

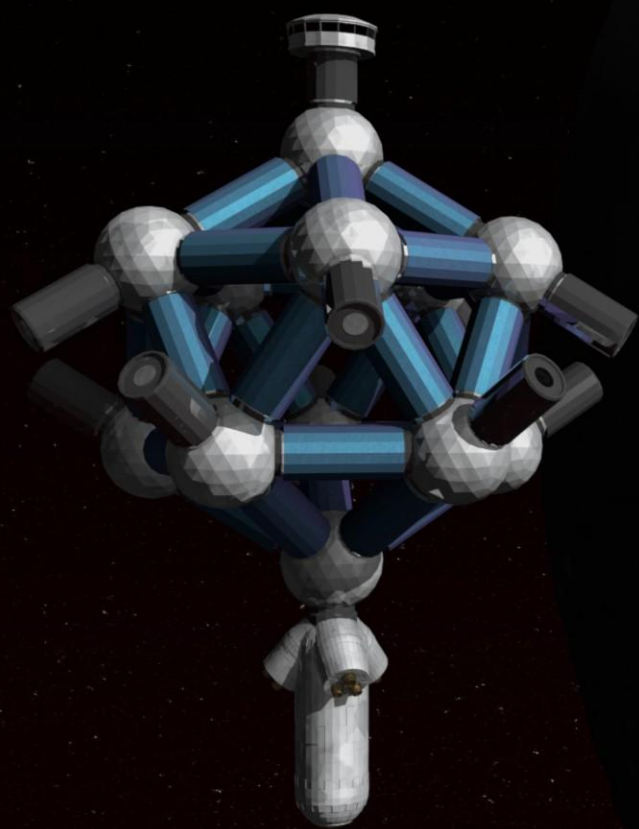
Space Stations XXX

IKO

A Roleplaying Game Supplement

by

Christian Hollnbuchner



TRAVELLER

Compatible Product

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

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IKO

'IKO' station is a highly experimental and high technology space station, at least if you ask the residents of the world most of it was built on. By the standards of any truly interstellar realm or organization it is a rather primitive affair in most regards. It certainly is a big step forward for the local space program though.

What most people are unaware of though, is the real purpose behind the construction of this station. It is by no means a simple research station after all, although some research is done on board, at least for the time being.

Fusion power plants aren't entirely new for these people, but the one powering the station is the first one that has been assembled in space. To make sure the reactor runs without problems through several long trials the station is equipped with rather vast fuel reserves.

The first thing that sets this station apart from numerous predecessors, is the device which is supposed to protect the crew from radiation. Unlike previous stations using conventional radiation shielding, 'IKO' is equipped with a prototype nuclear damper. In truth though this device has not been developed in this star system at all. It actually is a piece of salvage from a derelict spaceship and the scientists which developed it actually only did their best to understand an existing piece of hardware.

Another irregularity in the station's design are the five small craft bays used to ferry crewmen and material from and to the station. One larger bay, possibly with a single backup would have been much more sensible. Still all five bays are used quite regularly.

Another point of interest is the stations general construction. It has from the very start been advertised as highly modular. I one were to take a closer look though, it would be hard to miss that it is primarily the civilian research installations that are designed modular. Overall it would be not all that hard to turn the station into a small prototype orbital fighter base on short notice. Who knows, most of the modules necessary for it might already be in an orbit that would make their retrieval easy if not trivial.

Crew of 'IKO':

Col. Numminen has been in command of the 'IKO' space station ever since its official completion. Behind the scenes he has been overseeing its construction and even design and inception long before that. What few people know, most importantly none of the crew currently serving with him, is that he has a long intelligence background. Whenever he isn't busy with his command in general, he is worrying about keeping its true purpose and the origin of some of the parts used under tight wraps.

Col. Gunnar Numminen					
STR	DEX	END	INT	EDU	SOC
7	8	10	9	9	8
Admin 1, Astrogation 1, Deception 2, Leadership 2, Mechanic 1, Pilot (Spacecraft) 1, Zero-G 1					
Vacc Suit (Armour 4), Toolkit, Comm, Handcomputer					

The crew of the 'IKO' space station is composed of a handful of command officers including the CO and an equal number of engineers and mechanics to keep the station running. A notable addition are the four technicians responsible for operating the nuclear damper.

Crewmen (9)					
STR	DEX	END	INT	EDU	SOC
7	7	6	7	8	7
Engineer (Power Plant) and Engineer (M-Drive) 1 or Engineer (Life Support) 2 or Gunner (Screens) 2, Medic 1 or Pilot (Spacecraft) 1 or Sensors 1 or Mechanic 1, Zero-G 1					
Vacc Suit (Armour 4), Toolkit, Comm					

In addition to this crew the station will usually be home to a changing complement of up to six scientists and mission specialists.

IKO			Tons	Price (MCr)
Hull	720 tons	Hull 4		15.941
	TL 8 Distributed NG Hull	Sturcture 4		
	Modular Hull	(23%)		
Armour	None			
Manoeuvre Drive	Geosynchronous	0.50G	5.40	2.700
Power Plant	Geosynchronous		9.00	22.500
Fuel	108.0 tons	36 weeks of operation	96.00	
Command	1 Standard Module		1.45	0.145
Computer	Distributed/1	Rating 20		5.000
Electronics	Standard	-4		
Cargo	9.15 Tons	Fixed	9.15	
	100.00 Tons	Modular	100.00	
10 Staterooms			40.00	5.000
6 Passenger Staterooms		Modular	24.00	3.000
Armaments	1 x Nuclear Damper		20.00	30.000
Extras	5 x Docking Bay	5 x 25 ton	375.00	93.750
	Briefing Rooms	Modular	8.00	1.000
	Laboratories	Modular	32.00	8.000
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.016
Life Support Cost (monthly)				0.030
Total Tonnage & Cost			720.00	187.036

The Wheel			Department	Crew
2D	External	Internal	Command	3
2	Hull	Crew	Engineering	1
3	Sensors	Command	Gunnery	4
4	M-Drive	P-Plant	Service	2
5	Nuclear Damper	Fuel	Total	10
6	Hull	Passenger Staterooms	Passenger Staterooms	6
7	Hull	Hold		
8	Hull	Laboratories		
9	Docking Bays	Briefing Rooms	Berthing (Waiting Time)	
10	Hull	Crew	Small Craft: 25 (1D-1)	
11	Docking Bays	Computer	Refuelling (Waiting Time)	
12	Hull	Critical	Small Craft: 25 (1D-1)	

