Space Stations XIIX

# Pirate Vault Decoy

A Roleplaying Game Supplement

by Christian Hollnbuchner





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

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#### Pirate Vault Decoy

The infamous pirate Gianni Besozzi supposedly constructed an asteroid base containing a vault with his amassed wealth. A single base, well hidden among countless other asteroids containing riches he gained by raiding countless convoys, rim planets or lone traders. This base, is not that vault.

In addition to his vault base Besozzi constructed a few more asteroid bases as decoys. As far as their exterior is concerned none of these bases have any features that would stand out in a particularly way. Other than the infamous pirate himself no one knows which base contains the actual vault and which bases are dangerous booby trapped decoys.

Each base boasts a single, well hidden docking bay for a spaceship of up to 100 dT, and what looks like the armoured gates of a docking bay. Anyone approaching this fake docking bay on one of the decoy bases is in for a surprise and a rude awakening. On the decoy bases these 'docking bay' doors hide a powerful particle beam bay, and anyone in a position to glean this knowledge usually already has missed his chance to evade its devastating firepower.

Another exceptional feature of these stations, otherwise mostly cobbled together from re-purposed hardware, is the artificial intelligence running on the stations distributed computing network. The AI takes an active part in maintaining the station, which helps reduce the need for a larger crew. What the crew does not know, is that the AI keeps a tight watch on them as well, as Captain Besozzi is a rather distrustful person.

Notable as well, is the small fleet of scoop drones the Al operates in addition to its repair drones. Together with the stations fuel processors they allow the station to operate almost independent from outside supplies.

#### The Crew of 'Decoy 4':

Station Master Piersanti Ghidini is an old man. He has served under Captain Besozzi for many years, and received command of this decoy base as a kind of retirement bonus.

#### **Station Master Piersanti Ghidini**

STR	DEX	END	INT	EDU	SOC
7	5	6	8	8	5

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

Dress Uniform or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Laser Pistol (3d6+3)

Like their commander, most of the men and women serving on this station are pirates that have retired from active duty. One thingy they have in common, is that Captain Besozzi distrusts them slightly less than most others.

#### Crewman (16)

STR	DEX	END	INT	EDU	SOC
6	5	6	6	6	4

Comms 1, Engineer (Power Plant) 1 or Engineer (M-Drive) 1 or Engineer (Life Support) 1, Mechanic 1 or Pilot (Capital Ship) 1 or Sensors 1, Gun Combat (Energy Pistol) 1, Zero-G 1

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

Hull3080 tonsHull 22Intermediate184.800TL 10 Planetoid AG HullSturcture 22Image: 100 particulateImage: 100 particulateImage: 100 particulateWasted Space20%616.0010.54.009.24.00Manoeuvre DriveNon-orbital1.0G7.7003.850Power PlantCapital GradeRating 377.003.850Fuel616 tons24 weeks of operation616.0010.232Command2 Standard Modules12.321.2321.232ComputerDistributed/2Rating 3011.006.000ElectronicsCounter Measure Suite+47.006.000Cargo966.27 Tons966.27966.27966.2717 StateroomsCrew1x 100 ton80.00075.000Ertras1 x Docking Bay1 x 100 ton300.0075.000Furl Refinery500 tons input per day100.00100.00010 x Scoop Drones500 tons input per day25.002.500SoftwareManoeure/01.0001.0001.000Library/0Library/01.0005.0001.000Library/0Expert – Engineer/3I.00001.00001.0000Maintenance Cost (monthly)Expert – Remote Operations/3I.00001.0000Katficial IntelligenceI.0000I.0000I.00001.0000Library/0I.0000I.0000I.0000I.0000Maintenance Cost (monthly)I.0000I.0000I.0000 <th>Pirate Vault Decoy</th> <th></th> <th></th> <th>Tons</th> <th>Price (MCr)</th>	Pirate Vault Decoy			Tons	Price (MCr)
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Life Support Cost (monthly) 0.034					
	Maintenance Cost (monthly)				0.054
Total Tonnage & Cost     3080.00     643.082	Life Support Cost (monthly)				0.034
	Total Tonnage & Cost			3080.00	643.082

Life Su	pport cost (monting)					0.034
Total To	onnage & Cost				3080.00	643.082
	Command & Crew		Engineering & Gu	nnery		
2D	External	Internal	External	Internal		
2	Hull	Crew	Hull	Crew		
3	Sensors	Command	Armour	Command		
4	Armour	Docking Bays (100 dT)	M-Drive	P-Plant		
5	Armour	Hold	Armour	Fuel		
6	Hull	Structure	Hull	Structure		
7	Armour	Hold	Armour	Repair Drone Bay	S	
8	Hull	Structure	Hull	Structure		
9	Armour	Fuel	Fuel Refinery	Large Particle Bea	am Bay	
10	Scoop Drone Bays	Hold	M-Drive	P-Plant		
11	Hull	Computer	Armour	Crew		
12	Hull	Critical	Hull	Critical		

Department	Crew
Command	3
Engineering	3
Service	6
Gunnery	2
Facility	3
Total	17

#### Berthing (Waiting Time)

Starships: 1x100 (1D-1)

