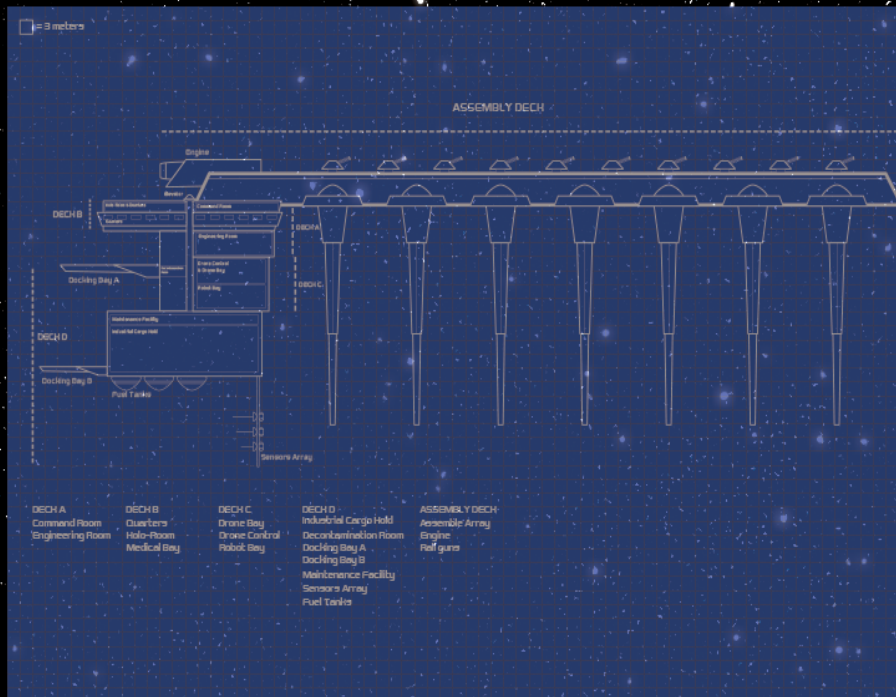


ANGRY GOLEM SHIPYARDS

AEPHESTUS

SHIPYARD CLASS CRUISER



STARS

WITHOUT NUMBER
COMPATIBLE

ANGRY GOLEM SHIPYARDS Inc.

THE

AEPHESTUS SHIPYARD

CLASS CRUISER SHIPYARD

CLASS: CRUISER

HULL TYPE: SMALL STATION

CREW: 15

SPEED: 1

ARMOR: 5

HP: 120

ARMOR CLASS: II

POWER: 50

MASS: 60

HARDPOINTS: 10

FITTING: TQC (Tri-node Quantum Computer)

