

Space Stations IX

Tower Shield Fleet 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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Tower Shield Fleet Yard

Saying the Tower Shield fleet yard is a large space station would not do it justice. It is truly gigantic. With multiple bays large enough to service, or outright build, even the largest naval battleships it is truly a titan serenely floating in orbit.

Large manufacturing lines of all sorts allow the station to not only build spaceships, but to equip them with all necessities as well. On top its cavernous cargo holds and fuel tanks contain enough supplies to keep a considerable naval contingent running for some time.

Indeed everything on this station seems designed a bit larger than on most stations. The best example might be its power plant which wouldn't have to shy comparison with any naval capital power plant. Its performance is up to that of any ship of the line, except, it is the size of some ships of the line.

In addition the station comes with various other installations. Among other things barracks and training facilities for navy crews and marines as well as residential space for family members. Only some of the barracks and armouries are for soldiers passing through for training though. The station has a seizable marine contingent of its own for security reasons.

Of course it should not be forgotten, that the station is a valuable, in more than one sense, system defence asset as well. Its price tag is downright astronomical. Its loss would be a disaster, probably without equal.

For this reason the station is heavily armoured and shielded. It is equipped with numerous offensive and defensive weapons as well. Dispersed across its hull are several large meson gun bays as well as a spinal mounted meson gun capable of tearing apart most ships with one shot.

These weapons are complemented by a large number of particle beam barbettes and point defence turrets equipped with beam lasers and sand casters. Of course the station has seizable hangars and multiple launch tubes for its fighter complement as well.

Something else enormous are the crew requirements of the station. To keep it fully operational it needs a complement of nearly a million officers, non commissioned officers and enlisted crew members. One does not wonder, why this station is one of a kind.

Crew of the 'Tower Shield' Fleet Yard:

Commodore Ella Khan is not a young woman any more, but she has not lost one bit of idealism or vigour. After several tours of duty and receiving more than a few commendations she sees command of the Fleet Yard as a kind of well earned early retirement. Of course that does not stop her from performing in an exemplary manner.

Commodore Ella Khan

STR	DEX	END	INT	EDU	SOC
5	5	6	10	10	15

Admin 1, Deception 1, Medic 2, Melee (Blade) 1, Leadership 3, Life Science 1, Pilot (Capital) 2

Cloth (Armour 3) or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Laser Pistol (3d6+3), Cutlass (2d6+4)

Colonel Rahm is in charge of the marine contingent of the station. Usually a command of this size would fall to an even higher ranking officer, but since it is in essence a training facility combined with glorified station security he got the job. He has seen his share of combat missions and is quite happy to be out of the line of fire.

He still feels very much at home in battle dress and does his best to make sure, personally if need be, that any marine passing through his facility receives the best training possible.

Col. Sam Rahm

STR	DEX	END	INT	EDU	SOC
7 (13)	7 (11)	11	6	12	12

Admin 1, Battle Dress 2, Communication 1, Gambler 1, Gun Combat (Energy Pistol) 1, Heavy Weapons (Man Portable Artillery) 1, Leadership 3, Recon 1, Tactics (Military Tactics) 3, Zero-G 1

Battle Dress (Armour 18), Laser Pistol (3d6+3)

Tower Shield Fleet Yard			Tons	Price (MCr)
Hull	150000000 tons	Hull 2500000		19500000.000
	TL 14 Standard AG Hull	Sturcture 2500000		
Armour	Bonded Superdense	12 Points	15000000.0	19500000.000
Manoeuvre Drive	Geostationary	1.0 G	1500000.0	300000.000
Power Plant	Capital	Rating 5	6000000.0	3000000.000
Fuel	40000000.0 tons	20 weeks of operation	40000000.0	
	1000000.0 tons	For fuelling other Craft	1000000.0	
Command	5 Standard Module		1500000.0	150000.000
Computer	Distributed/6	Rating 70		40.000
Electronics	Very Advanced	+2	5.0	4.000
Cargo	2392466.8 Tons		2392463.8	
822093 Staterooms			3288372.0	411046.500
Armaments	Spinal Mount – Meson Type D – 14 – 495dmg		12600.0	12600.000
	20 Large Meson Gun Bays		2000.0	2000.000
	200 Particle Beam Barbette		1000.0	1600.000
	1000 Triple Turret	Beam Laser x2, Sand caster	1000.0	3250.000
	4 Nuclear Dampers		20120.0	20160.000
	4 Meson Screens		20240.0	20320.000
Ammunition	20000 Sand caster barrels		1000.0	10.000
Extras	5 x Docking Bay	5 x 1000000 tons	15000000.0	3750000.000
	5 x Construction Yard	5 x 1000000 tons	10000000.0	5000000.000
	Manufacturing Plant	Advanced Man. Goods	250000.0	100000.000
	Manufacturing Plant	Specialist Med. Supplies	500000.0	500000.000
	Fuel Refinery	100000 tons per day	5000.0	500.000
	Residential Space	Mid Quality for 200000	800000.0	80000.000
	Training Facilities		5000.0	1000.000
	Barracks	5000 Troops	10000.0	500.000
	Armouries	For 5000 Troops	1000.0	250.000
	50 Briefing Rooms		200.0	25.000
	50000 Re-Entry Capsules		50000.0	7500.000
	Repair drones		1500000.0	300000.000
	5 Launch Tubes for craft up to 50 dT		6250.0	3125.000
Craft	400 Light Fighters	Full Hangar	5200.0	4974.800
	20 Ships Boat	Full Hangar	780.0	512.580
	5 Pinnacle	Full Hangar	260.0	152.555
Software	Manoeure/0			
	Library/0			
	Fire Control/5			10.000
	Self Repair/2			10.000
Maintenance Cost (monthly)				4389.133
Life Support Cost (monthly)				2044.186
Total Tonnage & Cost			150000000.0	52669590.435

	Command		Habitat		Department	Crew
2D	External	Internal	External	Internal	Command	75000
2	Hull	Crew	Hull	Crew	Engineering	75000
3	Hull	Command	Hull	Command	Service	450000
4	Sensors	Spinal Weapon	Armour	Spinal Weapon	Facility	215000
5	Armour	Barracks	Armour	Crew	Flight	695
6	Hull	Structure	Hull	Structure	Gunnery	1398
7	Armour	Hold	Armour	Hold	Troops	5000
8	Hull	Structure	Hull	Structure	Total	822093
9	Armour	Armoury	Armour	Crew	Residential Space	200000
10	Re-Entry Capsules	Training Facilities	Re-Entry Capsules	Hold		
11	Re-Entry Capsules	Briefing Rooms	Re-Entry Capsules	Residential Space		
12	Hull	Critical	Hull	Critical		

	Engineering		Shipyard		Flight & Gunnery	
2D	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew
3	Fuel Refinery	Command	Docking Bays	Command	Meson Screens	Command
4	M-Drive	P-Plant	Armour	Spinal Weapon	Spinal Weapon	Spinal Weapon
5	Armour	Fuel	Docking Bays	´Crew	Turrets	Bays
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Ammunition
8	Hull	Structure	Hull	Structure	Hull	Structure
9	Armour	Fuel	Construction Yards	Manufacturing Plants	Barbettes	Bays
10	M-Drive	P-Plant	Repair Drones	Repair Drones	Launch Tubes	Fighter Hangar
11	Re-Entry Capsules	Crew	Construction Yards	Manufacturing Plants	Nuclear Dampers	Hangar
12	Hull	Critical	Hull	Critical	Hull	Critical

