



PAPAGENIOPOLIS STATION

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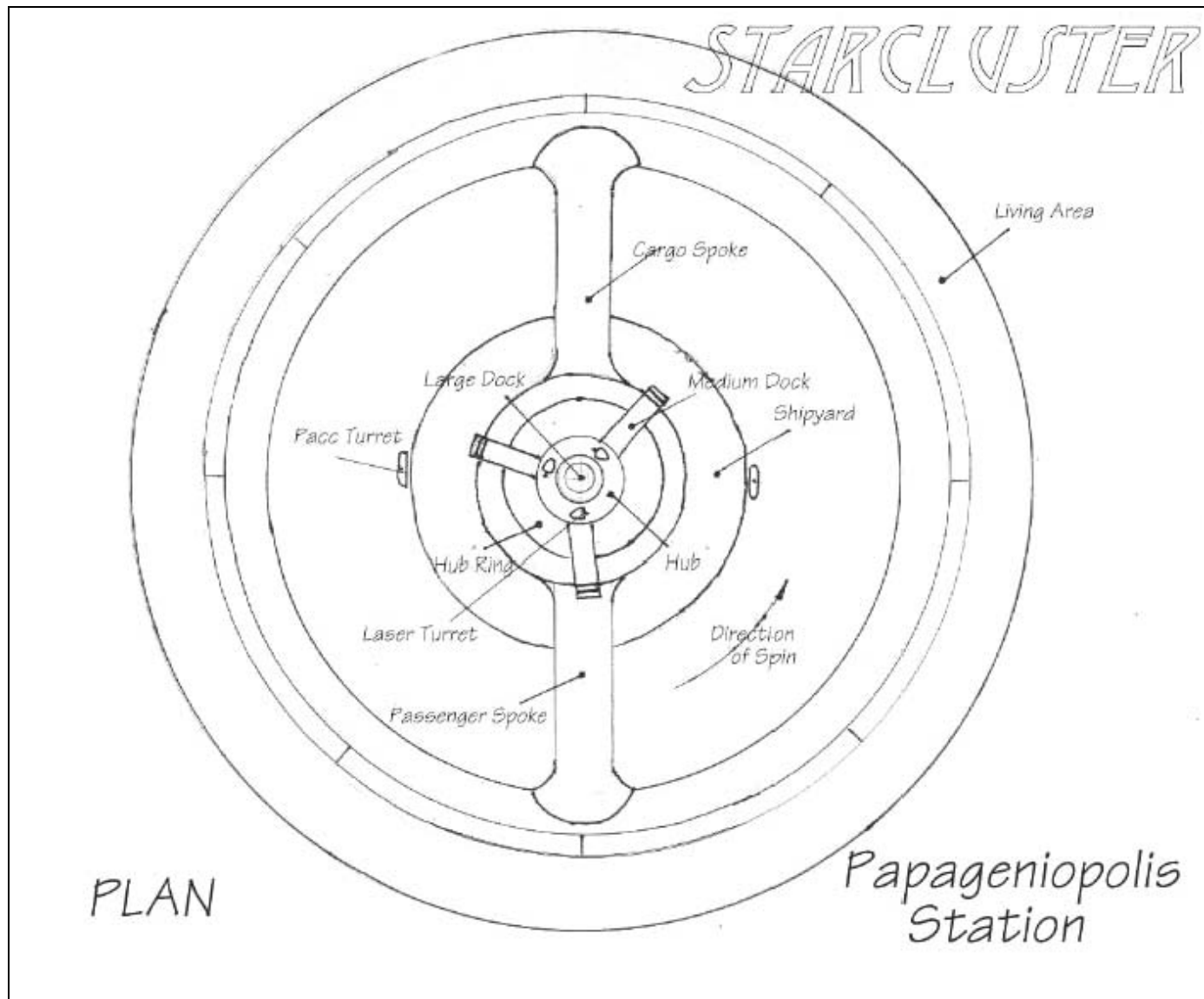
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PAPAGENIOPOLIS STATION

Papageniopolis Station is a small, family-owned space station. The whole station masses 4000 Tons, which is smaller than many military vessels. The station is owned by the Papage-

niopolous family, who, along with various allied families, inhabit the station. The station is Tech Level 9, but is rotated to provide pseudo-gravity in the living areas, having been built originally at TL 8. The docks and shipyard are located in zero-G (non-rotating) sections, extensions, really, of the hub.

