

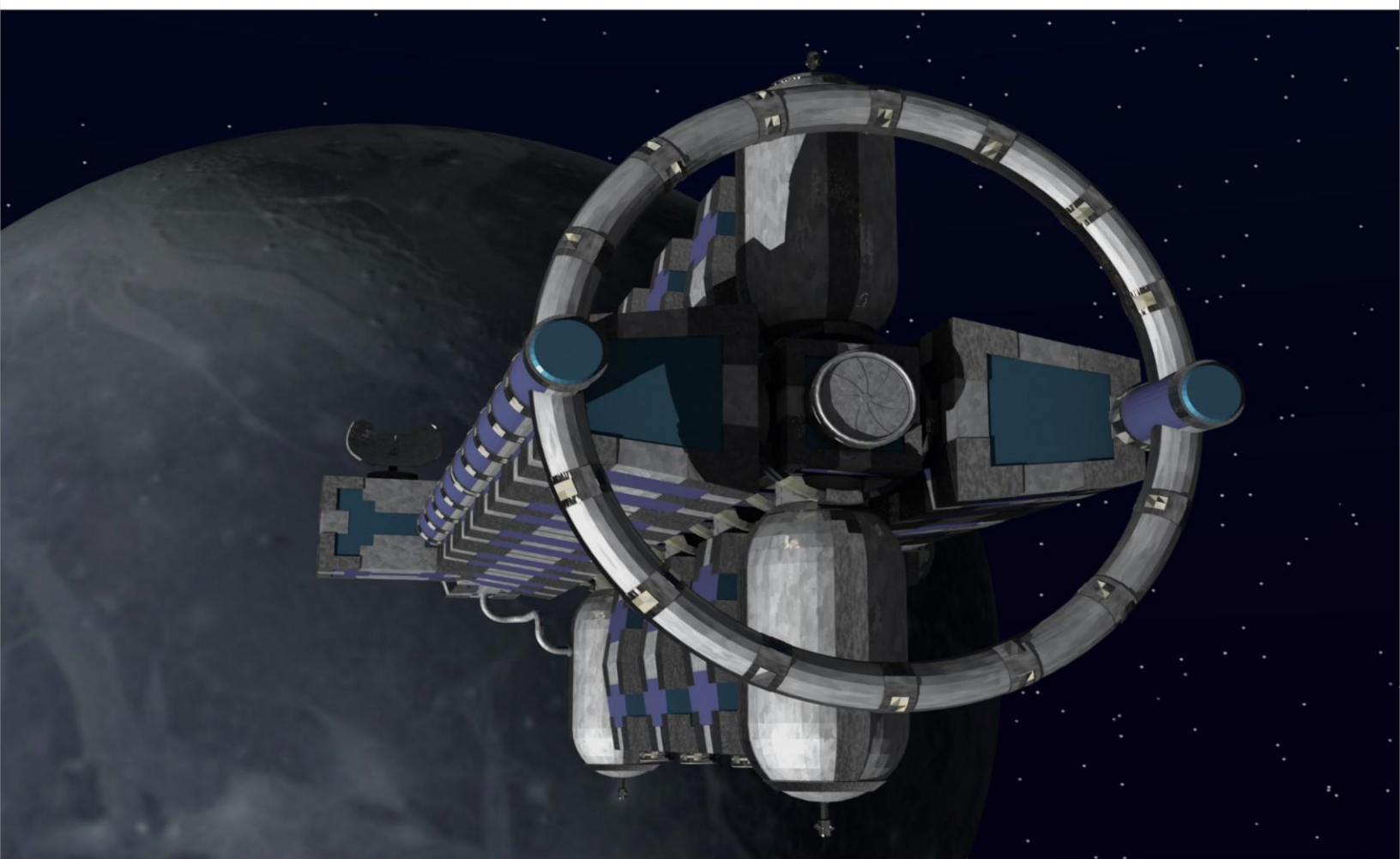
Space Stations VII

Small Craft Construction Yard

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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Small Craft Construction Yard

The Small Craft Construction Yard is a rather simple construction. For a space station and especially a shipyard it is rather small as well. For the construction of small craft, be they shuttles or fighters, it doesn't have to be any larger though.

