

Dracrei Shipyards

The Dracrei Shipyards are a subsidiary of [Mining Guild](#) for building its larger space worthy Technology.

Not for sale.

About The Shipyards

The acquisition of the Dracrei Shipyards by the [Mining Guild](#) marks a strategic investment aimed at enhancing their capacity for starship production and technological innovation. Recognizing the immense value of the talented engineers already in place, the Guild intentionally sought out individuals with backgrounds in prestigious organizations such as the New Dusk Conclave's [Department of Engineering](#), and even those who had honed their skills within Yamataian shipyards under the auspices of the Yamatai Star Empire.

This deliberate recruitment strategy underscores the Guild's commitment to leveraging top-tier expertise to propel their endeavors to new heights. By bringing aboard engineers with a wealth of experience in cutting-edge technologies and shipbuilding methodologies, the Mining Guild gains a distinct competitive advantage in the fiercely competitive arena of interstellar commerce and exploration.

The engineers' prior affiliations with renowned institutions ensure that the Mining Guild gains access to advanced technologies previously beyond their reach. From propulsion systems to defensive mechanisms, the expertise of these seasoned professionals unlocks a treasure trove of possibilities, enabling the Guild to craft starships that are not only technologically sophisticated but also tailored to their unique operational needs.

Moreover, the engineers' familiarity with alternate energy sources represents a paradigm shift in the Guild's approach to propulsion and power generation. Armed with insights gleaned from their diverse experiences, they spearhead initiatives to harness renewable energy and explore unconventional fuel sources, reducing reliance on traditional methods and positioning the Guild as a trailblazer in sustainable spacefaring practices.

In harnessing the combined talents of the Dracrei Shipyards' engineering team, the Mining Guild embarks on a journey of innovation and transformation. Their collaborative efforts herald a new era of starship construction, characterized by unparalleled efficiency, reliability, and adaptability. As the fruits of their labor take flight across the cosmos, the Mining Guild solidifies its position as a pioneering force in the galactic community, guided by the ingenuity and vision of its exceptional engineers.

History

To construct the Dracrei Shipyards, the [Mining Guild](#) used their newly acquired assets as well as old Nepleslian technology that they had gained in early [YE 42](#) which they later combined and also rebuilt to

provide the [Mining Guild](#) a continued means to producing their ship requirements. Once experienced Engineers began joining them in mass and formed the Engineering Core, the shipyard benefited by this experience, and the Shipyard gained advanced technology to use in the shipbuilding.

With the completed construction of their Space station home, they attached the Shipyard to it, for ease of travel from the Station to the shipyards and back. Human Dracule Alexander and Nekovalkyrja Rei Mikamoto were later given positions in charge of this Shipyard, and they used part pf their names to give it a name.

The Engineering Core

The Engineers of the Dracrei Shipyards represent a fascinating confluence of talent and ambition. Originating from diverse backgrounds within the New Dusk Conclave's [Department of Engineering](#) and other specialized factions, they share a common desire for innovation and autonomy. For many, the allure of forging their own path away from the constraints of their former organizations was irresistible.

Within the Dracrei Shipyards, these engineers find a sanctuary where creativity flourishes and individual contributions are valued. While some may have initially sought refuge from the rigidity of military-focused endeavors, they discovered a new purpose within the Mining Guild. As part of the Engineering Corps, they lend their expertise to the construction of vessels that fuel the galaxy's industrial backbone.

What sets this core group apart is their unwavering commitment to equality and inclusivity. Regardless of species or gender, each member is afforded equal rights and compensation. This ethos not only fosters a sense of unity but also unleashes the full potential of their collective talents. In this meritocratic environment, ideas flow freely, and barriers to progress dissolve.

The multi-species nature of the Engineering Corps enriches their collective knowledge base, allowing for a synthesis of perspectives that drives innovation. Diverse approaches to problem-solving become their greatest asset, leading to breakthroughs that redefine the boundaries of possibility in ship design and construction.

As they continue to push the boundaries of technological advancement, the Engineers of the Dracrei Shipyards serve as a beacon of progress and cooperation in the ever-expanding cosmos. Their journey stands as a testament to the transformative power of collaboration and the enduring spirit of exploration.

Shipyard info

Shipyard (Top view)

Shipyard (Horizontal)


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Compartment Layouts

Passageways

The Passageways run along and inside the Shipyard with an equally large and wide tunnel-based system that on the outside were made with a [Transparent Durandium](#) material, allowing those walking the passages to see outside from the Station. Specific positions of these transparent tunnels allow for the viewing of where they and their Miner colleagues worked and any Starship traffic that might occur. The Shipyard passageway attached to Omacron was transparent.

