

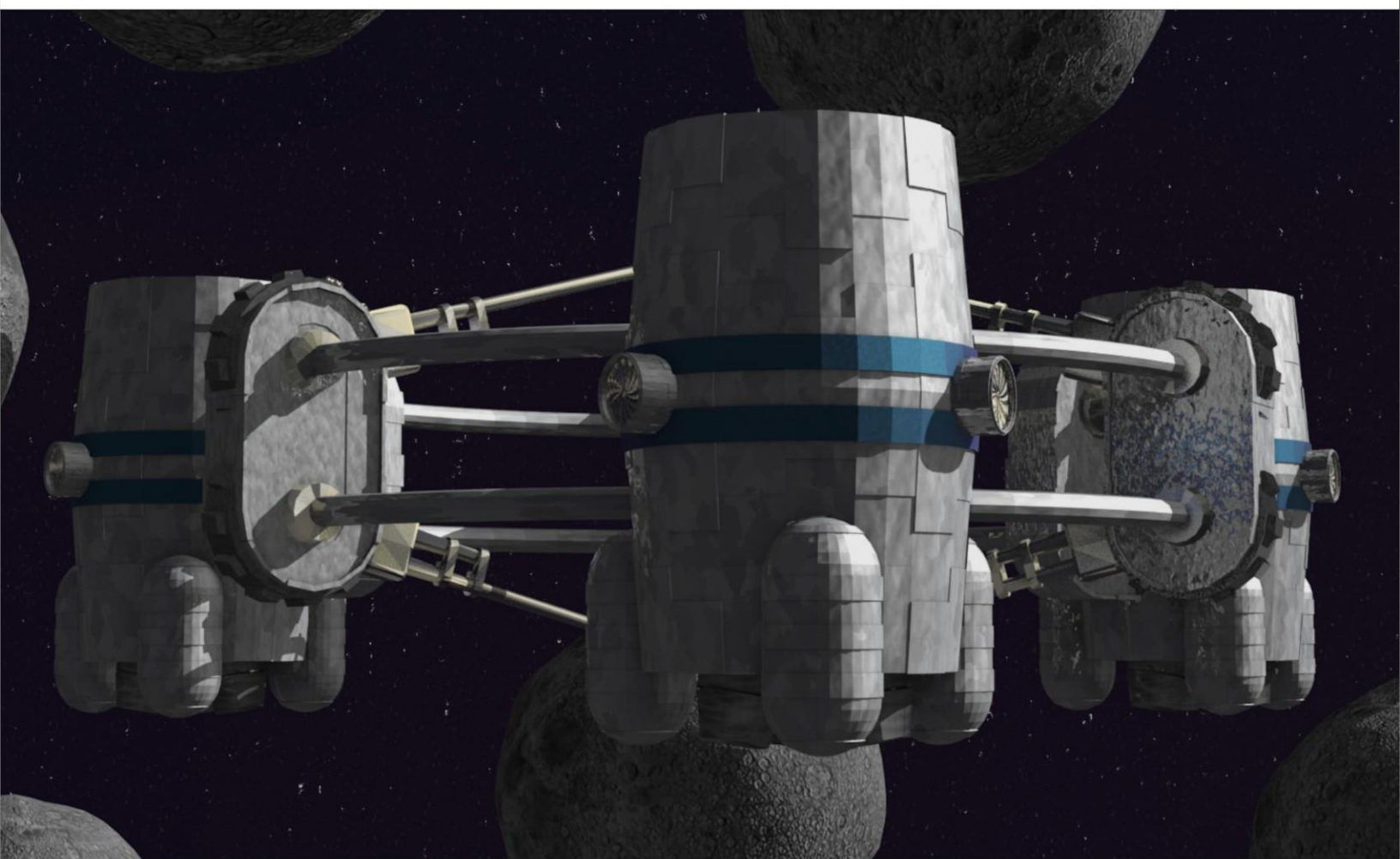
Space Stations XIV

# Breakers 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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## Breakers Yard

This kind of small space station can be found, with slight deviations and variations in many lawless star systems. Usually they are operated by larger, more successful pirate organizations. After all these yards are still quite expensive to construct, despite the fact, that they can be built rather easily even without advanced equipment available.

