

# SPACE DOCK

By Michael Scott and Michael P. Bledsoe

Space Dock is the single largest structure in near-Terra orbit. Other space-built structures may be larger, but none has ever been built so close to a planetary surface. Though originally conceived as a military base for the repair and refit of military starships, Space Dock has been built as the great center of space transportation and industry that it promised to be.

Space Dock orbits the Terra just within the Van Allen radiation belts. The Van Allen belts protect Space Dock and other near-Terra-orbit objects from the intense radiation flux of Solar space. The close proximity to the denser players of Terra's atmosphere would normally cause the massive, city-sized station's orbit to decay eventually and it would enter the atmosphere. Such a huge object would survive re-entry to strike the ground as a molten fireball with great destructive potential. Thankfully, the light-year spanning power of anti-matter technology has provided massive impulse engines that easily maintain the station's close orbit. Space Dock circles the Terra once every 115 minutes.

The nearness of Space Dock to Terra's surface makes it readily accessible to transporter operations. Since transporters normally only have a range of 2,6000 kilometers, many circum-Terra stations are out of reach from the surface without the use of expensive, and sometimes tricky, relays. This applies to the many geo-synchronous satellites, the LaGrangian colonies, and especially to the stations on Luna herself. Space Dock was constructed to make use of Terran resources, while lying well within Terra's gravity well, thus saving tremendously on the energy expenditures for hauling those resources into orbit.

Space Dock was designed to provide the Sol Sector with a permanent base for the many vessels of Star Fleet Command. It can easily provide refit and repair facilities for up to 8 cruiser-sized starships and up to 24 of Star Fleet's lesser-sized vessels.

Although Space Dock is a vital link in Star Fleet Operations and it is administered by Starbase Headquarters Command, it is not actually a Starbase. Because it was intended primarily as a military installation, Space Dock was originally designed to be equipped with 40 massive phaser banks, but the Terran United Nations objected strenuously to the presence of more weapons in Terra orbit. Eventually a compromise was reached, and Space Dock was constructed weaponless, relying on high-powered deflectors for defensive purposes. Space Dock nonetheless retains its 40 weapon mounts, and, in case of

interstellar war emergency, Star Fleet Command can mount phaser weapons and have them operational on Space Dock within a single week.

Another major and important purpose of Space Dock is its ability to scan all of Solar space. Space Dock has become one of the central installations for weather-watch, debris-scan, radiation-flux analysis, and starship traffic control, for Sol Sector.

This has been made possible by the largest single array of sensor and subspace communications equipment in the known galaxy. A veritable forest of antennae bristle from the top of Space Dock, giving it the aspect of a