Luxury Cabins

Holo-Room

Drone Bay

Drone Control

Robot Bay

Industrial Cargo Hold

Civil Docking Bay

Industrial Docking Bay

Workshop

Rail Guns

Assemble Array

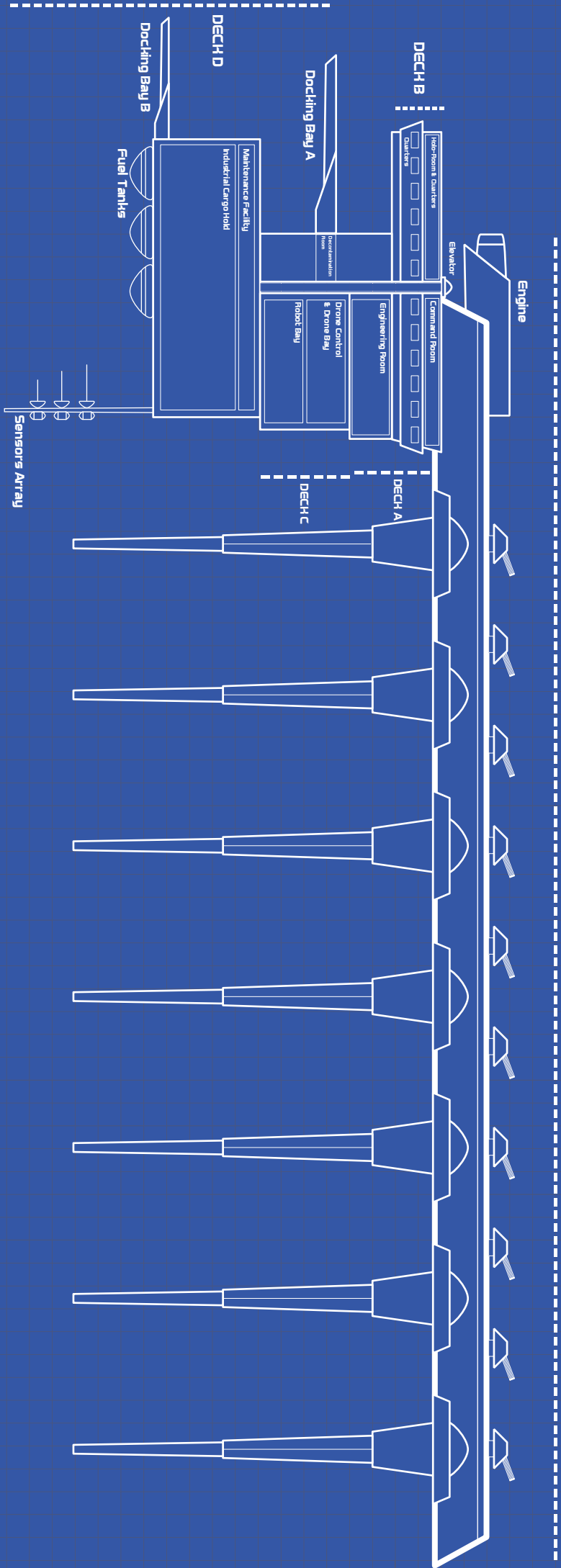
COST: 27,36 M

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□ = 3 meters

ASSEMBLY DECK



- DECH A**
Command Room
Engineering Room
- DECH B**
Quarters
Holo-Room
Medical Bay

- DECH C**
Drone Bay
Drone Control
Robot Bay

- DECH D**
Industrial Cargo Hold
Decontamination Room
Docking Bay A
Docking Bay B
Maintenance Facility
Sensors Array
Fuel Tanks

- ASSEMBLY DECK**
Assemble Array
Engine
Rail guns

AEPHESTUS SHIPYARD

The Aephestus shipyard is designed to build fighter and frigate hull type starships. Its relatively small size allows the structure to move at a limited speed within planetary boundaries. The shipyard can host up to 15 crew members; 1 captain, 4 specialized engineers and 10 specialized technicians.

A total of five decks compose the shipyard:

DECK A Command Room; Engineering Room.

DECK B Quarters; Holo-Room; Medical Bay.

DECK C Drone Bay; Drone Control; Robot Bay.

DECK D Industrial Cargo Hold; Decontamination room; Docking Bay A; Docking Bay B; Maintenance Facility; Sensors array; Fuel Tanks.

ASSEMBLY DECK Assemble Array; Engine; Rail Guns.

DECK A

Command Room

The command room controls every system of the Aephestus by means of four advanced holographic displays and at the center a holographic radar keep the situation around the shipyard under constant monitor. The main computer, a TQC (Tri-node Quantum Computer) responds to vocal commands in twenty known languages.

Tri-node Quantum Computer (cost: 625k; power 3; mass 1).

Manufactured by **Dedalus Industries**.

The tri-node quantum computer may perform advanced tasks autonomously or assist the crew during the building processes. Up to a +3 bonus can be assigned or split to any skill check.

Engineering Room

The engineering room contains the power cores and the secondary engine control. A total of four power cores supply the main systems of the Aephestus. Every power cores has been installed with the purpose to provide energy to a specific system, or systems, of the shipyard.

Power Core Alpha provides 20 power core units and serves the Assemble Array.

Power Core Beta provides 12 power core units and serves the TQC, the Civilian Dock Bay and the Industrial Dock Bay.

Power Core Gamma provides 10 power core units and serves the Rail Guns.

Power Core Delta provide 8 power core units and serves the Luxury Cabins, the Holo-Room, the Drone Control, the Robot Bay and the Workshop.