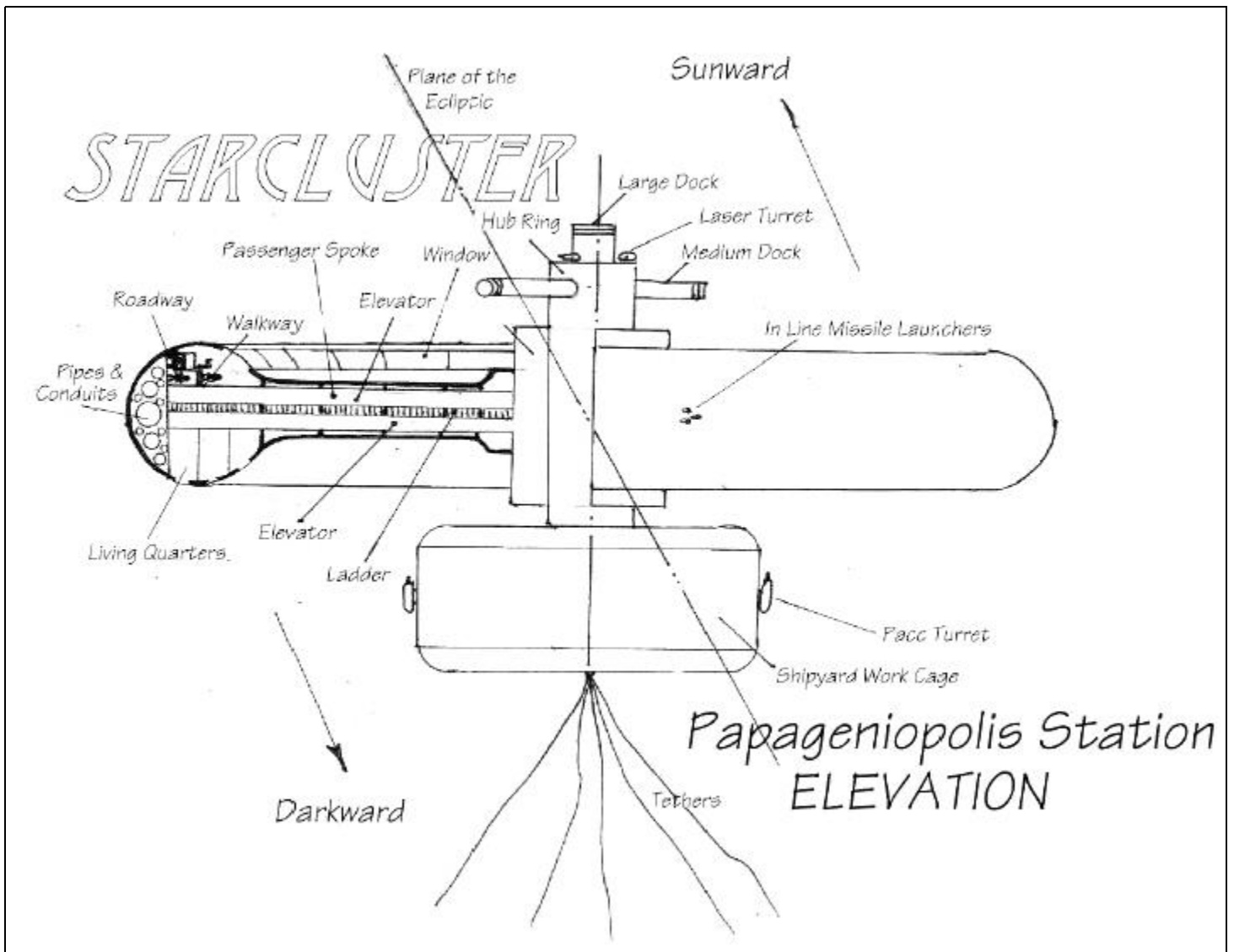


The station is located at the trailing Trojan point (L5) of the powerful SaVaHuTa Colonizer Glorianna (Gloria 4), which means that it follows Glorianna around Gloria in the same orbit,

but 60 degrees behind. At this point the gravitational forces of Gloria and Glorianna balance, and objects in this area tend to stay there.

Papageniopolis Station was built over many years out of space junk. The Papageniopolous family are scavengers, and their business is salvage and the rebuilding of those salvaged items. The station was founded in the year 70 by Jacob Papageniopolous, and has grown slowly over the next 80 years. It is politically independent, not

part of SaVaHuTa or the Diasporan Community. They protect themselves; in 114 routing a band of pirates who had determined on looting the station, and in 133, during the Second Kiskit War, driving off a Kiskit raiding party who had hoped to circumvent Glorianna's defenses by going through the tiny station.



The station is inclined 30 degrees from the ecliptic. One face of the station is continually facing Gloria, the system's sun. The other faces outward towards space. The direction towards Gloria is called "sunward". The opposite direction is called "darkward". The station rotates in a

counterclockwise direction. Moving in this direction within the station is called "going spinward", and moving in the opposite direction is called "going backwards". Moving towards the hub is referred to as "going upwards", and going towards the ring is called "going outwards".

Thus while moving around the ring in a spinwards direction, sunward is to your right, darkward to your left, upward would be above your head and outward under your feet.

THE HUB

The shipyard is by far the largest employer on Papageniopolis Station. 100 adults work at the shipyard, taking in wrecks, and from them making renewed craft. From Papageniopolis Station, many powerful Salvage Tug Pods and the family's three Salvage Ships go everywhere in the busy Gloria system. The family's fleet, the flagship Black Raven of 750 tons, the Pied Crow of 500 tons, and the Pack Rat at 625 tons, cruise throughout the system, working on site to reduce wrecks to their component parts for rebuilding at the station. The Black Raven even has a complete Small Craft Yard on board, capable of manufacturing Small Craft right at the salvage site.

The shipyard is located along the axis of the station's hub, south of the ecliptic. It is a large work cage where ships up to 1000 tons can be manufactured. In order to achieve the lowest manufacturing costs, and thus give the lowest prices, the Papageniopolis yard mates whole sections of various salvaged craft together, giving a strange patchwork look to the ships. Needless to say, all craft from this yard are one of a kind. From the bottom of the work cage various cables snake out to unrehabilitated wrecks in various states of dismemberment. Tug pods move sections of these tethered wrecks into the yard when required. The yard is not capable of installing Jump Drive, so if these drives are needed, space is left in the hull and the new owner can retrofit them at some other yard.

North of the ecliptic are the docks. Furthest out is the single Large Dock, capable of handling ships over 1000 tons. This dock is

rarely used, but invaluable when needed by military or other large ships coming in for repairs. Next in are the three Medium Docks, capable of handling ships up to 1000 tons. These see quite a bit of use with the family's fleet and in-system traders coming and going frequently. Spaced out around the circumference of the hub below the Medium Docks are the ten Small Docks, which see the heaviest usage. There are always between ten and twenty small craft docked or nearby, most of which are family built tugs and salvage craft with overbuilt G-Drives and spartan accommodations.

The hub is non-rotating, for cargo handling and shipbuilding purposes, and the spokes and ring rotate around it. Transitions from the non-rotating hub to the rotating spokes are accomplished in the Hub Ring, which can be sped up to sync with the spokes and slowed down to a non-rotating state to sync with the hub. Torque is dampened both by the masses involved and by small attitude jets controlled by the station's computer system.

Most of the hub not taken up by the yard or the docks is given over to an elaborate cargo handling system which uses tracked automated conveyors and robotically driven cargo-handling vehicles to store and distribute cargo. These conveyors and vehicles use one of the spokes to move from hub to ring and vice versa. Elevator and pedestrian traffic goes through the other spoke. There are two elevators to this spoke and an access ladder between them. There are a series of bulkheads which cross the spokes, strengthening them and preventing air blowouts. The access ladder passes through hatchways which are interlocked, preventing more than one to be open at a time.

Only the most delicate or perishable items are stored inside the station, taking up valuable living room. The great majority of cargo is tethered south of the station with and on the hulks.

