

Space Stations XXVI

Trade Hub

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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Trade Hub

This type of orbital space station is mostly operated in densely populated and very advanced systems, that see a lot of traffic. Especially systems where trade routes intersect might be home to more than one such station.

In smaller, less densely populated systems such a station might even serve as the seat of local representative of the over regional authorities. First and foremost these stations, as the name suggests, are trade hubs though.

The station has numerous docking bays for small ships and even for slightly larger ships, including small capital ships. Larger capital super freighters will still have to be processed by another station or they will have to use the services of smaller craft as a go between for loading and unloading.

In addition the station has seizable cargo holds and large tanks of processed fuel, making it a convenient stop for any freighter. Ships docking at the station will have to consent to at least a cursory glance at their cargo holds through the station's ship scanners.

Ships acting suspicious might even be boarded. For this purpose and to maintain the peace on board of the station, each trade hub has a considerable police force. Up to five hundred officers are not out of the ordinary.

The station offers some commercial space for rent and a number of small conference rooms for confidential negotiations as well. In addition anyone wanting to set up shop in the commercial sectors can rent staterooms on the station, if they don't want to sleep on board of their ship.

Last but not least it should be mentioned, that while the station is heavily armoured, it carries no offensive weaponry at all. Usually its defence is left to assets of the local navy instead.

Example Crew:

Stationmaster Toni Cioni is first and foremost an accomplished businessman. He doesn't have much experience running a space station, but he certainly knows how to run a business.

Stationmaster Toni Cioni

STR	DEX	END	INT	EDU	SOC
7	5	8	10	11	11

Admin 2, Advocate 1, Broker 3, Leadership 2, Pilot (Capital Ships) 1, Zero-G 1

Cloth (Armour 3), Toolkit, Comm, Handcomputer

The crew of this class of space station is quite sizeable, and although many operate the various systems of the station the majority is responsible simply for keeping the station running.

Crewman (3879)

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, Mechanc 1 or Pilot (Capital Ship) 1 or Sensors 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm

The Trade Hub houses a seizable company of corporate security forces at all times, both for station security as well as for boarding and searching vessels suspected of smuggling contraband. Although they can't compare to marines, they are more than capable of keeping the peace on the station. Rumours suggest though, that they are prone to accepting bribes. Some of these bribes might even find their way to the station master.

Police Force (500)

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

Advocate 1, Gun Combat (Energy Pistol) 2, Investigate 1, Medic 2, Melee (Blade) 1, Vacc Suit 1, Zero-G 1

Cloth (Armour 3) or Vacc Suit (Armour 6), Laser Pistol (3d6+3), Medkit (TL12)

Trade Hub			Tons	Price (M€)
Hull	1500000 tons	Hull 25000		195000.0
	TL 14 Standard AG Hull	Sturcture 25000		
Armour	Crystaliron	12 Points	225000.0	117000.0
Manoeuvre Drive	Orbital	0.25G	7500.0	3750.0
Power Plant	Orbital		15000.0	37500.0
Fuel	60000 tons	12 weeks of operation	60000.0	
Fuel	30000 tons	For docked ships	30000.0	
Command	5 Standard Modules		15000.0	1500.0
Computer	Distributed/6	Rating 70		40.0
Electronics	Very Advanced	+2	5.0	4.0
Cargo	376255 Tons		376255.0	
3880 Staterooms	Crew		15520.0	1940.0
500 Staterooms	Passengers		2000.0	250.0
Barracks	500 Troops		1000.0	50.0
Armaments	none			
Extras	40 x Docking Bay	40 x 5000 ton	600000.0	150000.0
	20 x Docking Bay	20 x 2000 ton	120000.0	30000.0
	100 x Docking Bay	100 x 100 ton	30000.0	7500.0
	40 x Ship Scanners	Shallow Penetration	400.0	200.0
	120 Armouries		240.0	60.0
	20 Briefing Rooms		80.0	10.0
	Commercial Space		2000.0	300.0
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				45.425
Life Support Cost (monthly)				9.760
Total Tonnage & Cost			150000.0	545104.0

	Command		Engineering		Inner Docking Ring		Middle Docking Ring	
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	Ship Scanners	M-Drive	P-Plant	Armour	Docking Bays	Armour	Docking Bays
5	Armour	Hold	Armour	Fuel	Hull	Hold	Hull	Hold
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Fuel	Armour	Fuel
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	Armour	Hold	Hull	Fuel	Hull	Hold	Hull	Hold
10	Hull	Barracks	M-Drive	P-Plant	Armour	Docking Bays	Armour	Docking Bays
11	Hull	Computer	Armouries	Crew	Hull	Briefing Rooms	Hull	Hold
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

Outer Docking Ring		
2D	External	Internal
2	Hull	Crew
3	Hull	Command
4	Armour	Docking Bays
5	Hull	Hold
6	Hull	Structure
7	Armour	Fuel
8	Hull	Structure
9	Hull	Hold
10	Armour	Docking Bays
11	Hull	Passengers
12	Hull	Critical

Department	Crew
Command	766
Engineering	114
Service	3000
Troops	500
Total	4380
Passenger Staterooms	500

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Berthing (Waiting Time)	
Smallcraft & Ships up to 100 dT	100x (1D-4)
Spaceships up to 2000 dT	20x (1D-4)
Spaceships up to 5000 dT	40x (1D-4)

