

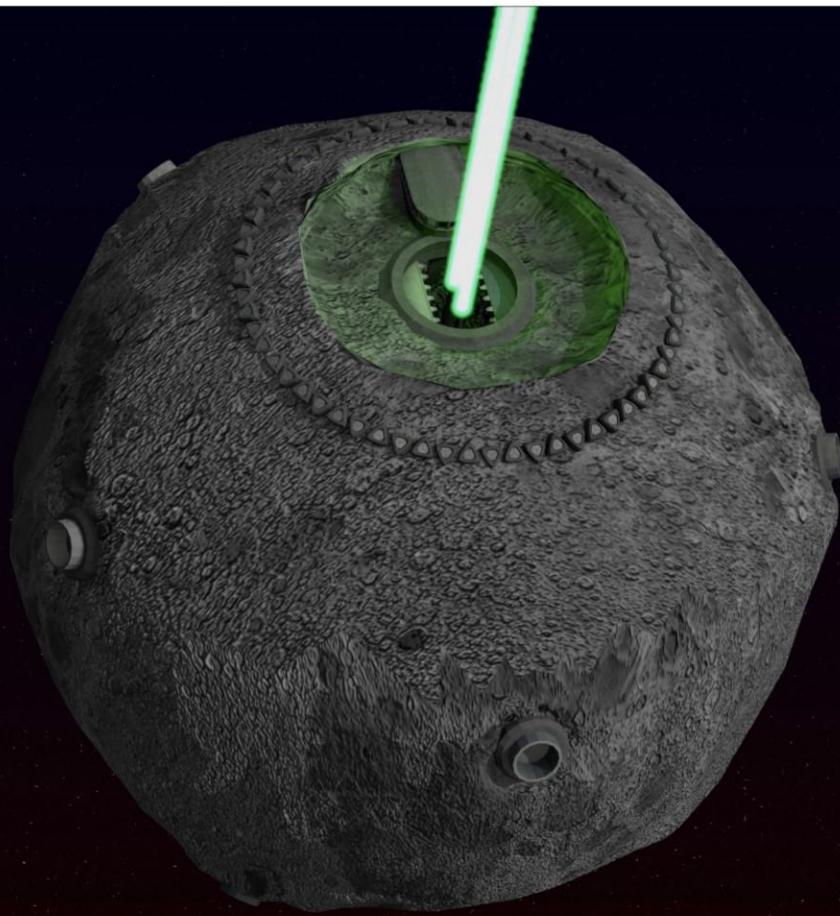
Space Stations XIIIX

Pirate Vault Decoy

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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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 AI 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)					

Pirate Vault Decoy			Tons	Price (MCr)
Hull	3080 tons	Hull 22		184.800
	TL 10 Planetoid AG Hull	Sturcture 22		
Wasted Space	20%		616.00	
Armour	Natural + Titanium Steel	4 Points	154.00	9.240
Manoeuvre Drive	Non-orbital	1.0G	7.70	3.850
Power Plant	Capital Grade	Rating 3	77.00	192.500
Fuel	616 tons	24 weeks of operation	616.00	
Command	2 Standard Modules		12.32	1.232
Computer	Distributed/2	Rating 30		7.500
Electronics	Counter Measure Suite	+4	7.00	6.000
Cargo	966.27 Tons		966.27	
17 Staterooms	Crew		68.00	8.500
Armaments	Large Particle Beam Bay		100.00	40.000
Extras	1 x Docking Bay	1 x 100 ton	300.00	75.000
	10 x Scoop Drones	500 tons input per day	100.00	100.000
	Fuel Refinery	500 tons per day	25.00	2.500
	Repair Drones		30.80	6.160
Software	Manoeuvre/0			
	Library/0			
	Artificial Intelligence			1.000
	Self Repair/1			5.000
	Expert – Engineer/3			0.100
	Expert – Remote Operations/3			0.100
Maintenance Cost (monthly)				0.054
Life Support Cost (monthly)				0.034
Total Tonnage & Cost			3080.00	643.082

	Command & Crew		Engineering & Gunnery	
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 Bays
8	Hull	Structure	Hull	Structure
9	Armour	Fuel	Fuel Refinery	Large Particle Beam 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

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Berthing (Waiting Time)

Starships: 1x100 (1D-1)