THE RING

The ring is of circular cross-section, and built up in layers. Outermost is a layer of piping and conduits carrying water and power throughout the ring. Next upward is a roadbed. Vehicles travel on the sunward side, pedestrians in the middle, and to darkwards are the first floors of the housing and other buildings. All vehicles move spinward only, and are driven by robot brains. The vehicles have handrails and running-boards along the darkward side, allowing people to jump on and off as they wish. Next upward is a passenger walkway and the second floors. Most places have up and down doors opening on the walkway and roadbed respectively, but not all do. Next upward is the third and final floors of the buildings on the darkward side, and sunward is a vast window circling the entire ring at this level.

The walkway and roadbed are continually flooded with light from Gloria, as there is no night here. Living quarters generally have windows on the sunward side, and many have them to darkward also. Many people have flower boxes or miniature gardens along the walkway railing, and some have awnings and benches along the walkway. The station is not a tourist spot, and almost everyone is related to everyone else here, so there is a very strong family feeling.

Under the passenger spoke is the station's Power Plant, which generates anti-matter for use in station vessels and allocates the enormous solar power requirements the station requires. Fully one tenth of the station's mass is concentrated here. Balancing that, under the cargo spoke is the station's only factory, the Papageniopolis Station Workstation Factory. Here are produced specialized work stations for ships and craft. The factory is a joint venture of the Papageniopolous family and Lavesieur et Cie. from Glorianna. Lavesieur et Cie. built the factory to use the latest Tech Level 10 techniques,

and the Papageniopolous family provides the labor and raw materials. Most of the work stations are exported, but many find their way into Papageniopolis Station-built vessels. Next door to spinward is the firm of Meir, Theodopolous, and Cotton, an import-export company dealing for all the local merchants.

Spinward of the factory is a small strip of retail establishments. The Papageniopolis General Store stocks the necessities of life. Run by Herbert Gruber and family, the store imports certain small luxuries as well, for special gifts and such. It is the largest retail store on station. Bettan Mier runs the Kaffe Kind, a small shop dedicated to hot beverages from all over the cluster. The Papageniopolis Bakery supplies fresh bread from grains grown on station. Baker Lina Mouvissian also does cakes and pies for special occasions. Ogan Wilde brews a nice assortment of beers and ales at the Station Brewery, a popular establishment with the shipyard workers. George Klimos runs Klimos Tailoring and is quite well known in his work. People have been known to come all the way from the colony of Windsor to have their clothing altered by George. The Hungry Stationer is run by Demitrios Pankoptos. The fare of sandwiches and simple grilled meats is satisfying if not complex.

Backwards from the factory is Khemet Ertegun's popular restaurant Helios. Serving Mediterranean style cooking in a tranquil atmosphere, it is worth the premium prices it commands. Next door is the station's Lounge. Featuring a bar, Trivox arcade, and sometimes live music, the Lounge is the place many stationers prefer to hang out when off duty. Next in line is the station's theatre, the Embassy. Small performances are put on by the Papageniopolis Theatre Guild, and by various amateur performing artists. Papageniopolis is too small to attract roving professional players, but there is a show going every night there.

Slightly backward from the entertainment district is the station hospital, presided over by Dr. Athene Papageniopolous. The tiny hospital has a well appointed Operating Theatre and Diagnosis room, and beds for 20 people. It is small, but neat, and suits the needs of the station well. Any cases too complex to be treated in the station hospital are shuttled to Glorianna, where the finest of care is available. The station's 5 room school next door is capable of taking students all the way up to university. The school functions as a High School for skill training. Students interested in furthering their education have the many fine schools of Glorianna, Fiske, and Warren to choose from without leaving the system.

Just to spinward of the Power Plant is the Hydroponics section. Here is the stations food supply grown in intense cultivation. Principly grains, but including leafy vegetables and legumes. After being sterilized by radiation in the Power Plant, the waste water from the kitchens and WCs is treated to form a rich nutrient solution which the plants grow in directly. Losses from the closed system are made up through trace minerals added to the nutrient broth along with importation of all meat and some luxury foods. One could live off the hydroponics output forever, but most people enjoy a variety of foods which the section cannot supply. The section supplies more than enough to feed the station, and food is actually exported.

THE PEOPLE

The people of Papageniopolis Station are all related. The families have been intermarrying for some eighty years now, and some attention is now being given to outmarriages to prevent to close an inbreeding of genetic traits. All births are by approval of Dr. Papageniopolous only, although anyone can marry. Partners of too

close a genetic relationship are not given medical clearance to have children together. In a space and resource-limited place like a space station, births must be controlled anyway, so including genetic matching is a no-brainer.

There are 3 types of habitation available in the station. The first is the Condo. Condos are expensive, big (20 tons), and include everything from a bar to dining facilities, mini galley, WC, entertainment area, and 5 sleeping areas. There are 20 Condos on the station, housing just over 100 people. These are the powerful families of the station, the Papageniopolous family included. The facilities are designed for 5 people per Condo, but that is merely an average, as families range in size from 2 to 7 people.

Apartments are half the size of Condos, with most of the same functionality built in. Space is saved by doing away with individual sleeping areas as there are 5 bunks bult into the single sleeping area. There is no bar, but otherwise the accomodations are much like those of the Condos. The main drawback is the lack of privacy.

Steerage cabins are tiny and cramped, being just a communal sleeping area with built-in storage trays, no galley, no WC. Those sleeping in Steerage are welcome to use the public WCs in various places around the station. Very few people live in steerage, mostly they are used by transients - ship crew who are staying temporarily, or people whose spouses are angry at them. Most of the long term inhabitants are younger single people who are just starting out.

Family is the most important thing on the station. Marriages are of various types: term marriages for a fixed amount of time, indefinite term marriages which last until one spouse leaves, marriage forever, and line marriages with multiple husbands and wives are all possible legal arrangements on station. Adoption is common, as many families are too close genetically

to be allowed to have children, particularly the wealthier families who have been here the longest. Young adults form many short lived relationships, but are not allowed to legally marry until the age of 25.

As the normal human lifespan has increased to 250 years, things have changed in societies everywhere. Marriage forever is rare now, as that is a long time to spend together. Most common is the term or indefinite term marriage, which can sometimes stretch on for long times indeed. A lot of people marry and have children between the ages of 25 and 50, then go their separate ways. Line marriages are very rare, in fact only one line marriage is current on station, that of the Meirs. It has been in existence from the beginning, as the Meirs were one of the original 12 families. The other line marriage from the original settlers was the Robeson family, which died out twenty years ago.