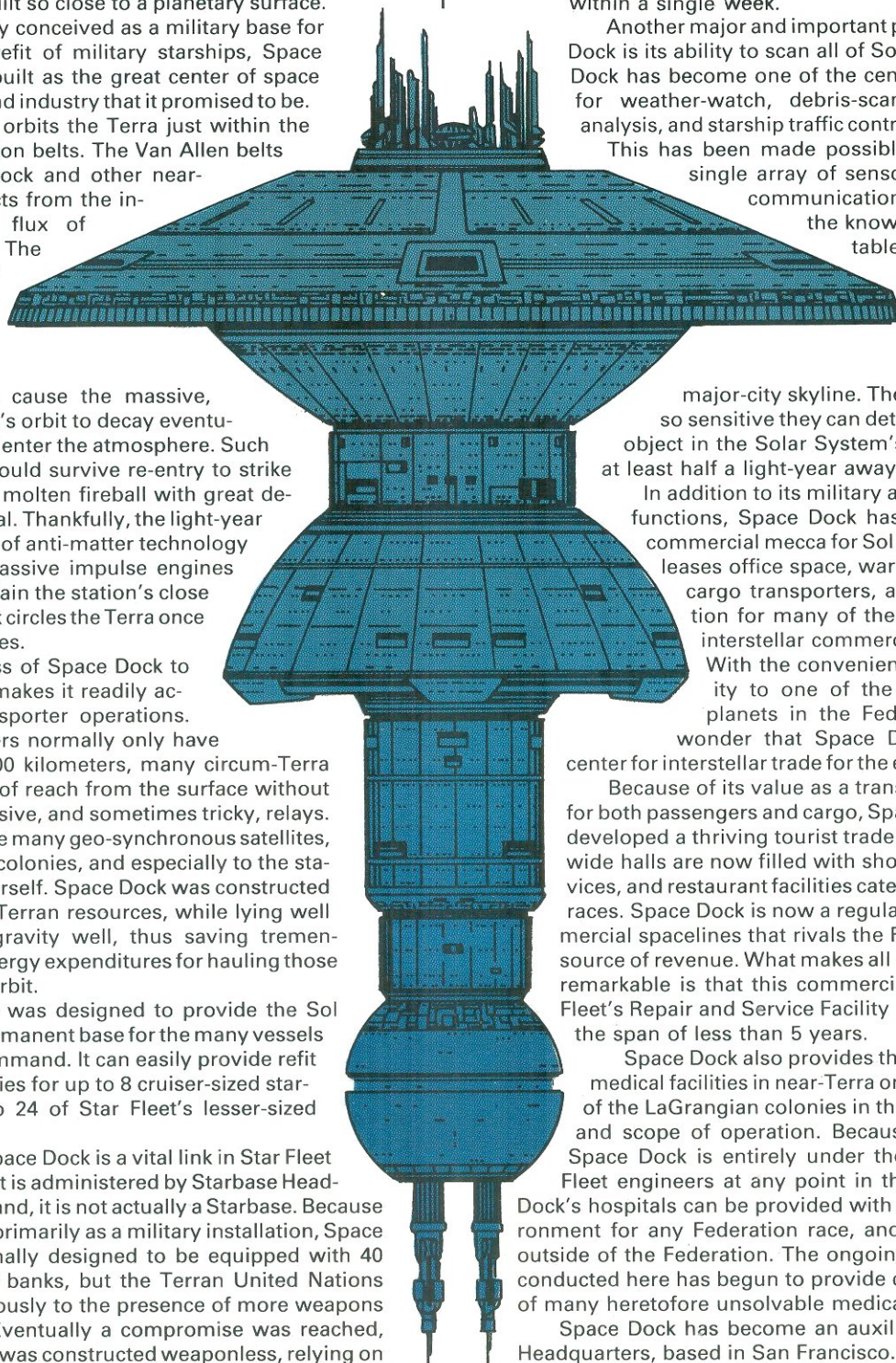
major-city skyline. These antennae are so sensitive they can detect a meter-sized object in the Solar System's cometary halo, at least half a light-year away.

In addition to its military and traffic control functions, Space Dock has also become a commercial mecca for Sol Sector. Star Fleet leases office space, warehouse facilities, cargo transporters, and trade arbitration for many of the more important interstellar commercial corporations. With the convenience of its proximity to one of the most-populated planets in the Federation, it is no wonder that Space Dock is now the center for interstellar trade for the entire quadrant.

Because of its value as a trans-shipment point for both passengers and cargo, Space Dock has also developed a thriving tourist trade. Its kilometers of wide halls are now filled with shops, vendors, services, and restaurant facilities catering to a hundred races. Space Dock is now a regular link in the commercial spacelines that rivals the Rigel system as a source of revenue. What makes all of this even more remarkable is that this commercial aspect of Star Fleet's Repair and Service Facility has developed in the span of less than 5 years.

Space Dock also provides the most extensive medical facilities in near-Terra orbit, rivaling those of the LaGrangian colonies in their completeness and scope of operation. Because the gravity of Space Dock is entirely under the control of Star Fleet engineers at any point in the station, Space Dock's hospitals can be provided with any type of environment for any Federation race, and for many races outside of the Federation. The ongoing research being conducted here has begun to provide clues to the cures of many heretofore unsolvable medical mysteries.