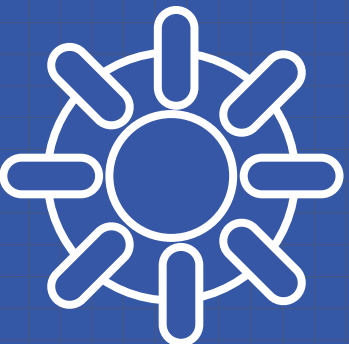
POWER CORES CIRCUIT



Power Core
Alpha

Power Core Output 20

Assembly Array (Power 20 / Mass 20)



Power Core
Beta

Power Core Output 12

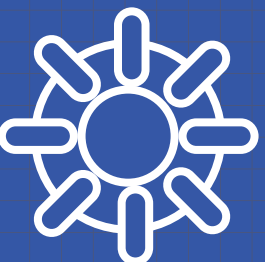
Trinode Quantum Computer (Power 3 / Mass 1)
Civilian Dock Bay (Power 3 / Mass 2)
Industrial Dock Bay (Power 6 / Mass 3)



Power Core
Gamma

Power Core Output 10

Rail Guns (Power 10 / Mass 10)

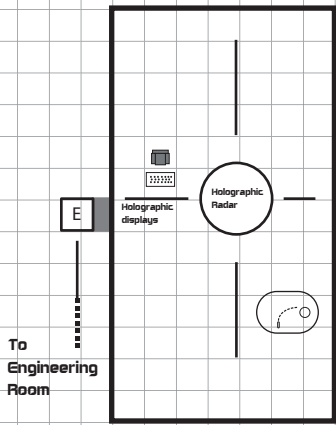


Power Core
Delta

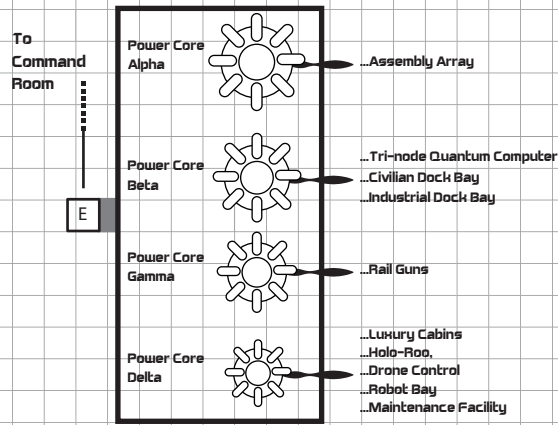
Power Core Output 8

Luxury Cabins (Power 1 / Mass 3)
Holo-Room (Power 2 / Mass 3)
Robot Bay (Power 1 / Mass 3)
Drone Control (Power 2 / Mass 0)
Maintenance Facility (Power 1 / Mass 1)

Command Room



Engineering Room



Starboard side

Port side

NOTES:

DECK B

Quarters

All quarters respect high standards of comfort and quality. Each cabin has its own bathroom, living room, bedroom and kitchen.

Luxury Cabins (cost: 250k; power: 1; mass 3)

Holo-Room

The Holo-Room provides entertainment and distraction to the crewmembers. It offers plenty of, holographic adventures, 4D-movies and simulations. The Holo-Room provide a +1 circumstance bonus to every skill check. In order for this circumstance bonus to perform any task. New holo-programs must be bought on a monthly basis to entertain the crew and to maintain the bonus active.

Holo-Room (cost: 300k; power: 2; mass 3)

Manufactured by **Infinite Engine Enterprises**; programs and update can be purchased monthly on Infinite Engine sub-space platform at a cost of 10,000 credits.

4D-MOVIES

All movies ever produced in history, from black and white classics to modern fiction.

HOLOGRAPHIC ADVENTURES

Afrika Korp: You are a soldier of the afrika korp under Rommel command. Are you ready to face the harshness of the desert in a desperate fight against time and the allied forces?

Brave New World: Challenge the ocean and discover new uncharted lands by sailing on one of the three carracks under the command of Cristoforo Colombo...or challenge the Italian navigator and discover the new world before he does.

Knight of the Crown: Defend the honor of your king and become the greatest knight of the crown. A terrible dragon coming from the north is threatening your lands, defend the kingdom and who knows...may be even the Queen will show her gratitude to you.

Chicago: Prohibitionism is rampaging in the city of Chicago, and many are taking their share of profit. Who are you? A thug working for Al Capone, or a cop trying to enforce the law at all cost?

Odyssey: A classic of the ancient times. The siege of Troy is over and it is time to go home. Are you ready to challenge the wrath of Poseidon and live a great adventure across the waters of the Mediterranean Sea?

SIMULATIONS

A series of interactive documentaries, tutorials and training programs to increase your level of expertise in any field of interest. Cooking, tailoring, athletic and artisanship. High quality training courses in chemistry, physics, astronomy, biology, math, xeno-biology and much more.

Medical Bay

Everything needed to provide medical assistance. The medical bay can treat critical situations like intoxication, radiation poisoning, internal organ restoration by 3D-cellular printing, rehabilitation, cybernetic implants, bacterial diseases, viral infection, severe burns, critical wounds.

