

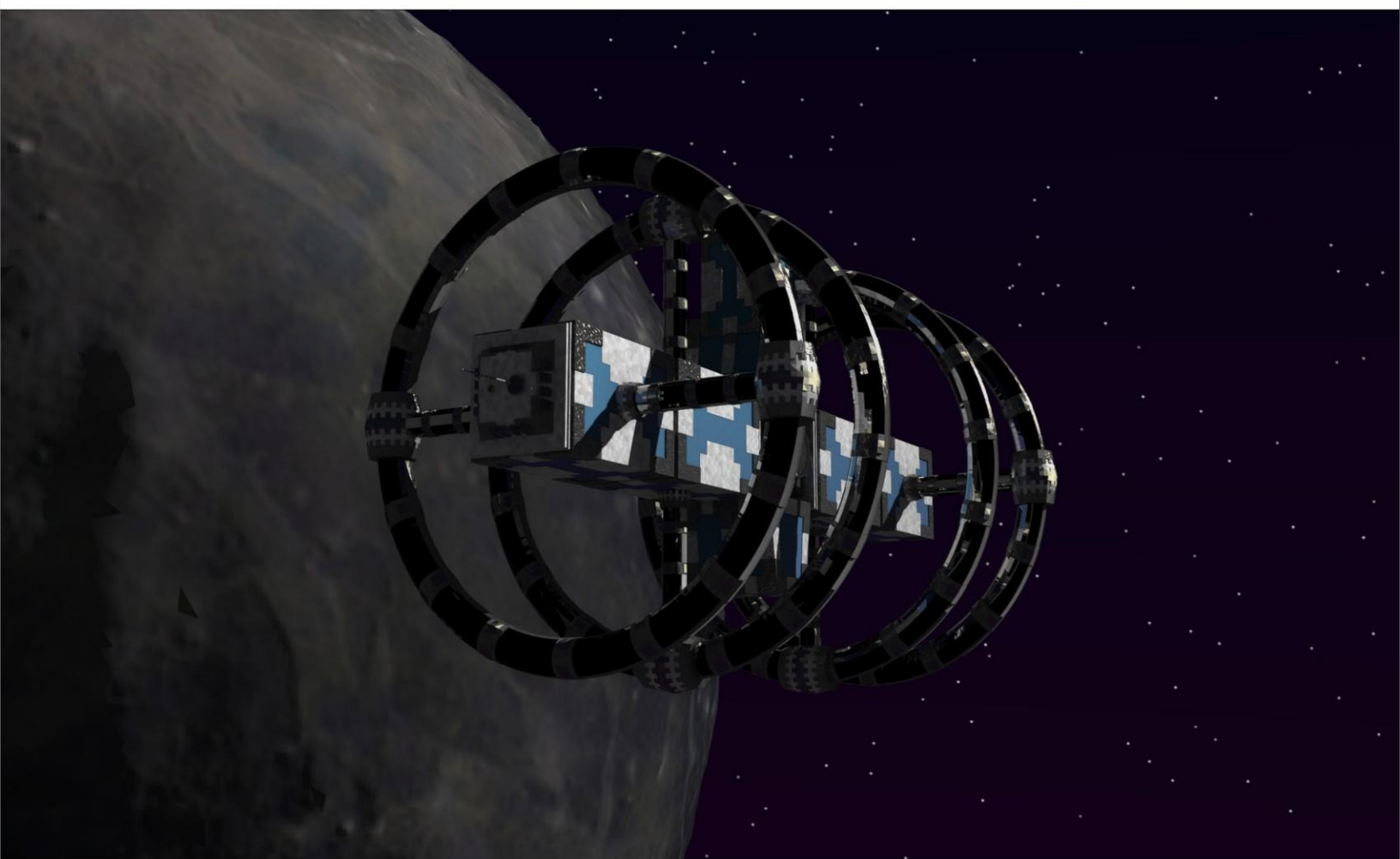
Space Stations XII

Orbital Grand Hotel

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 Grand Hotel

The Orbital Grand Hotel is not all that grand at all, if you have a closer look. To be honest, it never was intended to be grand in any way either. This becomes rather obvious when one knows, that this space station was built for a large mining consortium in orbit around a barren planet with a thin, arid atmosphere, that just happened to be rich in minerals buried deep in its crust.