STATION DEFENCES

The station has been required to defend itself twice, as has been described. The station defences are both conventional and innovative. Conventional defences include 3 laser turrets, one above each medium dock on the hub. There are two Pacc turrets on either side of the construction cage of the shipyard. The construction cage as pictured is configured for constructing a shape factor 5 (discoid) hull. The cage can be configured for various shapes. There are also 5 static missile launchers located in the outer rim of the station. The station also has a fairly strong factor 5 shield.

Unconventional defenses include a remarkable dispersed observatory, with instruments located all over the station and in the scrap heaps instead of concentrated in one area. This means that the observatory is almost impossible to destroy without destroying the station itself.

Another innovation is dispersed fighters and strike craft hidden in the heaps of junk all around the station. Scan would be virtually unable to distinguish between the scrap and the defenders. The crews are sent out for a month's duty at a time, living in tiny mini stations built out of scrap, two crews per station.

THE FAMILIES

Papageniopoulos - The Papageniopoulos family founded and still own the station. The family is larger now, much intermarried with the other major families on the station. The Papageniopoulos family members tend to take high status, responsible careers such as doctors and judges. They have the wealth to give their children whatever education it takes. Papageniopoulos family members receive a mother's milk skill of either Diagnose or Law.

Konstantin - The Konstantin family were the financial backers of Jacob Papageniopoulos, and retained a large share of the station. They still are the major source of funding on the station, and the families don't like trusting outsiders with their credits. Konstantin family members receive a mother's milk skill of Evaluate.

Theodopoulos - The Theodopolous family have gravitated toward being Intellectual Property middlemen between the station and the outside. They purchase rights to music, trivox, and other artistic performances, as well as innovations and inventions, and sell or lease these rights to the other side. Theodopoulos family members receive a mother's milk skill of Negotiate.

Meir - The Meirs are mostly involved with trading wholesale between the Station and the outside. They buy and sell foodstuffs, pods, spaceships, anything which they can make a profit on. The Hydroponic section of the station

usually has a surplus which they sell or trade to space traders. The pods, crafts, and ships are made in the Cage or on the Black Raven out of scrap. Meir family members receive a mother's milk skill of Business.

Bokis - The Bokis family is highly concentrated into the technical line, most of the family being engineers. They are known for their abrupt speech and devilish predilection for practical jokes. Bokis family members receive a mother's milk skill of Drives.

Pankoptos - The Pankoptos family makes and sells cutlery out of small scraps of hull metal. The unique designs and quality craftsmanship. Pankoptos family members receive a mother's milk skill of Blade.

Ertegun - The Ertegun family has been involved in food preparation and sales since before the station was founded. They presently own the only real restaurant on the station. Ertegun family members receive a mother's milk skill of Cook.

Gruber - The Gruber family is mostly involved in retail sales to stationers. They stock the necessities, and order the rest. Gruber family members receive a mother's milk skill of Organize.

Bayram - The Bayram family works for the most part in the Cage as supervisors and foremen. The first employee of Papageniopolis Station was Kemal Bayram. Bayram family members receive a mother's milk skill of Tactics.

Christoulakis - The Christoulakis family are designers and draughtsmen, working on patching together sections of ships in a way that will work safely and effectively. Christoulakis family members receive a mother's milk skill of Design.

Stavros - The Stavros family tend to be pilots and engineers, manning the fleet of tugs that the station supports. Stavros family members

receive a mother's milk skill of Pilot.

Lygouras - The Lygouras family are mostly involved with maintaining and caring for the station's robots. Lygouras family members receive a mother's milk skill of Cybernetics.

Cotton - the Cotton family are technicians and repairmen, specialists in circuitry repair and refurbishing. Cotton family members receive a mother's milk skill of Electronics.

Oglevie - The Oglevie family are mostly maintenance workers in the station itself. Oglevies own the crawlspaces in the station. Oglevie family members receive a mother's milk skill of Mechanics.

Fassoulis - The Fassoulis family are computer experts, able to get even the most balky system up and running again. Fassoulis family members receive a mother's milk skill of programming+1.

Papadopoulos - The Papadopoulos family has a reputation as excellent artists, and are in great demand for customizing spacesuits, armor, and ships. Papadopoulos family members receive a mother's milk skill of Painting.

Mouvissian - The Mouvessian family are trained in welding inspection and materials science. They check the ships for structural integrity. Mouvissian family members receive a mother's milk skill of Chemistry.

Massina - The Massina family are explosives experts, called in for difficult extractions. Massina family members receive a mother's milk skill of demolitions.

Yancy - The Yancy family are the source of the station's alcoholic beverages. They brew a terrific bitter. Yancy family members receive a mother's milk skill of Brewing.

Klimos - The Klimos family run the station's

hydroponics gardens, supplying raw foodstuffs to not only stationers but spacemen buying station food. Klimos family members receive a mother's milk skill of Grow.

Wilde - The Wilde family operates the station's library, where data on ships, wrecks, and construction techniques is kept. Wilde family members receive a mother's milk skill of Research.

Ananian - The Ananian family operates the station's observatory. Ananian family members receive a mother's milk skill of Astronomy.

Polder - The Polder family are workers in the Cage, as welders and final assemblers. Polder family members receive a mother's milk skill of Construction.

Adamopoulos - The Adamopoulos family are workers in the Cage, specializing in Life Support systems. Adamopoulos family members receive a mother's milk skill of Biology.

Karabatsos - The Karabatsos family are workers in the Cage, their particular field of expertise is in the difficult hand fitting of various pieces according to the designer's plan. Karabatsos family members receive a mother's milk skill of Zero-G.

Gregorian - The Gregorian family are workers in the Cage, usually found piloting the tiny manipulator pods. Gregorian family members receive a mother's milk skill of Small Craft.

Tolan - The Tolan family members are workers in the Cage, specializing in weapons systems. Tolan family members receive a mother's milk skill of Ship's Guns.

Birsan - The Birsan family members are station workers, in most any retail situation. Birsan family members receive a mother's milk skill of Sell.

Adsiz - The tiny Adsiz family are gifted transla-

tors, able to work in many human languages. Adsiz family members receive a mother's milk skill of Linguistics.