DETAILS OF THE EMERGENCY TREATMENTS

Intoxication: +1 saving throw against intoxicating agents.

Radiation Poisoning: +1 saving throw against radio-active substances.

3D-cellular Printing: Organ reconstruction in 72 hours with 50% of compatibility.

Rehabilitation: Training program of recovery from permanent injuries in 1d4 weeks.

Cybernetic Implants: Implantation of legs, arms, eyes, lungs, heart and kidney.

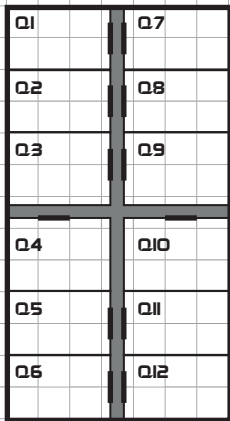
Bacterial Disease: Creation of anti-biotic serum in 1d3 days.

Viral Infection: Creation of anti-viral serum in 1d4 days.

Severe Burns: Burn treatment and skin reconstruction in 2d4 days.

Critical Wounds: Wounds treatment under comatose status. Recovery of 2 hit points every 24 hours.

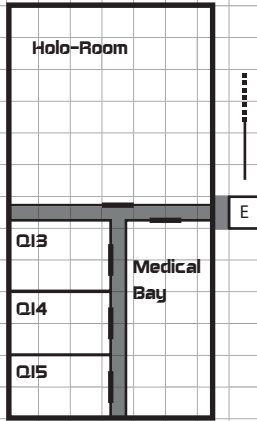
Quarters



E

To
Holo-Room, Medical Bay &
other quarters

**Holo-Room, Medical Bay &
other quarters**



To
Quarters

E

Starboard side

Port side

NOTES:

DECK C

Drone Bay

The Drone Bay contains 20 drones programmed to build according to the blueprint uploaded on the Drone Control unit (see below). Every drone can add 100 credits to the building procedure every day and add a bonus to the building skill check (see below Drone Control).

Drone Bay (cost: 125k; power: 0; mass: 1)

Drone Control

A Drone Specialist is required to run the Drone Control system and he does so by means of a holographic display where the drone status and activity is constantly monitored. The Drone Specialist must possess a skill rank of 1 in both Program and Fix skills. The Drone Control may add the Drone Specialist Int/Program and Int/Fix skill bonus to the roll for the building procedure (see STARSHIP BUILDING for more details).

Drone Control (cost: 500k; power: 2; mass: 0).

Manufactured by **Hecaton Industries**.

Robot Bay

The Robot Bay hosts up to 10 robotic units employed to accomplish heavy tasks during the building process. Each robot is 3 meters high, has two legs, a small pulse engine for slow propulsion in vacuum and six arms to perform simultaneously any complex building action. Each robot requires a trained pilot, and every technician on board is supposed to be able to control one. For every robot unable to work properly reduce the building procedure (see Starship Building for more details) by 10%; the building procedure will never be less than 1%, in the extreme scenario where the technicians have to build a ship without robotic aid.

Employing robot add +1 bonus to skill checks related to building procedure.

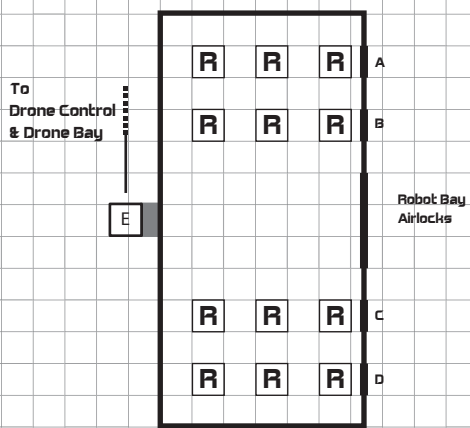
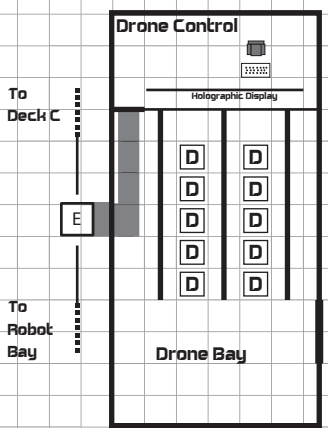
Robot Bay (cost: 250k; power: 1; mass: 3)

Manufactured by **Hecaton Industries**.