Space Dock has become an auxiliary of Star Fleet Headquarters, based in San Francisco. The wide variety of Star Fleet operations conducted at Space Dock makes it an ideal training laboratory for Star Fleet Academy, and many





Cadets are getting their first space experience here. No matter what branch of service the Cadet may eventually enter, Space Dock provides, within its city-sized environment, experiences related to almost every facet of Star Fleet operations.

For example, engineering Cadets will gain much with exposure to the building-sized towers of the Facility's stabilizing impulse engine system and anti-matter reactors. And even this pales when compared with the chance to get hands-on experience with the construction of actual starships, not just some simulation in an Academy lab.

Because Star Fleet provides the security for Space Dock, this will give the young Cadet on-the-job training in one of the most important elements of Star Fleet security and also familiarizes the Star Fleet officer-to-be with the many different races that inhabit the UFP. Be it Science, Medicine, Astrogration, or Administration, Space Dock provides an ideal teaching experience for the persons who will eventually represent the Federation to new civilizations.

Space Dock's primary purpose as a Repair and Service Facility was implemented to replace Star Fleet's long reliance on its large, open-framework, service docks. The need to protect the ships and maintenance crews from the radiation flux of open space was made most acute when, during the refit of the *USS Challenger*, and unpredicted Solar flare sent high-energy radiation through the open dock, killing 37 space-suited workers before they could seek shelter within the partially dismantled heavy cruiser. To this end, Space Dock's vast main and auxiliary docking bays provide constant protection against gravitic, magnetic, and radioactive hazards of any nature. And of course, in the event of a very-high-flux incident, the station's deflector shields will automatically energize.

The bays, though not capable of pressurization, can direct any type of lighting anywhere within the bay, and a complex array of tractor and pressor beams normally provide any motive force needed to move the starships and material about or to moor them in place. Usually, the ships are docked against one of the huge service gantries jutting out from the central core of the station. The servicing of Star Fleet's mightiest mechanisms has become, in itself, a constant attraction for civilian and off-duty crewman alike. Many observation lounges line the faces of the service gantries, from which all aspects of repair and construction are immediately visible to the casual observer.

The most important project to be handled within Space Dock is the construction and testing of Star Fleet's first space battleship, The *NX-2000 USS Excelsior*. The *Excelsior* is fitted with the new Trans-Warp Drive and should be-

come the flagship of a new series of Military Operations ships-of-the-line. The history of its construction, unmarred by accident or incident, is a testimony to the primary purpose of Space Dock.

## CONSTRUCTION HISTORY

### Stardate 1/9411

Space Dock is conceived during the beginning of the Four Years War as a base for starships to be maintained during a crises. The penetration by Klingons to Axanar is thought to be to near the center of Federation territory.

### Stardate 1/9806

The Four Years War ends, due largely to Captain Garth's destruction of Klingon supply lines.

### Stardate 1/9907

Plans for Space Dock are completed. Terra proposes to the United Federation of Planets that it should be funded and built in permanent Terra orbit. Terra feels that, even though the war has been won without the Klingons driving deeper towards the home worlds, were war to break out again, it should not risk the possibility of such penetration.

### Stardate 2/0005

After months of massive lobbying by the Terran and associated member worlds, the UFP General Council approves the plans. Funds are budgeted to begin construction of Space Dock in 2/0501.

### Stardate 2/0107

Due to a feeling of general well-being in the Federation, funding for Space Dock is cancelled.

### Stardate 2/0801

The first shots of what would have been the Second Klingon War are stilled by the Organians, who impose the Organian Peace Treaty on both sides of the budding conflict.

### Stardate 2/0911

Deep-cover agents within the Klingon Empire report that the Klingons and their long-time foes, the Romulans, have been quietly settling their border disputes for several months, sealing agreements with exchanges of military technology.

### Stardate 2/0912

Funding is allocated once again to Space Dock after Star Fleet reveals the facts about the Romulan/Klingon non-aggression and technological exchange treaties. The UFP faces the fact that growing technological discoveries by the two empires could allow them to outstrip the UFP militarily in a short time.

### Stardate 2/1106

Construction finally begins in orbit above San Francisco and is expected to last 14 years. Terran concerns that Star Fleet is constructing a weapons platform in orbit are put to rest. Though Star Fleet wants weapons included in the construction because they feel it would offer more protection, Terra fears more weapons in permanent orbit.

