

Space Stations XV

Naval Resupply 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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Naval Resupply Yard

These Resupply Yards can be found all throughout known space, restocking and refuelling small capital ships of the navy. While the Resupply Yard can not replace regular overhauls in the docks of a proper shipyard, it can increase the operational range and endurance of the ships it services quite a bit.

In addition to keeping perishables, spare parts, fuel and ammunition in stock, the station serves as an impressive defence asset as well. While a Resupply Yard of this class can not compete with dedicated defence stations, concentrates volley from its heavy fusion gun bays can ruin the day of any would be attacker. Especially as the guns of the station have been upgraded with enhanced beam focusing equipment, to increase their range.

In addition to its offensive weaponry, the station has an impressive Bonded Superdense coating of armour capable of shrugging off fire from most weapons. As if that were not enough, the station is equipped with a capital ship class nuclear damper as well. To protect the station against boarders, it is usually home to a sizable company of marines as well.

The station has docking room for three ships up to 5000 dT in seize. Access to these docking bays is strictly restricted though, as they are reserved for restocking naval ships, or the station itself from large freighters, at any time. In addition the station has three more, considerable smaller docking bays for everyday operations.

The Crew of a Green 101 Resupply Yard:

Captain Lucilla Cassia asumed command of Green 101 only a few months ago, after her predecessor was promoted and assigned to the offices of the admiralty. She in turn hopes to be reassigned to a shipboard command again soon.

Captain Lucilla Cassia

STR	DEX	END	INT	EDU	SOC
8	10	8	10	12	11

Admin 2, Advocate 1, Astrogation 1, Gun Combat (Energy Pistol) 2, Leadership 3, Pilot (Capital Ships) 2, Zero-G 1

Dress Uniform or Vacc Suit (Armour 6), Toolkit, Comm, Handcomputer, Laser Pistol (3d6+3)

Like other Resupply Yards Green 101 has a sizable crew as well. More than two hundred crewmen are needed alone, to keep the station running. Add the gunnery crew and the marine complement for station security and the numbers add up to a total well in excess of four hundred. The new captain has put special emphasis on the training of the gunnery crew ever since she assumed command, making the station a formidable threat to any attacker.

Crewman (430)

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

Comms 1, Engineer (Power Plant) 1 or Engineer (M-Drive) 1 or Engineer (Life Support) 1, Pilot (Capital Ship) 1 or Sensors 1 or Gunnery (Bays) 2, Gun Combat (Energy Pistol) 1, Zero-G 1

Vacc Suit (Armour 4), Toolkit, Comm, Laser Pistol (3d6+3)

Green 101 boasts a company of marines at all times for station security. Crew from ships passing through will see them manning security checkpoints and regular patrols. Non navy personnel visiting the station, might even be assigned a permanent escort.

Marines (100)

STR	DEX	END	INT	EDU	SOC
9 (13)	9 (13)	9	8	8	8

Communication 0, Gun Combat (Energy Pistol) 1, Gun Combat (Energy Rifle) 2 or Medic 2, Melee (Blade) 1, Recon 1, Vacc Suit 1, Battle Dress 1, Zero-G 1

Battle Dress (Armour 16), Dagger (1d6+2), Laser Pistol (3d6+3), Laser Rifle (5d6+3) or Medkit (TL12)

Naval Resupply Yard			Tons	Price (MCr)
Hull	75000 tons	Hull 1250		9750.0
	TL 14 Standard AG Hull	Sturcture 1250		
Armour	Bonded Superdense	12 Points	7500.0	9750.0
Manoeuvre Drive	Geostationary	1.0G	750.0	375.0
Power Plant	Geostationary		1125.0	2812.5
Fuel	6000 tons	24 weeks of operation	6000.0	
Command	4 Standard Modules		600.0	60.0
Computer	Distributed/5	Rating 60		25.0
Electronics	Very Advanced	+2	5.0	4.0
Cargo	7528 Tons		7528.0	
431 Staterooms	Crew		1724.0	215.5
222 Staterooms	Passengers		888.0	111.0
Barracks	100 Troops		200.0	10.0
Armaments	18 x Large Fusion Gun Bay	Long Range	1800.0	316.8
	Nuclear Damper		40.0	50.0
Extras	3 x Docking Bay	3 x 5000 ton	45000.0	11250.0
	3 x Docking Bay	3 x 200 ton	1800.0	450.0
	10 Briefing Rooms		40.0	5.0
Software	Manoeuvre/0			
	Library/0			
	Fire Control/4	Rating 20		8.0
Maintenance Cost (monthly)				2.933
Life Support Cost (monthly)				1.506
Total Tonnage & Cost			75000.0	35192.8

	Command		Engineering		Supply Section		Gunnery Section	
2D	External	Internal	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	Sensors	Command	Armour	Command	Hull	Command	Hull	Command
4	Armour	Docking Bays (200 dT)	M-Drive	P-Plant	Armour	Fuel	Armour	Topside Large Fusion Gun Bays
5	Armour	Hold	Armour	Fuel	Armour	Hold	Armour	Hold
6	Hull	Strucutre	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Strucutre	Hull	Structure	Hull	Structure	Hull	Structure
9	Armour	Hold	Hull	Fuel	Hull	Hold	Hull	Hold
10	Sensors	Barracks	M-Drive	P-Plant	Armour	Docking Bays (5000 dT)	Armour	Bottom Large Fusion Gun Bays
11	Hull	Computer	Hull	Crew	Hull	Commercial Space	Hull	Briefing Rooms
12	Hull	Critical	Hull	Critical	Hull	Critical	Hull	Critical

Department	Crew
Command	47
Engineering	19
Service	225
Gunnery	40
Troops	100
Facility	0
Total	431
Passenger Staterooms	222

Berthing (Waiting Time)	
Starships: 3x5000 (1D-4)	Restricted!
Starships: 3x200 (1D-4)	