Drone Control & Drone Bay

Robot Bay

Starboard side



Port side

NOTES:

DECK D

Industrial Cargo Hold

The industrial Cargo Hold has a total capacity of 10 mass points, it is 11 meters high and move the loads by means of three huge robotic arms mounted on rails fixed on the ceilings. It can contains hulls, fittings, weapons and defense systems, as classified in the Stars Without Number core rulebook.

Every system delivered and stored inside the cargo hold has to be considered “packed” and thus occupies only half the mass stated in the core rulebook.

Industrial Cargo Hold (cost: 50k; power: 0; mass: 10).

Manufactured by **Khorell Industries**.

Decontamination Room

The Decontamination Room provides immediate sterilization personnel and equipment that may pose a biological treat.

Docking Bay A

Docking Bay A allows fighter and frigate class starships to dock safely and receive ordinary maintenance. It can host two fighter class or one frigate class starship. Maintenance includes spectrographic check of hull integrity, substitution of consumable parts and components, fuel refurbishment.

Civilian Docking Bay (cost: 500k; power: 3; mass: 2).

Manufactured by **Khorell Industries**.

Docking Bay B

Docking Bay B allows fighter, frigate and cruiser class starships to dock safely and receive ordinary maintenance. It can host three fighter class, one frigate class or one cruiser class starship. Maintenance includes spectrographic check of hull integrity, substitution of consumable parts and components, fuel refurbishment.

Industrial Docking Bay (cost: 1000k; power: 3; mass: 4).

Manufactured by **Khorell Industries**.

Maintenance Facility

A basic workshop with all the tools and technological equipment to maintain in perfect condition drones, robots and eventually vehicles and weapons. Without proper maintenance, drones and robots would soon become inefficient and useless. The maintenance facility is placed right above the industrial cargo hold.

Workshop (cost: 12.5k; power: 1; mass: 1)

Sensors Array

Basic sensors capable of detecting signatures the size of an ordinary fighter within a range of 20 AU (astronomical units) or the same solar system.

Fuel Tanks

Fuel tanks contains fuel of different composition.

Fuel tank #1 contains metallic hydrogen, employed for common engines designed to travel at distances within the same solar system.

Fuel tank #2 contains deuterium* for FTL engines that work with nuclear fusion.

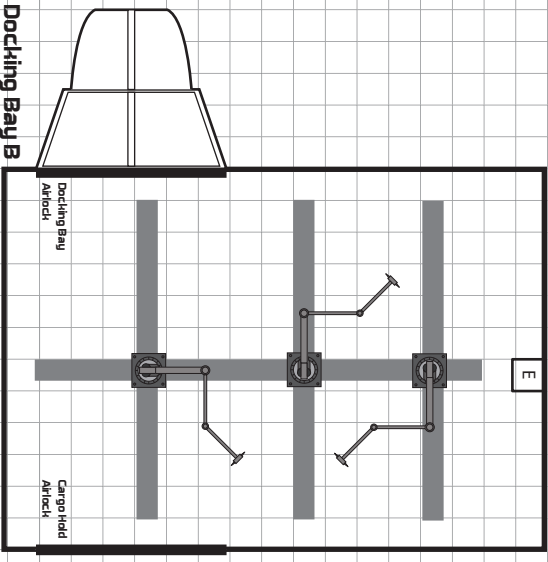
*If, in your campaign, you employ different form of FTL technologies (hyperspace, warp, spike drive, quantum drive, etc..) then change the content of this fuel tank accordingly.

Fuel tank #3 contains crystalized hydrocarbon, employed by those engines designed to land a starship on a planet surface.

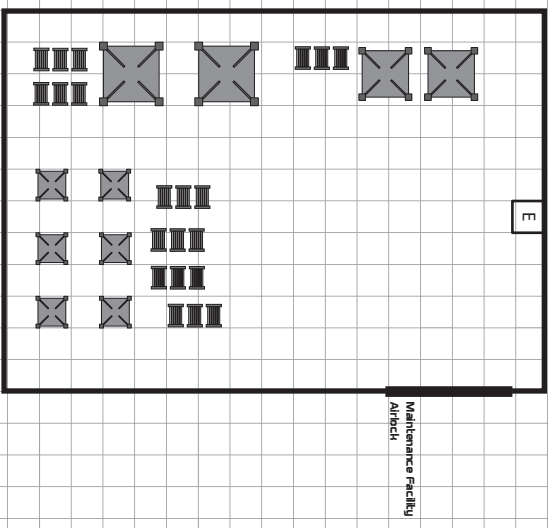
Manufactured by **Basirius Corporation**.