Logan - The Logan family, both members, are newcomers to the station, but have been hired as policemen to keep rowdy spacers in line. Logan family members receive a mother's milk skill of Law

Mother's Milk Skills

Everyone from Papgeniopolis Station receives a bonus skill of either **Electronics** or **Mechanics**. Judging the quality of scrap requires a trained eye, and people from the station are trained from birth in the skill of evaluation. Therefore, everyone from the station receives a bonus skill of **Evaluate**. Because of the vast amount of work that everyone does in zero gravity, either at the hub or out in space, they also get a mother's milk skill of **Zero-G**

NEW PROFESSIONS

Waiver Roll	Employment	Metaskill	Prerequisites	Pay Scale
15%	Space Constructor	Build	STR 8+, Mechanics+1	150J1

1	2	3	4	5	6
Mechanics	Zero G	Construct	Demolitions	Electronics	Construct
Drives	Driving	Driving	Zero G	Mechanics	Electronics

Waiver Roll	Employment	Metaskill	Prerequisites	Pay Scale
01%	Fighter Pilot	Protect	Small Craft+2 or Pilot+3	250J1

1	2	3	4	5	6
Small Craft	Ship's Guns	Small Craft	Tactics	Leadership	Ship's Guns
Observe	Course	Zero G	Alert	Observe	Zero G

Waiver Roll	Employment	Metaskill	Prerequisites	Pay Scale
15%	Scrapper	Extract	Evaluate+1, Zero G+1	150J1

1	2	3	4	5	6
Zero G	Evaluate	Zero G	Driving	Electronics	Demolition
Demolition	Driving	Electronics	Electronics	Mechanics	Mechanics
STR	STR	AGY	Beam	Smithing	Zero G

Waiver Roll	Employment	Metaskill	Prerequisites	Pay Scale
20%	Salvager	Analyze	Small Craft+1, Zero G+1	75J2

1	2	3	4	5	6
Small Craft	Small Craft	Zero G	Zero G	Evaluate	Evaluate
Negotiate	Business	Negotiate	Research	Research	Program

PAPAGENIOPOLIS STATION

CONSTRUCTION SHEET

Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(40000) cr	400 T
Hull Shape	Connected	1	1	40000 cr	- T
Power Plant		1	1	400000 cr	400 T
Large Dock		1	1	50000 cr	100 T
Medium Dock		3	1	37500 cr	75 T
Observatory		1	1	1000 cr	10 T
Small Dock		10	1	20000 cr	100 T
Shipyard		1	1	1000000cr	1500 T
Eng Station		4	1	2000 cr	4 T
Maint. Station		4	1	400 cr	4 T
Security Station		5	1	500 cr	5 T
Brig		2	1	50 cr	2 T
Comm Station	doubled	2	2	100 cr	2 T
Comp. Station	doubled	2	2	200 cr	2 T
Scan Station	doubled	8	2	3000 cr	8 T
Shield Station	doubled	20	2	6000 cr	20 T
Gun Station		10	1	5000 cr	20 T
Computer		1	1	4000 cr	4 T
Shields		1	5	5000 cr	100 T
Fuel		1	2	800 cr	80 T
Laser Turret		3	1	3000 cr	13 T
Missile Launcher	In-Line	5	1	5000 cr	24 T
Small Factory		1	1	350000 cr	800 T
Pacc Turret		2	1	10000 cr	44 T
Imp/Exp Small		1	1	500000 cr	100 T
Auditorium Mod		1	1	5000 cr	20 T
Condo	Space for 100	20	1	30000 cr	400 T
Apartment	Space for 250	50	1	50000 cr	500 T
Steerage	Space for 100	20	1	2500 cr	100 T
Store		1	1	5000 cr	25 T
Galley	For steerage	1	2	250 cr	10 T
Lounge	Over built	1	2.5	2500 cr	50 T
WC		10	2	200 cr	20 T
Restaurant		1	1	20000 cr	20 T
Shops		5	1	2500 cr	50 T
Sickbay		1	2	4000 cr	20 T
Operating Theatre		1	1	1000 cr	10 T
Diagnostic Room		1	1	5000 cr	5 T
School Room		5	1	50000 cr	75 T
Hydroponics		1	4	19000 cr	38 T
Cargo		1	1	0 cr	100 T

"BLACK RAVEN" CONSTRUCTION SHEET

Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(7500)	75 T
Hull Shape	Needle	1	8	60000	----- T
Ships Bay	Observ & turrets	1	1	2600	26 T
G-Drive		1	2	75000	75 T
A-Grav		1	2	15000	15 T
Observ.	Retractable	1	1	1000	(10) T
Pilot Station		1	1	500	1 T
Engineering Station		1	1	500	1 T
Maintenance Station		1	1	100	1 T
Security Station		1	1	100	1 T
Communications Station		1	1	50	1 T
Computer Station	Built-in	1	1	1000	1 T
Scan Station		1	1	500	1 T
Shield Station		1	1	500	1 T
Gun Station	3 Laser 2 Missile	5	1	5000	10 T
Shields		1	5	5000	19 T
Fuel		1	1	380	38 T
Laser Turret	Retractable	3	1	3000	(13) T
Missile Launchers	In-Line	2	1	2000	10 T
Cabin	22 people	11	1	2750	55 T
Steerage	20 people	4	1	500	20 T
Peepsicles for	22 people	22	1	550	6 T
Galley	for 50 people	1	1	125	5 T
Lounge	for 100 people	1	2	1000	20 T
WC	for 50 people	10	1	100	10 T
Hydroponics	for 45 people	1	3	1500	3 T
Grapples		4	1	2000	4 T
Studio		1	1	5000	10 T
Sick Bay	for 10	1	1	2000	10 T
School Room		1	1	10000	15 T
Machine Room	TL 10	1	4	40000	40 T
Pod Yard	For constr. Small Craft	1	1	100000	150 T
Cargo		1	1	0	126 T