The construction line makes up the centre or spine of the station. The line is designed to build a single craft of up to 100 dT at a time. Experiments have proven, that its individual stations can work on multiple smaller craft simultaneously though. The construction line ends in a small docking bay, from where the new craft can launch out into space.

Above and below the construction line the station boasts multiple large fuel tanks and cargo holds. These are mostly used to hold raw materials and fuel for the small craft constructed here, but are used to supply the station and its personnel as well.

At the sides of the construction line the habitat modules are lined up. Towards the rear, opposite to the docking bay at the end of the construction line, engines and drives take up some space. At this end of the station one can find command bridge and another docking bay as well. The latter is used mostly for supply runs and to switch the crew after several shifts.

Over all the station is rather affordable. And most important, it is small enough to fit into the cargo hold of various capital transports. This was one of the main criteria set in stone by the naval sponsors of the station design project. Although the station itself is unarmed and only moderately armoured it is supposed to provide highly mobile fleet construction capacities.

Crew of the 'Prosperous Naval Yard':

Although small craft construction yards like this one are often run by civilians, the Prosperous Yard is an exception. It is one of many small ship yards working on an endless stream of small craft, both armed or unarmed for use by local security forces or the navy. As a result the station is under the command of a young Lieutenant of the navy, to enforce strict control over the customers supplied by the station.

Lt. Ralph Krutz

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

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

Cloth (Armour 3) or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Snub Pistol (3d6-3)

The crew of this kind of yard is rather small, and indeed the command and service crew outnumbers the crew necessary to run the machinery of the construction line itself. All crew members are armed though and trained to use their arms, as the station does not rate a security complement of its own.

Crewmen (16)

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

Engineer (Power Plant) and Engineer (M-Drive) 1 or Engineer (Life Support) 2 or Trade (Spaceship Construction) 2, Gun Combat (Slug Pistol) 1, Pilot (Capital Ships) 1 or Sensors 1 or Gunnery (Bay) 1, Zero-G 1

Vacc Suit (Armour 6), Toolkit, Comm, Snub Pistol (3d6-3)

Small Craft Construction Yard			Tons	Price (MCr)
Hull	1960 tons	Hull 14		117.600
	TL 10 Standard AG Hull	Sturcture 14		
Armour	Crystaliron	4 Points	98.00	23.520
Manoeuvre Drive	Orbital	0.25G	9.80	4.900
Power Plant	Orbital		19.60	49.000
Fuel	98.0 tons	15 weeks of operation	98.00	
	200.0 tons	For fuelling Small Craft	200.00	
Command	2 Standard Module		7.84	0.784
Computer	Distributed/1	Rating 20		5.000
Electronics	Basic Military	+0	2.00	1.000
Cargo	656.76 Tons		656.76	
17 Staterooms			68.00	8.500
Armaments	none			
Extras	2 x Docking Bay	2 x 100 ton	600.00	150.000
	Construction Yard	100 tons build space	200.00	100.000
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.038
Life Support Cost (monthly)				0.034
Total Tonnage & Cost			1960.00	460.304

	Command & Engineering		Habitat & Shipyard		Department	Crew
2D	External	Internal	External	Internal	Command	6
2	Hull	Crew	Hull	Crew	Engineering	3
3	Hull	Command	Hull	Command	Service	4
4	M-Drive	P-Plant	Armour	Docking Bay	Facility	4
5	Armour	Fuel	Armour	Construction Yard	Total	17
6	Hull	Structure	Hull	Structure	Passenger Staterooms	0
7	Armour	Hold	Armour	Ammunition	Residential Space	0
8	Hull	Structure	Hull	Structure		
9	Hull	Fuel	Hull	Hold	Services (Waiting Time)	
10	M-Drive	P-Plant	Sensors	Docking Bay	Berthing Small Craft: 2x100	1D-1
11	Hull	Armoury	Hull	Crew	Refuelling	1D
12	Hull	Critical	Hull	Critical	Warehousing	1D

