

Space Stations XIII

Mercenary's Haven

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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Mercenary's Haven

Mercenary's Haven is, for a modern space station already quite old. It has seen several decades of service, but is, due to regular maintenance and modernisation still in good repair. Ever since the station was constructed, as part of a network of mercenary bases, it has been owned by the various mercenary companies that secured the funding, or rather the owners of these companies. Shares changed ownership only to a small degree and always only between the original founders.

The station is conceived as a space born base for small mercenary outfits that can field their own ships. Around its centre which contains all engineering and other essential assets the station is divided into ten segments. Each segment comes with two docks for ships up to 800 dT in size, training facilities, briefing rooms, staterooms and barracks, small cargo holds and everything else a small mercenary company might need. In-between these mercenary segments and the station's essential systems is the commercial sector with its large cargo holds that can provide anything else.

The station is designed to be quite defensible as well. Well armoured and armed with ten heavy fusion gun bays it can keep anything but a decent sized military strike force at bay. The station even has a powerful contingent of marines to fight off any boarding parties. And this does not even include the assets that might be fielded by the mercenaries stationed here.

Much of the station's military might serves the purpose to keep the mercenaries renting space under control, as a secondary purpose though. Usually no mercenary gets access to more than one of the rented sections, which virtually secures that the station's own forces can fight off any attempted coup. Trust it seems, is hard to come by.

The Crew of Mercenary's Haven:

Stationmaster Lucius Servilia not only commands Mercenary's Haven, he owns a majority share of it as well, which in theory makes him an obscenely wealthy billionaire. Very little of that shows in his behaviour though, as he himself has been a military man despite his inherited and hard earned wealth.

Stationmaster Lucius Servilia

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

Admin 2, Advocate 1, Astrogation 1, Gun Combat (Energy Pistol) 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)

Mercenary's Haven has quite a sizeable crew, 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 and are armed.

Crewman (438)

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 (Bays) 1, Gun Combat (Energy Pistol) 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm, Laser Pistol (3d6+3)

Mercenary's Haven houses a company of marines at all times, mostly for station security, but to keep the mercenary units renting part of the station, under control as well.

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)

Mercenary's Haven			Tons	Price (MCr)
Hull	100000 tons	Hull 1000		10000.0
	TL 12 Standard AG Hull	Sturcture 1000		
Armour	Crystaliron	8 Points	10000.0	4000.0
Manoeuvre Drive	Orbital	0.25G	500.0	250.0
Power Plant	Orbital		1000.0	2500.0
Fuel	4000 tons	12 weeks of operation	4000.0	
Command	4 Standard Modules		800.0	80.0
Computer	Distributed/5	Rating 60		25.0
Electronics	Very Advanced	+2	5.0	4.0
Cargo	18449 Tons		18449.0	
439 Staterooms	Crew		1756.0	219.5
500 Staterooms	Passengers (Mercenaries)		2000.0	250.0
Barracks	100 Troops (Station)		200.0	10.0
Barracks	500 Troops (Mercenaries)		1000.0	50.0
Armaments	10 x Large Fusion Gun Bay		1000.0	160.0
Extras	3 x Docking Bay	3 x 1000 ton	9000.0	2250.0
	20 x Docking Bay	20 x 800 ton	48000.0	12000.0
	Commercial Space		1000.0	150.0
	Training Facilities	10 x 50 Trainees	1250.0	250.0
	10 Briefing Rooms		40.0	5.0
Software	Manoeuvre/0			
	Library/0			
	Fire Control/4	Rating 20		8.0
Maintenance Cost (monthly)				2.685
Life Support Cost (monthly)				3.078
Total Tonnage & Cost			100000.0	32211.5

	Command		Engineering		Service Section		Mercenary Quarters	
2D	External	Internal	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	Sensors	Command	Armour	Command	Hull	Command	Hull	Command
4	Armour	Docking Bay	M-Drive	P-Plant	Armour	Large Fusion Gun Bays	Armour	Docking Bays
5	Armour	Hold	Armour	Fuel	Armour	Hold	Armour	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	Hull	Hold	Hull	Hold
10	Sensors	Barracks	M-Drive	P-Plant	Armour	Docking Bay	Armour	Training Facilities
11	Hull	Computer	Hull	Crew	Hull	Commercial Space	Hull	Briefing Rooms
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

Department	Crew
Command	59
Engineering	15
Service	300
Gunnery	20
Troops	100
Facility	45
Total	539
Passenger Staterooms	500
Passenger Barracks	500
Berthing (Waiting Time)	
Starships: 3x1000 (1D-4)	
Starships: 20x800 (1D-4)	