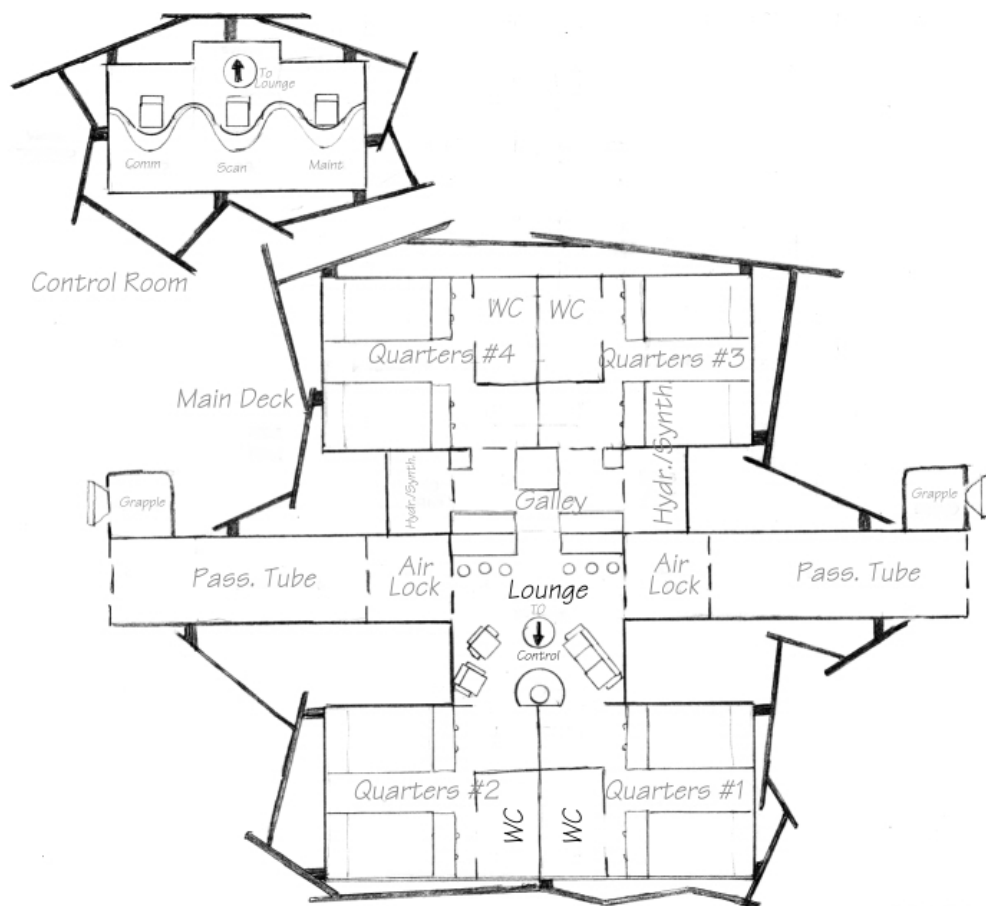
Anything built at Papageniopolis Station is built out of scrap, and therefore much cheaper than possible building with new materials. The costs given are for reference only and do not reflect the actual costs of Papageniopolis yards-built craft. All items higher than TL9 are retrofitted at true expense. Papageniopolis Spaceyard reuses parts in chunks, so that ships built here are always one of a kind and look cobbled together. The workmanship is solid, and the structural integrity of the ships are fine, but what goes into a ship depends on what's available, and it always looks strange, if not ugly.

42 TON MICRO-STATION

CONSTRUCTION SHEET

DESIGNED FOR 2 STRIKE FIGHTER PODS

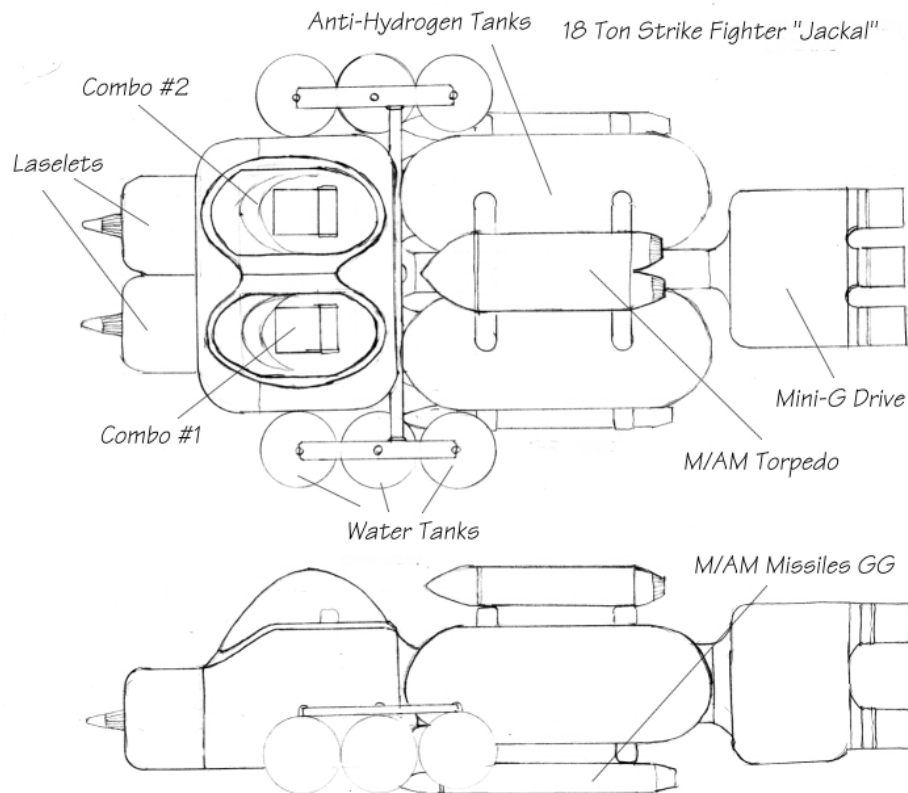
Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(400)	4 T
Hull Shape Connected		1	1	400	----- T
Maintenance Station		1	1	100	1 T
Communications Station		1	1	50	1 T
Scan Station		1	1	500	1 T
Lounge		1	2	100	5 T
Cabin	Built in WC	4	1	1000	20 T
Grapple		2	1	1000	2 T
Passenger Tube		1	1	3000	6 T
Hydroponics		1	1	200	2 T



