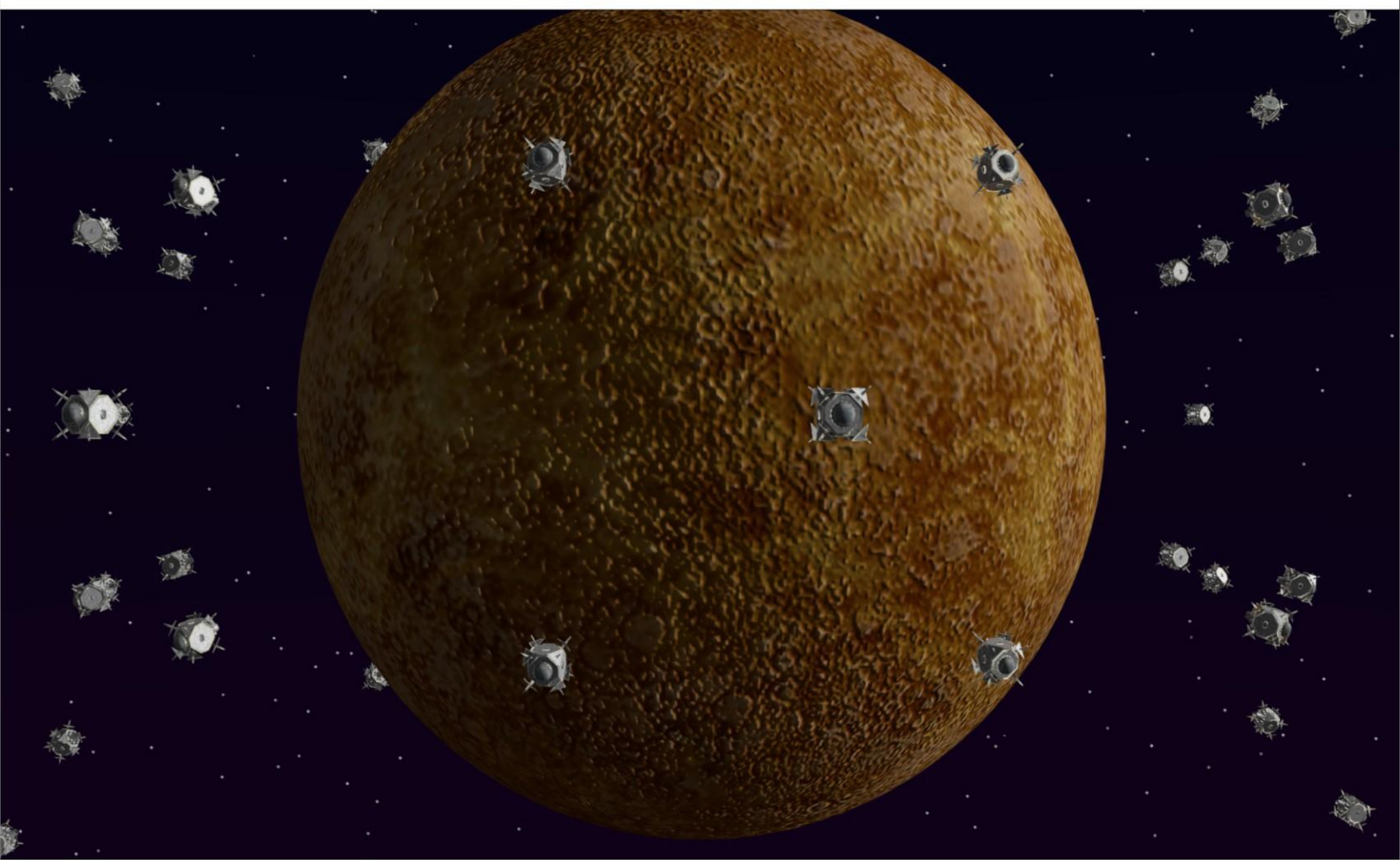
Space Stations XI

# Battle Cube

A Roleplaying Game Supplement

by

Christian Hollnbuchner



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

# CREDITS

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## Battle Cube

The Battle Cube is the result of a rather rushed orbital defence program. Originally planned as an easy to produce and inexpensive defence platform with considerable firepower, the cube only matches the first and the last design goal. With a price tag of more than 600 MC it can't be considered inexpensive any more by any measure. This is especially true, as several hundred cubes were to be deployed in a multi layered defence network with overlapping firing arcs.

At least the Cubes provide the needed firepower, although at a very limited range. Muzzle velocity of the railgun bays has been increased to increase the guns effective range, but it still is rather limited. The designers of the defence network tried to compensate this by deploying more stations in a tighter mesh. Two or even three layers deep the network provides plenty of kill boxes this way, with virtually no blind spots.

Each station can operate for several weeks without refuelling. Something quite necessary, as refuelling all the stations severely taxes the planets logistics. Each station has several tons of ammunition for its guns as well, to make sure it does not run out mid combat. Its cargo bay, usually used for consumables for the crew can be used to store even more railgun rounds if the need should arise.

The main reason for the stations astronomical price tags are said guns and of course the capital starship grade power plant needed to operate them. Especially the latter are one of the bottlenecks in the production lines for the stations as well, as power plants fit for naval ships are rather short in supply.

It has been pointed out by critics, that the Cube's defences are rather lacklustre. A potentially critical flaw, especially combined with the limited range of its armament. Although not all Battle Cubes have been deployed yet an upgrade program, including better armour and possibly even nuclear dampers, has already been suggested.

## Crew of a Battle Cube:

Lt. Lara Dis is one of many junior officers who's training has been fast tracked to cover the demand for new officers caused by the Battle Cube Orbital Defence Network program. Although critics complained that the quality of the officers trained this way might suffer, Lt. Dis is a prime example to the contrary.

### Lt. Lara Dis

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

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

Cloth (Armour 3) or Vacc Suit (Armour 4), Toolkit, Comm, Handcomputer, Snub Pistol (3d6-3)

Most of the crew is organized in eight hour shifts for their four week long tour of duty 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. During quite times the gunners are often assigned as assistants to the maintenance crew.

### Crewmen (25)

STR	DEX	END	INT	EDU	SOC
8	7	9	8	8	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) 2, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm

Orbital Defense Tower			Tons	Price (Mcr)
Hull	1400 tons	Hull 10		84.000
	TL 10 Standard AG Hull	Sturcture 10		
Armour	Crystaliron	8 Points	140.00	33.600
Manoeuvre Drive	Orbital	0.25G	7.00	3.500
Power Plant	Capital	Rating 6	70.00	140.000
Fuel	280.0 tons	12 weeks of operation	280.00	
Command	2 Standard Module		5.60	0.560
Computer	Distributed/1	Rating 20		5.000
Electronics	Basic Military	+0	2.00	1.000
Cargo	66.0 Tons		66.00	
26 Staterooms			104.00	13.000
Armaments	8 Railgun Bays	Long Range	408.00	264.000
Ammunition	3200 Railgun Rounds		16.00	
Extras	1 x Docking Bay	1 x 100 ton	300.00	75.000
	Sensor Extension Network		1.40	1.400
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.052
Life Support Cost (monthly)				0.052
Total Tonnage & Cost			1400.00	621.060

	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	5
4	M-Drive	P-Plant	Armour	Docking Bay	Gunnery	9
5	Armour	Fuel	Armour	Railgun Bays	Total	26
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	Sensor Extension Net	Berthing (Waiting Time)	
11	Hull	Armoury	Hull	Crew	Small Craft: 1x100 (restricted)	
12	Hull	Critical	Hull	Critical		