DECK D

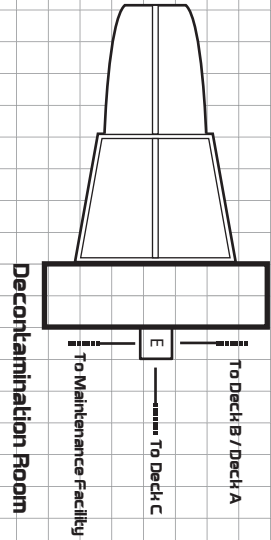
Industrial Cargo Hold



Maintenance Facility



Docking Bay A



Starboard side

Port side

NOTES:

ASSEMBLY DECK

Assemble Array

The Assemble Array is the core of the Aephestus. Here is where the very purpose of the shipyard is carried on. The array usually work at atmosphere zero to reduce the presence of oxidant agents that can damage delicate electronic components.

The Assemble array contains many sub-elements, each one with a specific function.

Airlock: this is the main access to the assemble array for all building materials and components. Drones and robots carrying stuff from the Industrial Cargo Hold in Deck D have to cross the airlock before delivering the components to the cargo hold. A light magnetic field provide protection from micro dusts coming from outer space.

Assembly Rails: components and building materials move on these rails and are assembled by robotic arms.

Cargo Hold: all components and building materials ready to be moved to the assembly rails are unpacked and stocked here.

Elevator: this is the access for personnel only. The elevator is not designed to move loads heavier than humans sized creatures.

Gravimetric Arms: a set of fourteen huge gravimetric arms – seven mounted on starboard and seven on port – dominate the whole structure of the Aephestus. Each arm is 45 meters long. Each gravimetric arm generate a localized gravity field that help maintain in position any floating component until the drones and the personnel provide to assemble them.

Multi-purpose Robotic Arms: the robotic arms assemble all components of small size. Once the components are assembled, the drones provide to move and place them inside the gravimetric field generated by the gravimetric arms.

Assemble Array (cost: 12,500k; power: 20; mass: 20)

Manufactured by **Khorell Industries**.

Engine

The engine provides basic mobility and can move the shipyard at a FTL factor of 1 or, if you employ your custom FTL technology you should assign the minimum FTL speed available. The engine also function as a pulse engine to move the shipyard in orbit and from planet to planet across the same solar system.

Rail Guns

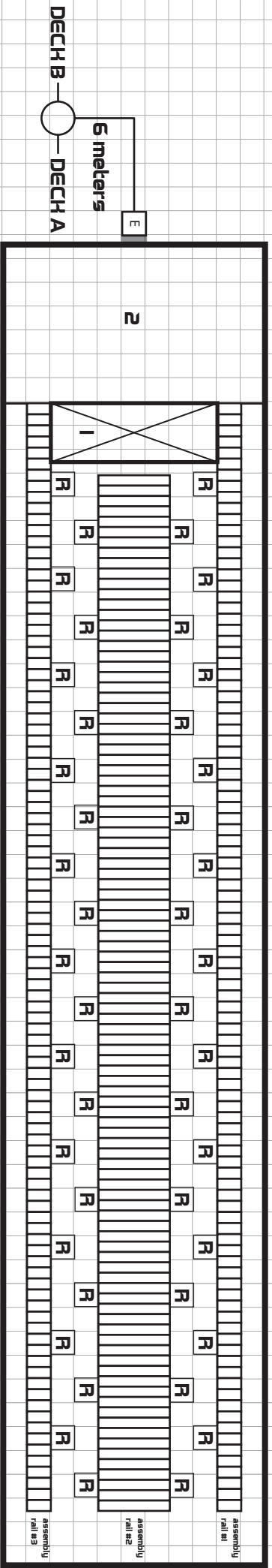
The assembly deck is designed to host the offensive systems. It can host up to 10 weapons that take one hardpoint each. The default setting include 10 rail guns, to provide a basic defense against small targets like fighter and frigate at best.

Rail Guns (cost: 625k/50; dmg: 1d4+1; power: 2; mass: 1; hard.: 1; class: fighter; TL 3; qualities +2 to hit fighter class targets, Ammo* 10).

*The Oto-Melara rail guns come with standard titanium sabots. In order to purchase a wider range of ammo contact the manufacturer to obtain prices and technical specifications.