The actual breakers yard makes up the centre of the station. With its machinery the station's crew can disassemble spaceships up to a size of 500 dT, which is enough, to take care of most small cargo ships, explorers, yachts and the likes. Of course the yard can be used to disassemble small craft as well.

Besides the breakers yard the station's docking bays are the most expensive components used in this design, and they take up most of the station's internal space as well. The station can dock up to six craft of no more than 100 dT. The station itself boasts no small craft or flight crew for them. The docking bays are solely used to supply the station and ferry off spaceship components piece by piece.

Command centres and crew modules, as well as cargo holds and the docking bays are dispersed all over the station, which itself is a very open and distributed structure. One can only assume that the station was constructed this way, to keep the construction cost as low as possible.

Possibly for the very same reason the station was not equipped with any armour or weaponry. In fact the station is rather defenceless on its own. If no pirate ships are nearby to provide protection, the stations can only rely on stealth and its usually quite remote location of construction. Indeed many such stations are hidden among asteroid clusters are far out of the star system, beyond even the outer planets.

## Crew of the 'Rust in Pieces':

Numerous shipyards all over known space build spaceships of all sizes, and quite possibly even more breakers yards are busy scrapping aged spaceships again. The breakers yard 'Rust in Pieces' is a good example for a less than savoury yard of this kind.

Sertor Quietus doesn't ask questions about the origin of the ships he breaks up. Actually he does not ask many questions of any kind at all, given the payment is right. It wouldn't be too hard to discover hints about his past as pirate either, but most of his customers wouldn't care anyway.

### Stationmaster Sertor Quietus

STR	DEX	END	INT	EDU	SOC
9	9	10	8	7	5

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

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

The crew of this kind of yard is rather small, and most crew members know each other pretty well. This is especially true as most crew members have to share their room with another man or woman. Most of these spacers have been pirates of one kind or another as well, who opted to retire to a quieter position, without leaving their life behind entirely.

### Crewmen (35)

STR	DEX	END	INT	EDU	SOC
8	9	9	7	6	3

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

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

Breakers Yard			Tons	Price (MCr)
Hull	3080 tons	Hull 22		166.320
	TL 10 Distributed AG Hull	Sturcture 22		
Armour	none			
Manoeuvre Drive	Non-orbital	0.1G	7.70	3.850
Power Plant	Non-orbital		15.40	38.500
Fuel	308 tons	60 weeks of operation	308.00	
Command	2 Standard Module		12.32	1.232
Computer	Distributed/2	Rating 90		7.500
Electronics	Basic Civilian	-2	1.00	0.050
Cargo	455.58 Tons		455.58	
20 Staterooms			80.00	10.000
Armaments	none			
Extras	6 x Docking Bay	6 x 100 ton	1200.00	450.000
	Breakers Yard	500 tons space	1000.00	500.000
Software	Manoeuvre/0			
	Library/0			
Maintenance Cost (monthly)				0.098
Life Support Cost (monthly)				0.056
Total Tonnage & Cost			3080.00	1177.452

	Command & Habitat		Breakers Yard & Docking		Department	Crew
2D	External	Internal	External	Internal	Command	6
2	Hull	Crew	Hull	Crew	Engineering	3
3	Hull	Command	Hull	Command	Service	7
4	M-Drive	P-Plant	Hull	Docking Bay	Facility	20
5	Hull	Fuel	Hull	Breakers Yard	Total	36
6	Hull	Structure	Hull	Structure	Passenger Staterooms	0
7	Hull	Hold	Hull	Docking Bay	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: 6x100	1D-2
11	Hull	Hold	Hull	Crew	Refuelling	1D
12	Hull	Critical	Hull	Critical	Warehousing	1D+1

