

# Ne-P1-2A Shipyard Module

A module designed for the [Ya'tronesha Hub Station](#), its purpose is to give the Hub the ability to construct ships. It was made available in ER 750.

## About the Ke-P1-2A



## Details

Organization Using This item: [Kingdom of Neshaten](#) Type: Shipyard Nomenclature: Ke-P1-2A Designers: Se'verem Industrial Consortium and Neshaten Dockyards Research Departments Manufacturers: Se'verem Industrial Consortium and Neshaten Dockyards Entered service: ER 750 Crew Requirement: Depends on workload.

## Dimensions

Width: 17 Kilometers (10.0 Miles) Height: 10 Kilometers (6.2 Miles)

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

Hull: 150 Structural Points (SDR) Shields: 150 Shield Points (Threshold 5)

## Components

### Attachment Corridors

The module has six attachment corridors that allows the module to be connected to the HUB or to other modules, the corridors are equipped to transfer water, power, and personnel from one point to another.

### Light Yard

These shipyards are designed to build strikecraft and gunships, up to light destroyers. The shipyards use automated machinery in order to produce some of the materials needed to build ships. There are sixteen of these yards on the module.

### Medium Yard

The medium yards are used to construct cruiser class vessels, or can be used to build multiple smaller vessels are once.

### Large Yard

The Large Yard is designed to build anything that is too large to fit into the light or medium yards and thus are external. It includes external docking clamps to keep the ship in place during construction along with flood lights. There are six of these large yards.

### Foremens Offices

There are four foremen offices, each one located at each indivisual yard to help oversee construction and ensure safety procedures are being met. These offices include a desk, chair, chalkboard and sticky-board for blueprints and also a video monitoring system so that the foremen can monitor construction while attending to other duties.

## Material Storage

There are six large material storage yards for storing of shipyard construction material with each possessing their own hangers for freighters and supply ships to dock and offload in.

## Repair Yard

Although all four yards can serve as repair yards in the event of an emergency, there is a dedicated repair yard located on the bottom and top of the module. These yards are typically 'closed' when not in service, freeing up their crews for ship building. The yards themselves are protected by two sliding doors that are nearly a foot thick. Each yard has enough room to repair up to eight She'tan'ora class vessels at once.

## Systems

### Life Support

There are four life support generators in the module, that allows it to be sealed off from the Hub. In an emergency, the generators can provide up to two seasons of recycled air before they must be replaced.

### Generator

The module has four medium sized [Lunabren generator](#) that provide power for the shipyards functionality.

### Gravity Feed System

The GFS is a system of gravity tubes located through the module that helps transport materials easily through the module and to each individual yard. The tubes are 'not' designed for people, however, due to the speed that the materials travel. Once an item reaches its destination it is slowed down where it'll arrive in that yards storage bay.

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