Manufactured by **Oto-Melara**.

ASSEMBLY DECK



6 meters

DECH B — ○ — DECH A

Z

I

R

R

R

R

R

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R

R

assembly rail #1

assembly rail #2

assembly rail #3

R Assembly Robot

E Elevator

I Airlock

Z Cargo Hold

ELEVATOR

The elevator connect all decks and it is 24 meters long. If the elevator cannot work for any reason, it is possible to move from deck to deck by means stairs that connect each adjacent deck.

STARSHIP BUILDING

BUILDING ADVANCEMENT

The paragraph below present a simple step-by-step procedure to build a starship in the Aephestus shipyard. Skill checks and notes are the only requirements to apply this procedure.

The Aephestus shipyard can build starships of the fighter and frigate hull type, and the maximum hull capacity is four fighter's hull or one frigate's hull.

BUILDING PROJECT

A building project is constituted by a starship and its main components. The main components are all those listed as hull, fitting, weapons and defense, as shown in the Stars Without Number rulebook including you homebrew stuff.

STEP 1: Define the Target Value

The Target Value is the final price of the starship you are going to build. The final price is the sum of the prices of hull, fitting, weapons and defense as presented in the rulebook.

STEP 2: Set the duration of the Building Phase

The chief engineer decides in advance the duration of the Building Phase by taking the action Project Planning, which will be expressed in days, weeks, months, etcetera. Defining the duration of the building phase represents the building plans made by the chief engineer. For example, the chief engineer decides that the building phase is going to last 3 weeks and he will plan the tasks accordingly; this doesn't mean that the building project will be over within 3 weeks.

STEP 3: Set the DC of the Building Phase

The chief engineer decides how difficult and quick is going to be the building phase. A high DC may represent that the chief engineer is pushing the technicians to work harder and longer, or that he wants to complete the assembly of some particularly complex components.

STEP 4: Roll the skill check for the Building Advancement

Once the duration and the DC of the building phase have been set, you can proceed to roll the skill for the building advancement.

The roll of the building advancement will apply for the whole duration of the building phase.

Roll a Fix skill check and add cumulatively the Fix skill bonus of the chief engineer, the drone specialist and that of the technicians.

If the skill check is successful, then multiply the skill roll for the DC you previously set.

The value of the multiplication represent the daily advancement expressed in credits, this daily advancement will be applied for all the duration of the building phase unless the chief engineer takes a Reconsider the Plan action. If the skill check is not successful, then treat the building advancement as a successful skill check but reduced by 80%.

STEP 5: Completing the Building Project

The project is complete when the building advancement reach the target value. This may take many building phase of course.

Example

The chief engineer decides that the building phase is going to last 3 weeks and then he sets a DC to 20. The Fix skill bonus provided by the whole crew is +2 (chief engineer: +2 Int/Fix), +3 (drone specialist: +2 Int/Fix; +1 Int/Program), +20 (technicians: +1 Int/Fix; +1 robots per technicians) for a total of 25.

The skill check is automatically successful (in this example), unless the Game Master employ rules for critical failures.

The players roll 8 (2d6) and add 25 to the skill check. The total is 33 (8+25), and then they multiply 33 for 20, which is 660 credits of daily advancement.

This daily advancement is going to be applied during all the building phase that the chief engineer set to be 3 weeks. After 3 weeks the building advancement accomplished by the first building phase will be 13,860 credits (660 credits x 21 day).

PERSONNEL

The Aephestus can host up to 15 crew members. Below we propose a default crew composed by a Chief Engineer, a Drone Specialist, a Purchase Manager, ten technicians plus two vacant places.

The two vacant places are the Captain and the Medical Officer, just in case the Game Master needs an adventure hook to introduce at least a couple of players. In alternative, the Game Master and the players may agree to form a whole new crew, in such a case they can roll or prepare non-player characters to compose a custom crew.

Chief Engineer

A chief engineer supervise the ongoing building project and carefully plans the building steps.

The chief engineer usually operates from the command room where he can monitor the work of the technicians.

Is the chief engineer who prepares and plans the building phase (see Starship Building for more details) of the building project, and he is responsible for changing it while still ongoing if things are not going as planned.

Wage: 200 credits per day.

Skill: Fix +2

Chief Engineer Actions

The chief engineer may take some actions before and during the building procedure, these are **Project Planning** and **Reconsider the Plan**.