### Stardate 2/1704

The V'ger Incident accelerates the construction schedule. Feeling that such a permanent military base would be of benefit, Terra pours extra funding into the already far-over-budget project.

### Stardate 2/2011

Space Dock enters full service, though it has been partially operational for some time. Much of Star Fleet's administrative services are moved there from San Francisco. Construction of the first Star Fleet battleship is begun in the newly-opened shipyard facilities.



## GENERAL LAYOUT

The uppermost section of Space Dock holds its array of deep-space sensors and long-range subspace communications antennae, the largest such network in the Federation. The antennae array provides Star Fleet Command with traffic control for the entire quadrant, and subspace messages boosted from Space Dock can reach as far as the Epsilon series monitors on the Klingon borders without additional boosting or relay.

The largest structure of Space Dock is the 3600-meter-diameter main docking bay. Resembling a vast, circular, inverted bowl, the main docking bay is large enough to repair and service up to 8 *Enterprise* Class starships at a time. These ships are docked at the 4 service gantry and dock conduits projecting from the central core.

The central core of the station runs the length of the Facility from the antennae array to the anti-matter reactors. It contains offices, living quarters, life support systems, and recreation, hospital, and commercial facilities for over 50,000 individuals. The upper segment of the core is Star Fleet country, containing the administrative offices of the station, Star Fleet Academy Annex, the living quarters for Star Fleet personnel, and the main hospital facilities.

Directly below this section is the Secondary Docking Bay. This smaller structure, extending from the core like the bell of a modest skirt, can service up to 24 secondary vessels of both commercial and Star Fleet origin. Entrance to this bay is by 12 space-doors (compared with the 4 much larger ones supplied to the Main Docking Bay), and service is provided by 4 gantry structures projecting from the core. This bay is often leased to commercial firms for the construction of cargo-transport and passenger-carrying starships.

The section of the station core surrounded by the Secondary Docking Bay and the segment immediately below it, comprise the main commercial area of the station. This area is leased by Star Fleet to hundreds of private concerns, and contains cargo, trade, hotel, and recreational facilities for the thousands of individuals passing through Space Dock daily.

Below the Commercial Zone are the life support facilities of Space Dock. Contained here are the great botanical gardens and hydroponic farms, providing not only beauty and supplementary diet for the station, but also helping to regenerate Space Dock's atmosphere by natural photosynthesis. This area also provides a home for both commercial and Star Fleet research facilities.

The final core segment of the station is the Engineering Zone. In addition to providing Space Dock with inorganic and organic synthesis, Engineering maintains all mechanical and electronic operations of Space Dock and monitors the operation of the galaxy's largest known antimatter power generation system.