16.5 TON "JACKAL" STRIKE FIGHTER

CONSTRUCTION SHEET

Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(1500)	1.5 T
Hull Shape	Connected	1	1	1500	----- T
Mini G-Drive		1	9	15000	3 T
A-Grav		1	9	1500	1.5 T
Combo Station		2	1	2000	2 T
Pilot Module Sta 1		1	1	250	N/A
Maint Module Sta 1		1	1	100	N/A
Comm Module Sta 1		1	1	200	N/A
Scan Module Sta 1		1	1	500	N/A
Eng Module Sta 2		1	1	250	N/A
Comp Module Sta 2		1	1	100	N/A
Shield Module Sta 2		1	1	200	N/A
Gun Module Sta 2		1	1	500	N/A
Shields		1	15	15000	.125 T
Fuel		1	1	15	1.5 T
Laselet		2	1	4000	2 T
GG M/AM Missile		5	1	5000	1.25 T
GG M/AM Torpedo		1	1	5000	1 T
Cargo		1	1	0	0.125 T



22.5 TON MICRO-STATION

CONSTRUCTION SHEET

DESIGNED FOR 2 FIGHTER PODS

Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(250)	2.5 T
Hull Shape	Connected	1	1	250	----- T
Comm Station		1	1	50	1 T
Scan Station		1	1	500	1 T
Luxury Suite		1	1	1000	10 T
Grapple		2	1	1000	2 T
Passenger Tubes		2	1	3000	6 T
Powerplant		1	1	2500	2.5 T
Fuel		1	1	5	0.5 T
Conservatory		1	1	150	1.5 T
Hydroponics	for 7 people	1	1	250	0.5 T

15 TON SALVAGE CRAFT

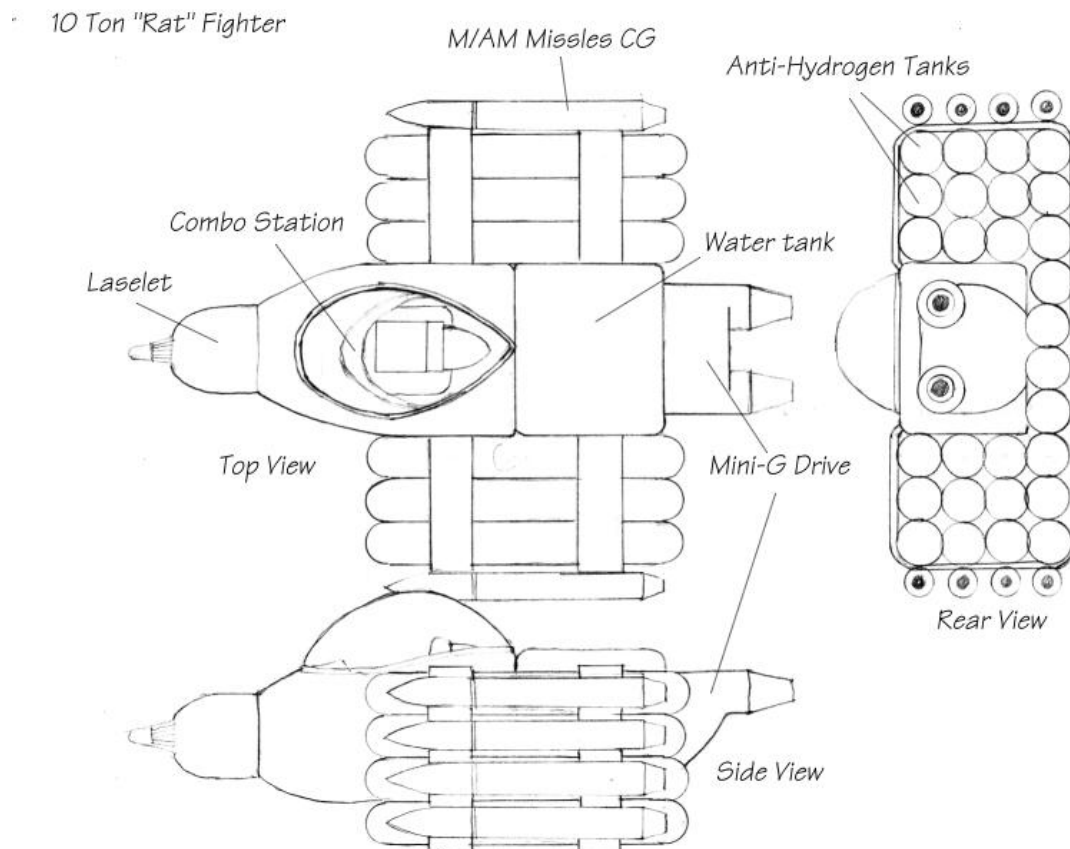
CONSTRUCTION SHEET

Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(150)	1.5 T
Hull Shape	Boxy	1	2	300	----- T
Mini G-Drive		1	10	7500	1.5 T
Combo Station		2	1	2000	2 T
Pilot Module Sta 1		1	1	250	N/A
Maint Module Sta 1		1	1	100	N/A
Comm Module Sta 1		1	1	200	N/A
Scan Module Sta 1		1	1	500	N/A
Eng Module Sta 2		1	1	250	N/A
Comp Module Sta 2		1	1	100	N/A
Shield Module Sta 2		1	1	200	N/A
Gun Module Sta 2		1	1	500	N/A
Fuel		1	1	15	1.5 T
Laselet	for welding & cutting	1	1	2000	1 T
Stateroom Add-in		1	1	5000	5 T
Grapples		2	1	1000	2 T
Cargo		1	1	0	0.5 T