Project Planning: The chief engineer decides the duration of the Building Phase (Step 2 of the building project). The building phase can be expressed in days, weeks, months etcetera.

The duration of the building phase cannot be changed unless the chief engineer take a Reconsider the Plan action.

Once the duration of the building phase is over, the chief engineer can take another Project Planning action to start a new building phase.

Reconsider the Plan: The chief engineer may decide that the plans he made for the building phase of the building project have to be undone.

This usually happens when the skill roll is too low and the building phase was too long.

In order to Reconsider the Plan at least one week have to pass. After one week has passed, the chief engineer individually roll a **Int/Fix** skill check using the DC set in Step 3 of the building project.

If the skill check is successful, then the whole crew is entitled to re-roll the skill check for the building advancement as described in Step 4 of the building project.

Drone Specialist

A drone specialist is in charge of programming and remote piloting the drones that help the technicians during the building process.

A drone specialist adds her **Int/Fix** and **Int/Program** skill bonus to the skill check to determine the building advancement.

Besides that, thanks to her programming skills, the drones automatically accomplish tasks to speed the construction up; every drone working on a building project increase the daily building advancement by 100 credits per drone.

Wage: 130 credits per day.

Skill: Fix +2; Program +1

Purchase Manager

Purchasing on time, optimizing space in the cargo hold with every incoming load, negotiating prices with supplier and much more.

The purchase manager care for all those things that occurs even before the building project starts.

The purchase manager enters the “battlefield” every time new components are required for a building project.

Wage: 150 credits per day.

Skill: Administer +2

Purchase Manager Action

The purchase manager may take some actions before and during the building project, these are **Just in Time** and **Cargo Optimization**.

Just in Time: The purchase manager take this action when the shipyard has to purchase a hull, fitting, weapon or defense system and have it delivered at the cargo hold.

The purchased component is usually delivered in 1d4 weeks and the base price of a packed component is 50% of the price stated in the core rulebook. A packed component cost 50% because it cannot be mounted on any starship until it is unpacked and assembled at a shipyard.

Before purchasing a component the purchase manage negotiates with the supplier price, delivery costs, delivery time and other terms and conditions.

Roll a **Cha/Administer** skill check and refer to the table below.

2-4 = +25% purchase base price; delivery time 2d4 weeks.

5-7 = +10% purchase base price; delivery time 1d4+1 weeks.

8-10 = normal purchase base price; delivery time 1d4 weeks.

11-12 = -10% purchase base price; delivery time 1d3 weeks.

13+ = -15% purchase base price; delivery time 1d2 weeks.

Cargo Optimization: The purchase manager, by arranging deliveries and space in the cargo hold, can substantially increase the amount of mass that the cargo hold can effectively contain. This predictive system and accurate calculation depends on the purchase manager skill, so roll a

Int/Administer skill check and refer to the table below; the effects will last for 6 months.

2-4 = cargo hold capacity reduced by 1d4 mass.

5-7 = cargo hold capacity reduced by 1d3 mass.

8-10 = cargo hold capacity increased by 1d4 mass.

11-12 = cargo hold capacity increased by 1d4+1 mass.

13+ = cargo hold capacity increased by 4 mass.

Technicians

Technicians are those who actively build the starship and spend their time in vacuum to assemble the components. They follow the indications of the chief engineer of course, but their skill is vital and not a secondary matter. They must possess a good knowledge of engineering, and they need a good training in piloting the robots.

Wage: 70 credits per day.

Skill: Fix +1; Pilot +1

STARSHIP REPAIRING

The Aephestus shipyard is equipped to repair damaged starship also. Repairing a starship does not usually imply substituting a whole component, it is about fixing and putting together a broken one.

Repairing Advancement

Time and cost to repair a starship depend on starship's hit points and price.

- 1) Determine the base price, which is the purchase price of the ship divided by 2.
- 2) Divide the base price by the starship's hit points; this is the base price of every hit point.
- 3) Multiply the base price of every hit point for every hit point lost; this is the target value, expressed in credits, to complete the repairing.
- 4) Assign a certain number of technicians to form the repairing team; these guys are those who will take care of the damaged starship.
- 5) Roll a DC 10 cumulative **Int/Fix** skill check.
- 6) If the skill check is successful, then multiply the skill roll for 10, with ten being the assigned DC. This represents the repairing advancement, expressed in credits, accomplished in each day of work. The repairing is complete once the repairing advancement equals the target value.

