

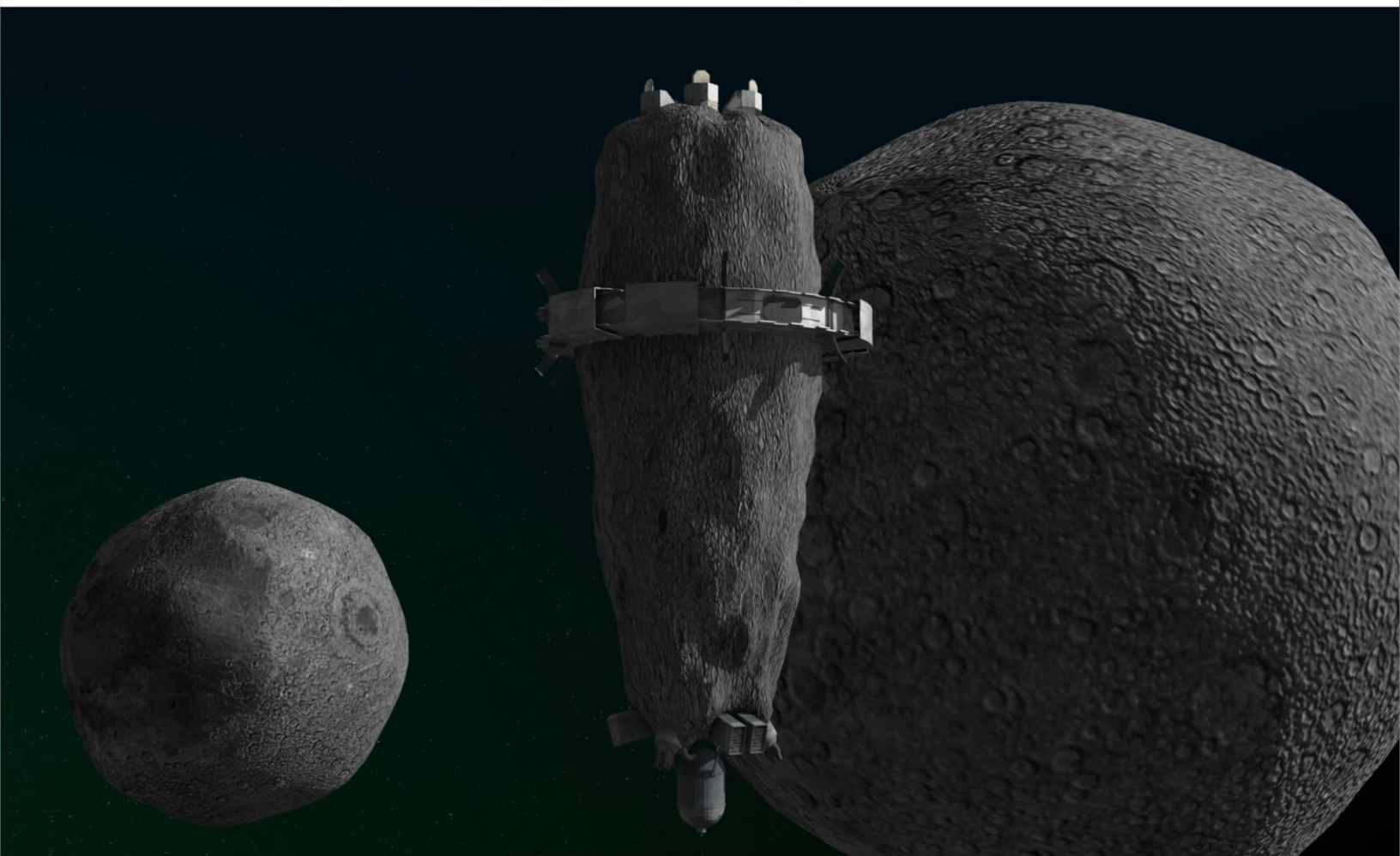
Space Stations XVII

Small Pirate 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

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Small Pirate Base

There are many variations of small and relatively harmless pirate bases. This is one that can be found quite commonly on the fringes of civilization, as it is in essence a repurposed habitat built into a decent sized asteroid. This kind of base has some natural armour due to its make up which was enhanced early on with some cheap titanium steel plating.

The base still won't stand up to prolonged bombardment with any kind of starship grade weapon, but its better than nothing, and it most certainly will buy the station's crew some time to bare their own fangs, or at the very least make an attempt to evacuate the civilian inhabitants of the base.