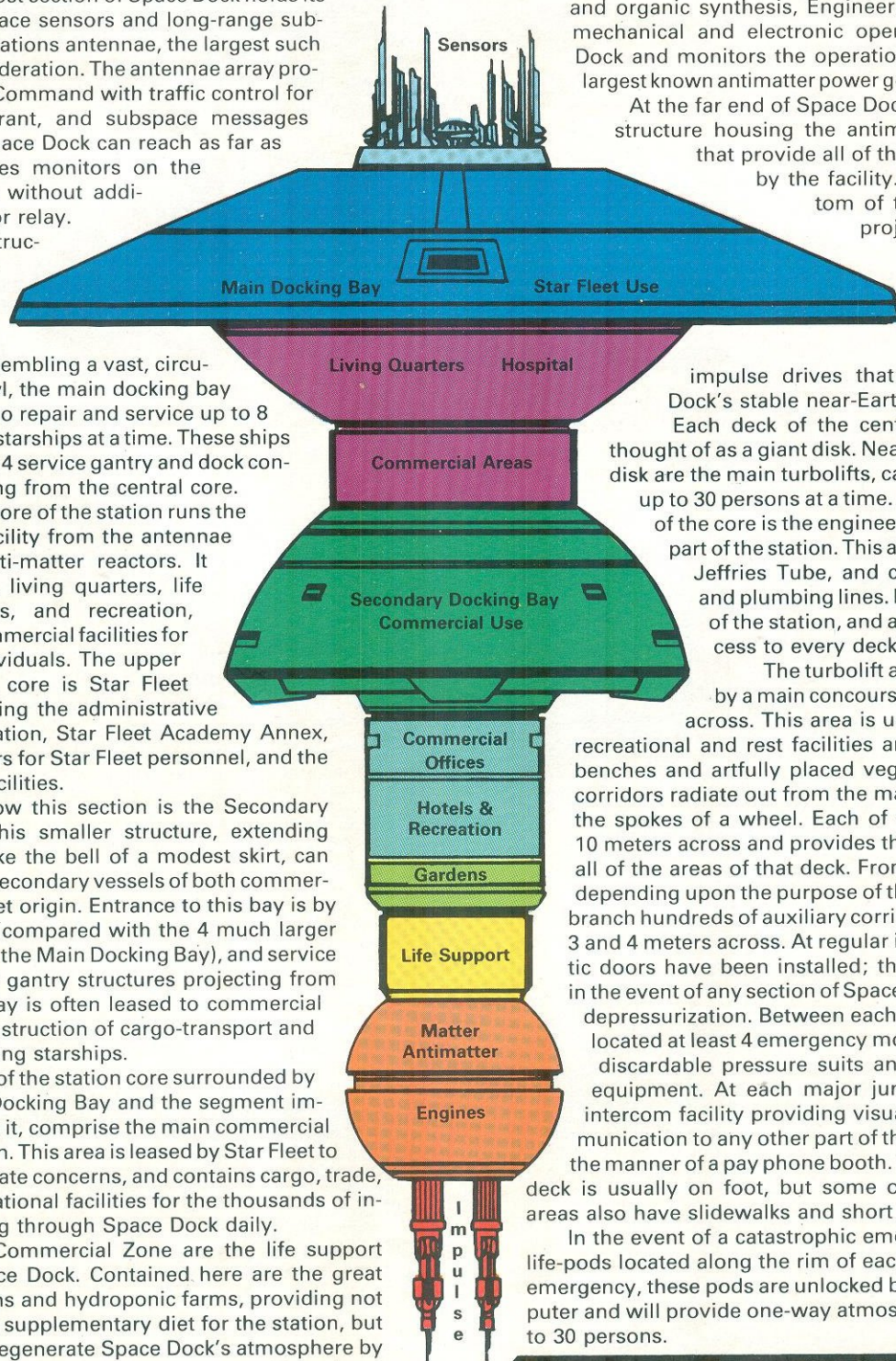
At the far end of Space Dock is the spherical structure housing the antimatter generators that provide all of the power required by the facility. At the very bottom of the sphere, there project the twin towers that contain the coolant radiators for the reactors and the mighty

impulse drives that maintain Space Dock's stable near-Earth orbit.

Each deck of the central core may be thought of as a giant disk. Near the center of the disk are the main turbolifts, capable of carrying up to 30 persons at a time. At the very center of the core is the engineering access to any part of the station. This area is like one long Jeffries Tube, and contains electrical and plumbing lines. It is the spinal cord of the station, and allows physical access to every deck.

The turbolift area is surrounded by a main concourse, about 30 meters across. This area is used for the deck's recreational and rest facilities and often contains benches and artfully placed vegetation. Up to 24 corridors radiate out from the main concourse like the spokes of a wheel. Each of these corridors is 10 meters across and provides the major access to all of the areas of that deck. From these corridors, depending upon the purpose of the particular deck, branch hundreds of auxiliary corridors and hallways 3 and 4 meters across. At regular intervals, automatic doors have been installed; these will seal shut in the event of any section of Space Dock undergoing depressurization. Between each of these seals are located at least 4 emergency modules, containing discardable pressure suits and simple medical equipment. At each major junction there is an intercom facility providing visual and audio communication to any other part of the station, much in the manner of a pay phone booth. Transport within a deck is usually on foot, but some of the commercial areas also have slidewalks and short turbolift shafts.

