

Space Stations XVI

# Interceptor Base

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

# CREDITS

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## Interceptor Base

Interceptor Bases of this type are a rare sight. Often enough fighters will be launched from planetary bases instead. And if that isn't feasible, most star systems are equipped with much smaller and cheaper fighter bases located somewhere in deep space. Sometimes though a station of this type might be the better choice.

On one hand it should be pointed out, that these stations can soak up much more damage than smaller stations. Unlike smaller stations the Interceptor Base might even be able to entirely shrug off incoming fire thanks to its plentiful advanced armour and other defensive measures.

In addition the Interception Base can be used as a base for craft slightly larger than most fighters as well, thanks to a few 200 dT docking bays. Although these bays are most often used for ships keeping the station supplied, they can hold a nasty surprise for anyone making their past the stations actual fighter screen as well.

Unlike smaller stations this design offers plenty of space in its cargo holds on top of everything else. While the stations own tanks are strictly reserved for its own power plant, the spacious cargo holds offer more than enough room for fold up tanks and ammunition crates to keep the station's fighter squads running almost indefinitely.

On the downside, the station completely lacks offensive weapons beyond those of its fighters. Anyone able to make it past the fighters, carrying heavy enough fire power to punch through the armour, can make short work of this base. That the station has a small complement of marines, to repel boarders, hardly makes a difference in this case.

## The Crew of 'Interceptor Base 9':

Captain Orazio Carmine has been commanding officer of several small stations already, and although he is hardly incompetent, he hasn't really distinguished himself so far. For him Interceptor Base 9 is only another stop on his tour of duty.

Captain Orazio Carmine					
STR	DEX	END	INT	EDU	SOC
7	8	9	9	10	9
Admin 2, Astrogation 1, Gun Combat (Energy Pistol) 1, Leadership 2, Pilot (Capital Ships) 2, Zero-G 1					
Dress Uniform or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Laser Pistol (3d6+3)					

The crew of a station of this type is not terribly large. And of those crewmen a considerable number are part of the flight crew operating or maintaining small craft or the launch tubes for them.

Crewman (98)					
STR	DEX	END	INT	EDU	SOC
6	7	8	7	7	6
<b>Station Crew:</b> Comms 1, Engineer (Power Plant) 1 or Engineer (M-Drive) 1 or Engineer (Life Support) 1, Pilot (Capital Ship) 1, Sensors 1, Gun Combat (Energy Pistol) 1, Zero-G 1					
<b>Small Craft Pilots:</b> Astrogation 1, Pilot (Small Craft) 2, Gun Combat (Energy Pistol) 1, Gunnery (Turrets) 2, Zero-G 1					
Vacc Suit (Armour 4), Toolkit, Comm, Laser Pistol (3d6+3)					

An Interceptor Base usually is home to a small company of marines at all times for station security and to fight off any boarding attempt.

Marines (20)					
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 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)					

Interceptor Base			Tons	Price (MCr)
Hull	9000 tons	Hull 150		1170.0
	TL 14 Standard AG Hull	Sturcture 150		
Armour	Bonded Superdense	12 Points	900.0	1170.0
Manoeuvre Drive	Geostationary	1.0G	90.0	45.0
Power Plant	Geostationary		135.0	337.5
Fuel	1080 tons	24 weeks of operation	1080.0	
Command	2 Standard Modules		36.0	3.6
Computer	Distributed/3	Rating 40		10.0
Electronics	Very Advanced	+2	5.0	4.0
Cargo	3154 Tons		3154.0	
55 Staterooms	Crew		220.0	27.5
20 Staterooms	Passengers		80.0	10.0
Barracks	20 Troops		40.0	2.0
Armaments	Nuclear Damper		40.0	50.0
Extras	24 x Light Fighters	Full Hangar	312.0	298.5
	4 x Docking Bay	4 x 200 ton	2400.0	600.0
	2 x Launch Tubes	10x10 tons	500.0	250.5
	2 Briefing Rooms		8.0	1.0
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.332
Life Support Cost (monthly)				0.239
Total Tonnage & Cost			9000.0	3979.1

	Command & Crew		Engineering & Flight	
2D	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew
3	Sensors	Command	Armour	Command
4	Armour	Docking Bays (200 dT)	M-Drive	P-Plant
5	Armour	Hold	Armour	Fuel
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Briefing Room
8	Hull	Structure	Hull	Structure
9	Armour	Barracks	Nuclear Damper	Launch Tube
10	Sensors	Fighter Hangar	M-Drive	P-Plant
11	Hull	Computer	Armour	Crew
12	Hull	Critical	Hull	Critical

Department	Crew
Command	9
Engineering	3
Service	27
Gunnery	4
Troops	20
Flight	56
Total	119
Passenger Staterooms	20

<b>Berthing (Waiting Time)</b>
Starships: 4x200 (1D-4)