The station's fangs take the form of two heavy torpedo bays, and although the pirates operating these stations will usually settle for cheap conventional torpedoes, one might just come across one with a few bomb pumped laser or nuclear torpedoes in stock. Truly, one would be well advised to not take these missiles lightly.

The true strength of these stations is their ability to keep hidden though. Mingling with other asteroids or even larger rocky stellar bodies, one can easily miss them, especially as these stations are equipped with some rather sophisticated ECM suites.

And even if the station is at best average in most other regards, it should be considered, that these stations have docking bays for no less than three space craft up to 400 dT in size. A trio of any serious pirate craft of this size can be a considerable threat to most local law enforcement agencies.

In general though any pirate will be happy to keep their home base out of the line of fire though, taking great pains to keep its location hidden, as these bases often house the pirates' families as well.

Crew of the 'Dragon's Tooth':

Long ago the 'Dragon's Tooth' was built and run by triumvirate of competing pirate clans. Today, after absorbing the other clans through marriage only the families of the Dahl Clan remain. Station master Marion Dahl is the current commander of the station and the matriarch of the Dahl clan as well. Although she has been quite the successful pirate in her days, she is satisfied with just running the clans home base these days, leaving the more exciting ventures to younger men and women.

Station Master Marion Dahl

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

Admin 2, Astrogation 1, Broker 3, Gun Combat (Slug Pistol) 1, Leadership 2, Pilot (Capital Ships) 1, Zero-G 1

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

Most of the crew of the 'Dragon's Tooth' are second choice only. Most spacers actually worth their salt tend to serve on board of the pirate vessels operating from this station instead.

Command, Engineering and Service Crewmen (35)

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

Engineer (Power Plant) or Engineer (M-Drive) 1 or Engineer (Life Support) 1, Pilot (Capital Ships) 1 or Sensors 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit

The gunnery crew of the 'Dragon's Tooth' does not make up a particularly large part of the overall crew, but their skill set is very different from the rest. They tend to switch with crew members from pirate craft calling this station home every once in a while.

Gunnery Crew (4)

STR	DEX	END	INT	EDU	SOC
7	7	8	7	7	6

Gun Combat (Slug Pistol) 1, Gunnery (Bay) 2, Gunnery (Turrets) 2, Mechanic 1, Zero-G 1

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

In addition to its regular crew stations of this type are home to the family of the pirates operating from them. They can be of almost any, usually civilian, profession.

Small Pirate Base			Tons	Price (MCr)
Hull	15120 tons	Hull 108		907.200
	TL 10 Planetoid AG Hull	Sturcture 108		
Wasted Space	20%		3024.00	
Armour	Natural + Titanium Steel	4 Points	756.00	45.360
Manoeuvre Drive	Non-Orbital	0.1G	37.80	18.900
Power Plant	Non-Orbital		75.60	189.000
Fuel	2016.0 tons	80 weeks of operation	2016.00	
Command	3 Standard Module		90.72	9.072
Computer	Distributed/1	Rating 20		5.000
Electronics	Countermeasure Suite	DM+4	7.00	6.000
Cargo	4364.88 Tons		4364.88	
42 Staterooms			168.00	21.000
Armaments	2 Heavy Torpedo Bays		200.00	48.000
Ammunition	96 Basic Torpedoes		240.00	0.480
Extras	Residential Space	High Quality housing for 90	540.00	54.000
	3 x Docking Bay	3 x 400 ton	3600.00	900.000
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.184
Life Support Cost (monthly)				0.264
Total Tonnage & Cost			15120.00	2204.012

	Command & Gunnery Decks		Engineering		Habitat & Docking Ring	
2D	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew
3	Armour	Command	Armour	Command	Armour	Command
4	Sensors	Computer	M-Drive	P-Plant	Hull	Structure
5	Hull	Torpedo Bay	Hull	Fuel	Hull	Hold
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	Hull	Torpedo Bay	Hull	Fuel	Hull	Hold
10	Hull	Ammunition	M-Drive	P-Plant	Hull	Residential Space
11	Hull	Crew	Hull	Hold	Hull	Docking Bays
12	Hull	Critical	Hull	Critical	Hull	Critical

Department	Crew
Command	6
Engineering	1
Service	31
Gunnery	4
Total	42
Residential Space	90

Berthing (Waiting Time)

Starships: 3x400 (1D-2)

Refuelling (Waiting Time)

Starships: 3x400 (1D-2)

Warehousing (Waiting Time)

Up to 3000 dT (1D-1)