Wardroom

The Shipyard is attached to Station Omacron by a tunnel, large enough for the tallest of beings and durable enough for the heaviest of beings. This tunnel opens up into a wide area. On one side there was a cafeteria where the Engineers could eat their food, though, with the swift transit, they could eat something in the Station's city.

At the border end of the cafeteria, that divided the cafeteria and the lifts down was a desk where an Employee had assignments for the Engineers to go work on either Starships or the other pieces of technology. Across from this were the lifts and away from the cafeteria were places where there were holo games such as card games.

Starship construction area

The Ship construction area is a massive complex that easily overshadows the [Dragon class](#). In this section, there was no gravity, but the ships being built here are kept in place by magclamps. For safety reasons, the Engineers use the NDC's [Ace bodies](#), and a small hovering platform to get them to where they need to go. Sometimes, singing can be heard on the comm channels as the Engineer's work.

Armored Hull and Hull Integrated Systems

The top section of the Shipyard was a tier 15 hull structure, composed of a combination of [Durandium](#) and [Aggregated Diamond Nanorods](#) along with layers of graphene sandwiched [Osmanium](#) spread throughout. This is within a shell of [Aegium](#), which also makes up the support structure deeper within.

Computers and Electronics

While the Station is controlled by the [King type AI](#), the shipyard section is controlled by [Eve](#) which aided the construction of the ship via the management part of the development, with the capacity to remind others of planned construction.

The inhabitants use various communications, including the [King Type communication system](#) for alternate messages. The adaptive AI can communicate with Omacron and vice versa.

Emergency Systems

A bank of 40 [NDC Power cells](#), acts as emergency power source in the event that the [Power Core](#)'s power die. This will ensure that comms, life support, and sensors continue to receive power for three weeks.

Life Support Systems

The Wardroom section has air producing technology using standard [External Respiration Kit](#).

Waste Disposal

Waste is transferred to a large tank where a huge magnet slides over the ceiling; metal items are picked up by this and are transported to a new tank. It is then where an advanced sorting system sorts the pieces into proper holes. The metal is smelted, and merges into what would normally be a giant ingot, had it all not been separated again before it entered the molds. The metal is sent to the various factories of the [New Dusk Conclave](#) to be made into new items.

Manure followed a similar direction, as it too is dropped into containers that are transferred to farms or factories that can turn it into fertilizer. Broken electronics are taken apart, the metal joins the other metal, and the other materials follow suit in their respective compartments.

Other Life Support Systems

Besides the other Life support, some pipes transfer water, and flushing toilets, and working sinks. The water is quadruple filtered so that nothing, not even microbes, can contaminate water. The Salt in the water is sent to a different area where it is made for a new purpose. This allows the Settlers to drink water should they need to.

Shield Systems

Due to being connected to Station Omacron, and Station Decacron, it is protected by the [Paladin Barrier System](#).

Shipyard related info

Production and Build time

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Class	Commercial Description	Base Tier	Build Time
Very Light	Stork Class	8	4 days
Light	Magpie Class	11	8 days
Heavy	Carriers	13	16 days
Very Heavy	Dragon class	14	20 days
Space Station	Station Omacron	15	60 days
Capital Ship	Durandium Phoenix	15	60 Days
Platform	Mobile Settlement	15	24 days
Shipyards	Mining Guild's Dracrei Shipyards	14/15	30 days

Non Shipyard related info

Production and Build time

Name	Type	Build Time
Mineral Scanner	Scanner	1 day
Mining Probe	GPS type probe	1 day
Mole Claws	Dig tool	1 day
Plasma Cutter/Torch	Hard Rock Cutting Tool	1 day
ANT Power Armor	Mining Power Armor	1
Miner Undersuit	Mining Power Armor Undersuit	1
RECORM Bots	Mining Drone	1

OOO Notes

[Charaa](#) created this article on 2020/04/01 11:23.

Products & Items Database	
Product Name	Dracrei Shipyards
Manufacturer	Mining Guild
Price (KS)	118,000,000.00 KS

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Shipyard was created by [Charaa](#) using doga

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Newly-approved factions and corporations may start out with one shipyard.

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Last
update: corp:mining_guild:shipyards:dracrei_shipyards https://wiki.stararmy.com/doku.php?id=corp:mining_guild:shipyards:dracrei_shipyards
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The construction process of huge space stations, shipyards, starships, and system defense platforms cannot be “sped up” for any reason.

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