6 TON "RAT" FIGHTER

CONSTRUCTION SHEET

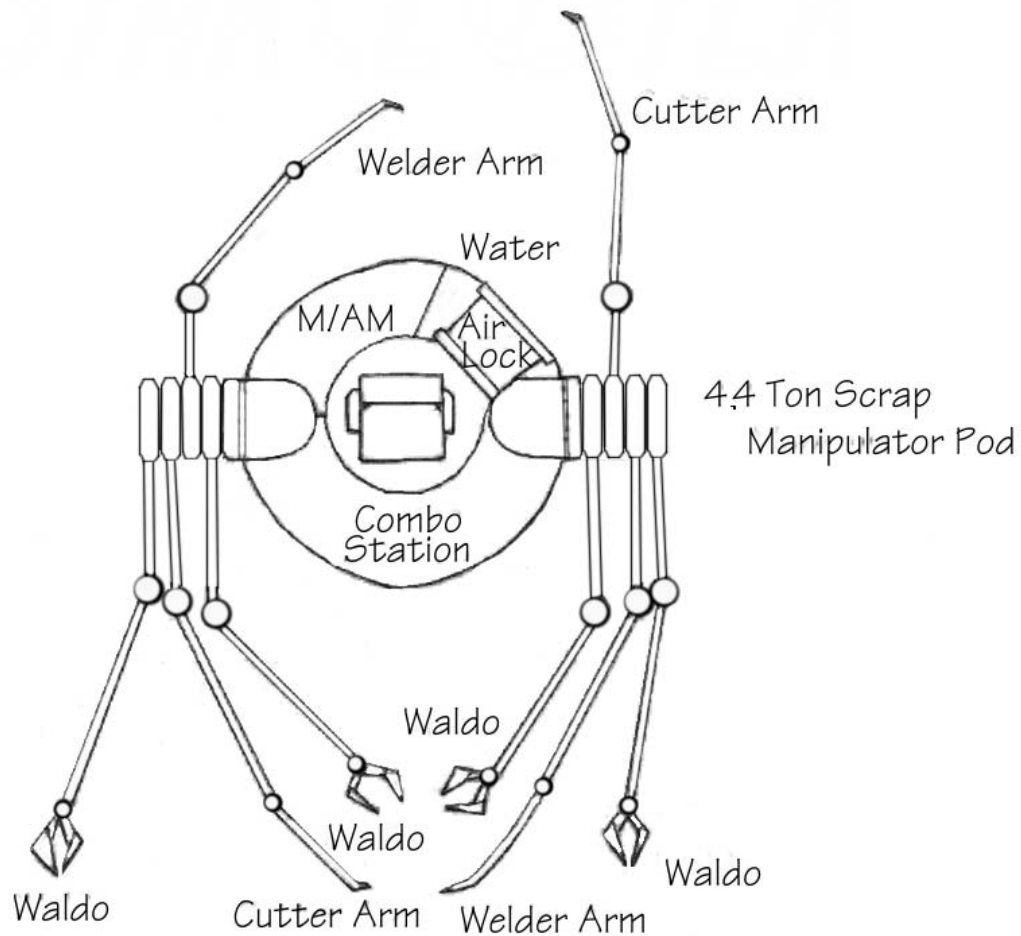
Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(60)	0.6 T
Hull Shape		1	1	60	--- T
Mini G-Drive		1	9	5500	1 T
A-Grav		1	8	500	0.5 T
Combo Station		1	1	1000	1 T
Pilot Module		1	1	250	N/A
Comm Module		1	1	100	N/A
Scan Module		1	1	200	N/A
Gun Module		1	1	500	N/A
Fuel		1	1	5	0.5 T
Laselet	In-line	1	1	2000	1 T
GG-M/AM Missile		2	1	2000	0.5 T
GG-M/AM Torpedo		1	1	5000	1 T



4.4 TON MANIPULATOR POD

CONSTRUCTION SHEET

Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(400)	0.4 T
Hull Shape	Sphere	1	3	1200	----- T
A-Grav		1	.9	900	0.4 T
Combo Station		1	1	1000	1 T
Fuel		1	1	5	0.5 T
Pilot Module		1	1	250	N/A
Comm Module		1	1	100	N/A
Scan Module		1	1	200	N/A
Waldo Module		1	1	100	N/A
Waldo		4	1	800	1 T
Welder Arm		2	1	200	0.25 T
Cutter Arm		2	1	200	0.25 T



100 TON HEAVY TUG

CONSTRUCTION SHEET

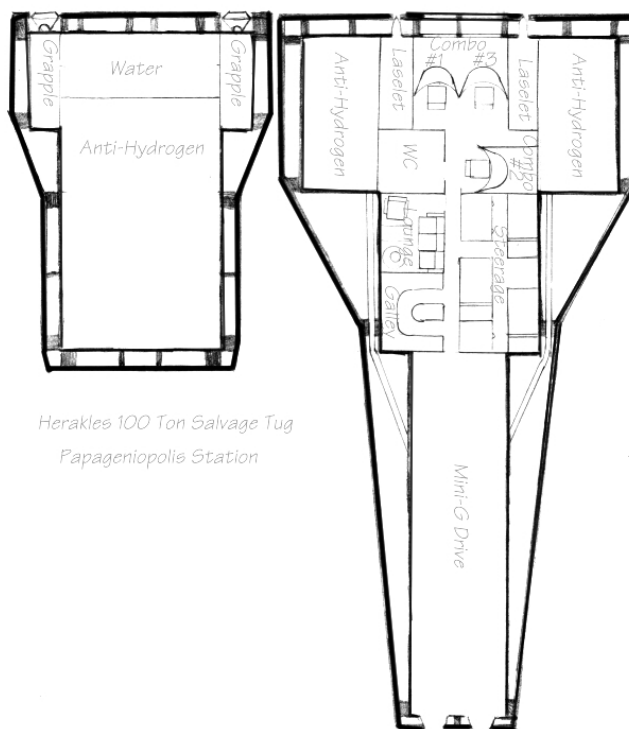
Item	Description	QTY	Factor	Cost	Tonnage
Basic Hull		1	1	(1000)	10 T
Hull Shape	Boxy	1	2	2000	----- T
G-Drive*	see below	1	10	50000	50 T
A-Grav		1	5	10000	5 T
Pilot Station		1	1	500	1 T
Engineering Station		1	1	500	1 T
Communications Station		1	1	50	1 T
Computer Station	Built-in	1	1	1000	1 T
Scan Station		1	1	500	1 T
Shield Station		1	1	500	1 T
Shields		1	1	1000	1 T
Fuel		1	1	100	10 T
Lounge		1	2	200	4 T
WC		1	2	20	2 T
Efficiency Add-in		2	1	1000	10 T
Grapples		2	1	1000	2 T

*Note on G-Drive

This is a tug. It is designed for pushing large external masses.

It's velocity varies with the load it is under:

No load 10.0 G
 100 Ton load 5.0 G
 200 Ton load 3.3 G
 300 Ton load 2.5 G
 400 Ton load 2.0 G
 650 Ton load 1.3 G
 900 Ton load 1.0 G



Herakles 100 Ton Salvage Tug
 Papageniopolis Station