In the event of a catastrophic emergency, there are life-pods located along the rim of each deck. In such an emergency, these pods are unlocked by the central computer and will provide one-way atmosphere entry for up to 30 persons.





# STARDATE

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## GAMING INFORMATION

It is particularly difficult to give precise game information for such a large structure. It will help the gamemaster and players to think of Space Dock as a typical port city, such as San Francisco, New York, or, perhaps more appropriately, Pearl Harbor. It will have a wide variety of facilities ranging from typical military operations down to subrosa dealings between commercial operators. The size and complexity of Space Dock would seem to assure that it would have complete shore leave operations, including some of the more traditional naval types, like gambling, drinking, and 'recreational' pursuits.

Because Space Dock is under the directly control of Star Fleet Command Headquarters, however, the gamemaster should try to avoid having seedy cantinas or slum dwelling of any type. For one thing, Space Dock hasn't been in operation long enough to gain such things, and for another, its closed environment would tend to make such things obvious to Star Fleet Administration and would be curtailed immediately.

Because Space Dock is also a commercial facility, there is much potential for scenarios involving non-military adventures, industrial espionage, exotic trade, and smuggling. Remember that the corridors of Space Dock are patrolled by Star Fleet Security, armed with phaser weapons.

When constructing scenarios involving Space Dock some elements of its internal construction should be kept in mind.

For game data on Space Dock, refer to **STAR TREK III Sourcebook Update**, available from FASA.

### SCENARIO IDEAS

#### The Hit Team

The player characters are part of Star Fleet Security onboard Space Dock. They have received a reliable tip that Orions, surgically altered to appear as Terrans, are going to attempt to assassinate the Catullan ambassador at tonight's reception on the Main Docking Bay Observation Deck. The murder of the Catullan ambassador will surely bring to a halt the ongoing talks concerning the use of the so-called Genesis device. The only clue they have to the identity of the Orions is that they are disguised as food-service personnel. Because the reception is being catered by a staff of over 100, this will make things difficult. Also, it would be a diplomatic gaffe to allow an embassy to

know that Space Dock's security may have been penetrated.

#### Little Lost Girl

The player characters are is part of Star Fleet Security. Space Dock is 4.7 kilometers in length and 3.8 kilometers in diameter, with well over 50,000 souls on board. A tearful mother calls Security to explain that her daughter has become lost. The duty officer starts to make reassurances to mother about how Star Fleet's finest will find her little girl in no time, when she tearfully explains that her little Bet-tan, is only 5 years old, speaks no Galacta, and has a rare blood disease that requires medication on a daily basis. This is bad, but when the mother is giving you the particulars, she reveals that she is part of a Vendorian embassy to Terra. Vendorians are shape changers, capable of taking any shape they wish. The Federation has allowed this one embassy to come to Terra to see if it will be possible to finally break the quarantine that has been placed on the Vendorians. The woman assumes her natural appearance before the video monitor and the player characters can see that she is actually a tall, purple, many-tentacled creature with clusters of eyes. "You must find Bet-tan," she sobs, "I last saw her near the recreational facilities." The duty officer signals his your crack security officers (the player characters) as soon as he signs off. This one's going to be hard.

#### "Have I Got A Deal For You"

The player characters crew a private long-range scout, and they have finally made it back to Terra for the first time in years. They park their ship in the Secondary Docking Bay of Space Dock and enter the station to make their fortune with the goods they have accumulated from around the Galaxy. Then they find, much to their dismay, that much of what they have brought in is contraband.

Who would have thought that a little Tribble would be considered harmful? Or that Polaris Scent Crystals would be listed as a banned drug? Oh well, easy come, easy go. Meanwhile, they have docking fees to be paid, a ship to refuel, and Terran Customs Officials to evade.

For this scenario, the characters' objective is to sell enough material in Space Dock to reservice their ship and get away into warp drive before they are caught by the authorities. In the meantime, they will have to face possible underworld concerns, hijacking of their cargo, and the ever watchful officers of Star Fleet Security. Care to buy some Spican Flame Gems?