

# STARDOCK

Entered Service: 2281

Examples: Earth Spacedock (Commissioned 2281) and Lya Station Alpha (Commissioned 2359)

**Overview:** The first stardock station was the Spacedock constructed in Earth orbit during the 2270s to serve as the primary hub of Starfleet's vessels as well as an alternative starship construction site to the Utopia Planitia Fleet Yards for experimental starships, like the Excelsior Project. The "spinning top" design of Federation stardock stations has become iconic and is unlikely to change, even after a century of use. Starbases of this design are still being actively built as the design has proven efficient and because the familiar design eases crew transfers and minimizes visitor confusion. In the 2370s, this starbase design is by far the most iconic starbase designs in the Federation, owing largely to the significance of the Earth Spacedock. Other examples can be found in areas of strategic or diplomatic importance, such as along important trade routes and problematic borders where major Federation systems need a powerful orbital base.

**Capabilities:** The radial design of the starbase means that individual decks can be devoted to a particular function, therefore it's easiest to think of the functionality as horizontal slices starting at the top of the station. The subspace arrays jutting from the top of the stardock design are powerful enough to serve as relays for ships operating throughout the entire sector. Below that, the wide "mushroom-like" cap of the station houses the station's main docking bay, which is capable of holding ships as large as Scale 5. This facility is intended for shuttle use and drydock services, although the increase in size since the mid-23rd century means that only smaller Starfleet ships can be drydocked here. Running through the center of the docking bay is a tall hub, which houses leisure facilities for docking ships, as well as maintenance and construction facilities. Ships that dock in the main bay can be processed through Starfleet customs before their crew and cargo advance farther down the station. Below the cap is a stalk section which holds quarters for permanent residences and the starbase's medical facilities, then a more bulbous collar which holds industrial facilities and secondary docking bays (up to Scale 2). The cylindrical stalk below that houses, in order, commercial businesses, guest quarters and recreation facilities, a wide public gardens area, then life support systems. The bulb at the bottom is the station's Main Engineering, containing its matter-antimatter reactor and impulse engines, which can be used to reposition the station. Spacedocks are functionally small cities in orbit, and each station can comfortably accommodate 10,000 individuals. The Earth Spacedock (the most famous example of this design) is typically operated by 1,500 crew, two-thirds of which are non-commissioned officers. At any give time there is somewhere around 2,500 civilians on a typical stardock, including the family of crew members but also contractors, laborers, and shopkeepers. In addition, the stations can house the crews of starships undergoing repair, refit, or maintenance in the starbase, who can be assigned temporary quarters. In the event of an emergency or other crisis, a stardock station can comfortably support up to 50,000 people for several days.

## SYSTEMS

COMMS 08

REACTORS 08

STRUCTURE 09

COMPUTERS 10

SENSORS 08

WEAPONS 07

## DEPARTMENTS

COMMAND +1

SECURITY -

SCIENCE -

CONN +1

ENGINEERING +1

MEDICINE -

SCALE: 10

### WEAPONRY:

- Phaser Arrays
- Phaser Cannons
- Photon Torpedoes
- Tractor Beam (Strength 5)

### TALENTS

*Stardock*-class stations have the following Talents:

- Command Ship
- Commercial District
- Extensive Shuttlebays
- Improved Power Systems
- Large Cargo Bays
- Modular Laboratories
- Rugged Design