With the planets surface being constantly torn up by heavy mining equipment the company did not consider it a reasonable course of action to build any recreational installations for the hard working miners planetside. Instead they decided to build a moderately luxurious space station as a recreational habitat for any of its employees that could actually afford a trip to orbit.

The station provides high quality housing for up to one hundred guests as well as shops and restaurants and other luxuries in its four spinning rings. Of course this luxurious environment is meant not only to relax the employees on vacation. These installations serve the subtle secondary purpose to empty the wallets of the guests as well.

Beyond these luxurious installations the station is rather plain and unimpressive. Power plant and drive are nothing special. They just keep the station running and in a geosynchronous orbit. The station's armour can take a hit but is not able to stand up to any serious bombardment. At least the stations is equipped with plenty of Re-entry capsules.

It should be noted though, that none of these escape pods are installed in the spinning hamster cages of the station. To reach an escape pod one has to reach the station's central structures, which do not boast any artificial gravity, where the residential spaces are to be found, as well as the staterooms of the crew members.

Crew of the Orbital Grand Hotel:

Station Master Blacktree is curiously enough still rather young. Quinton was born and raised in space. Before becoming the station master of the Orbital Grand Hotel he worked several years as astrogator and pilot on various other stations. He is one of only two persons on board to carry a weapon.

Station Master Quinton Gavin Blacktree

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

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

Cloth (Armour 3) or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Snub Pistol (3d6-3)

Hotel Manager Arkwright is in charge of managing all hotel related issues. She has worked for a number of other hotels of all kinds, before becoming the manager of the Orbital grand Hotel. She hopes to learn something new here, to further broaden her portfolio. Other than the station master she is the only armed person on the station.

Hotel Manager Deana Deforest Arkwright

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

Admin 2, Broker 2, Gun Combat (Slug Pistol) 1, Leadership 2, Steward 2, Zero-G 1

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

The crew of this station is rather small. In addition to the station master and the hotel manager the habitat has only twenty-four more crewmen. Although the station is automated to a decent degree the human resources are stretched thin often enough.

Crew (24)

STR	DEX	END	INT	EDU	SOC
7	7	7	8	8	5

Engineer (Power Plant) and Engineer (M-Drive) 1 or Engineer (Life Support) 2 or Steward 2 or Medic 2, Pilot (Spacecraft) 1 or Sensors 1 or Mechanic 1, Zero-G 1

Uniform or Vacc Suit (Armour 4), Toolkit, Comm,

Orbital Grand Hotel			Tons	Price (MCr)
Hull	1820 tons	Hull 13		104.832
	TL10 NG Hull	Sturcture 13		
	Hamster Cage	400 tons	40.00	
Armour	Crystaliron	4 Points	91.00	20.966
Manoeuvre Drive	Geosynchronous	0.5G	13.65	6.825
Power Plant	Geosynchronous		22.75	56.875
Fuel	45.5 tons	6 weeks of operation	45.50	
Command	2 Standard Module		7.28	0.728
Computer	Distributed/1	Rating 20		5.000
Electronics	Standard	-4		
Cargo	125.82 Tons		125.82	
26 Staterooms			104.00	13.000
Armaments	none			
Extras	Residential Space	High quality housing for 100	600.00	60.000
	1 x Docking Bay	1 x 100 ton	300.00	75.000
	Commercial Space	In Spin Rings	200.00	30.000
	Parks & Other luxuries	In Spin Rings	200.00	20.000
	70 Re-entry Capsules		70.00	10.500
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.034
Life Support Cost (monthly)				0.252
Total Tonnage & Cost			1820.00	403.726

	Engineering & Command		Habitat		Department	Crew
2D	External	Internal	External	Internal	Command	3
2	Hull	Crew	Hull	Residential Space	Engineering	3
3	Sensors	Command	Sensors	Command	Service	4
4	M-Drive	P-Plant	Armour	Structure	Facility	16
5	Armour	Hold	Armour	Spin Machinery	Total	26
6	Hull	Fuel	Hull	Residential Space	Passenger Staterooms	0
7	Armour	Re-entry Capsules	Armour	Re-entry Capsules	Residential Space	100
8	Hull	Hold	Hull	Park		
9	Armour	Fuel	Armour	Fuel		
10	M-Drive	P-Plant	Hull	Commercial Space	Berthing (Waiting Time)	
11	Docking Bay	Computer	Hull	Computer	Small Craft: 100 (1D-1)	
12	Hull	Critical	Hull	Critical		

