Ship Name
PORT HADRIAN

Make / Model / Class
Space Station

Size & Frame
"Gargantuan" Carrier

Speed
1

Maneuverability
Poor, Turn 10, Pilot +2

Rating
0

Hyperspace Engine

PCU
1000

Power Core
Gateway Ultra + Heavy

Shields
Heavy Shields 360

Sensors
Basic long-range

Tier
20

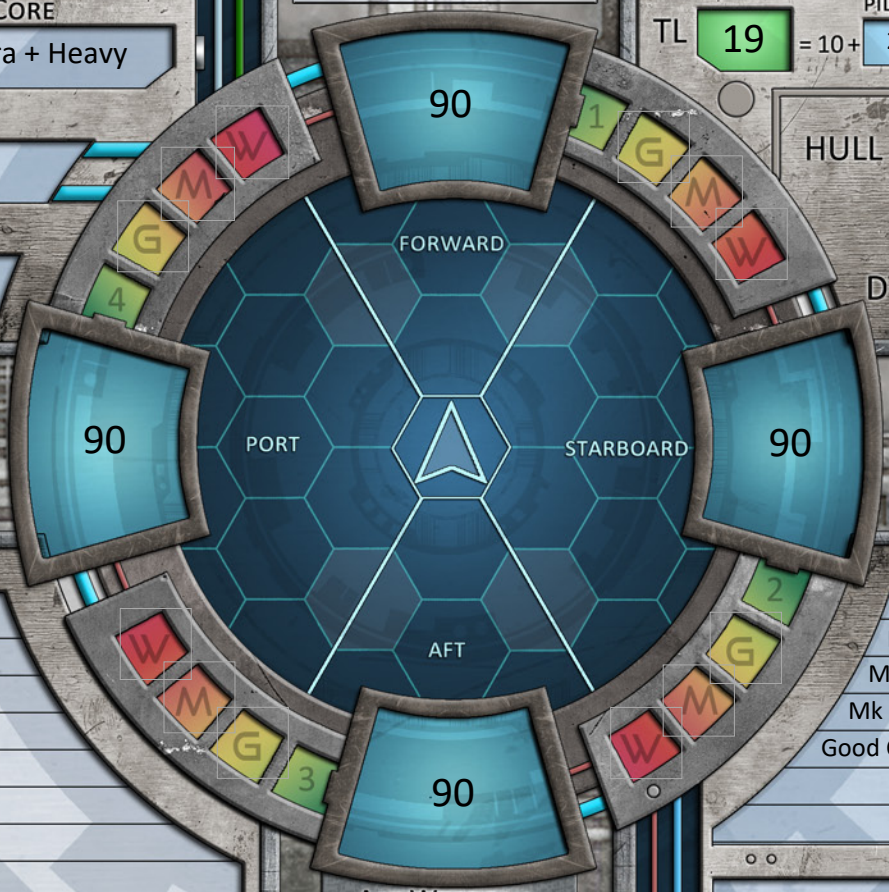
Turrets
- Heavy nuclear missile laun
- Heavy nuclear missile laun
- Heavy nuclear missile laun
- Heavy nuclear missile laun

Forward Weapons
- Maser
- Maser
- Heavy nuclear missile laun
- (empty)

		Pilot	Armor	Size	Misc
AC	20 = 10 +	20	6	-6	
TL	19 = 10 +	20	6	-6	-1

Hull: Total 390, Current

Thresholds: DT 10, CT 48



Port Weapons
- Maser
- Maser
- Maser
- Maser

Starboard Weapons
- Maser
- Maser
- Maser
- Maser

Aft Weapons
- Maser
- Maser
- Heavy nuclear missile laun

Crew
- Captain
  - Diplomacy +39
  - Intimidation +34
- Engineers
  - Engineering +34
- Gunners
  - gunnery +34
- Pilot
  - Piloting +33
- Science Officers
  - Computers +36

Systems
- G4 Thrusters
- MK 6 Armor
- MK 3 tetranode
- Mk 6 Defenses
- Good Crew Quarters

Expansion Bays
- Power Core Housing
- Medical Bay
- Recreation Suite
- Tech Workshop
- Synthesis Bay
- Arcane Laboratory
- Cargo Hold x5
- Guest Quarters x10
- Shuttle Bay x2
- (empty x5)

Notes

Complement 200

spent 939 /1000 BP using 912 PCU

Critical Damage
- 01 - 10 G M W Life Support
- 11 - 30 G M W Sensors
- 31 - 60 Weapons
- 61 - 80 G M W Engines
- 81 - 00 G M W Power Core

Modifiers
- Pilot +0
- +3 on four checks

Cargo & Passengers
- Housing for up to 1000
- 20 External Bays:
  - Hangar Bay x4
  - Launch Bay x4

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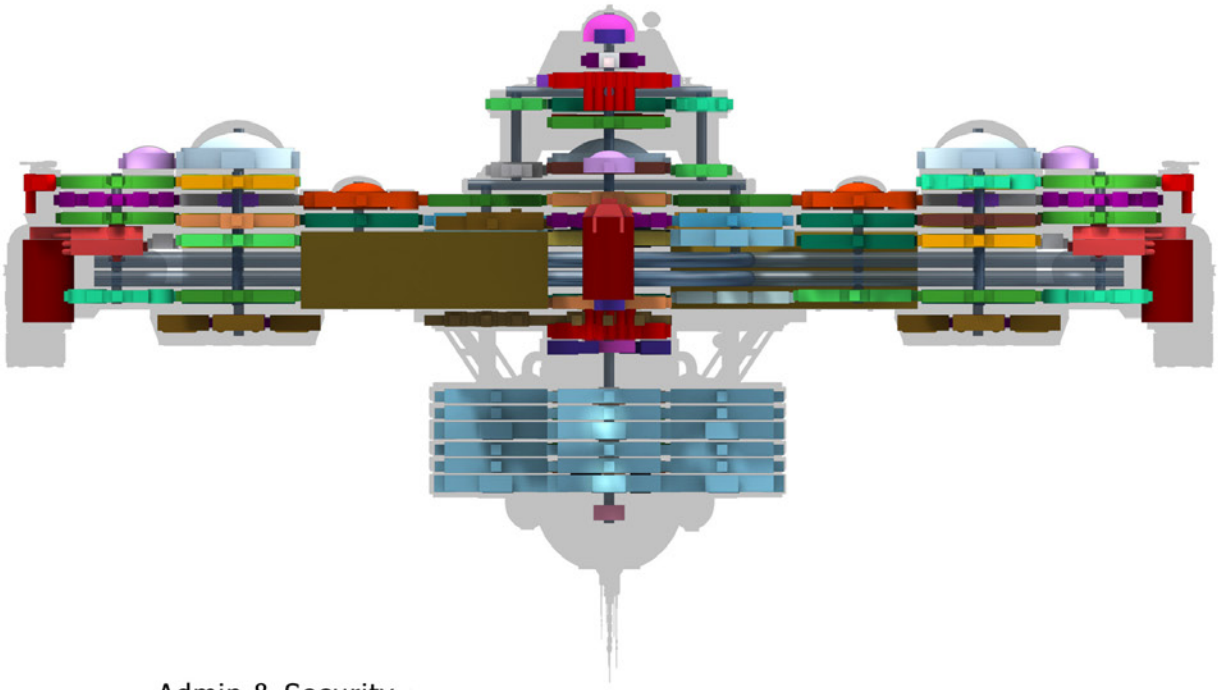
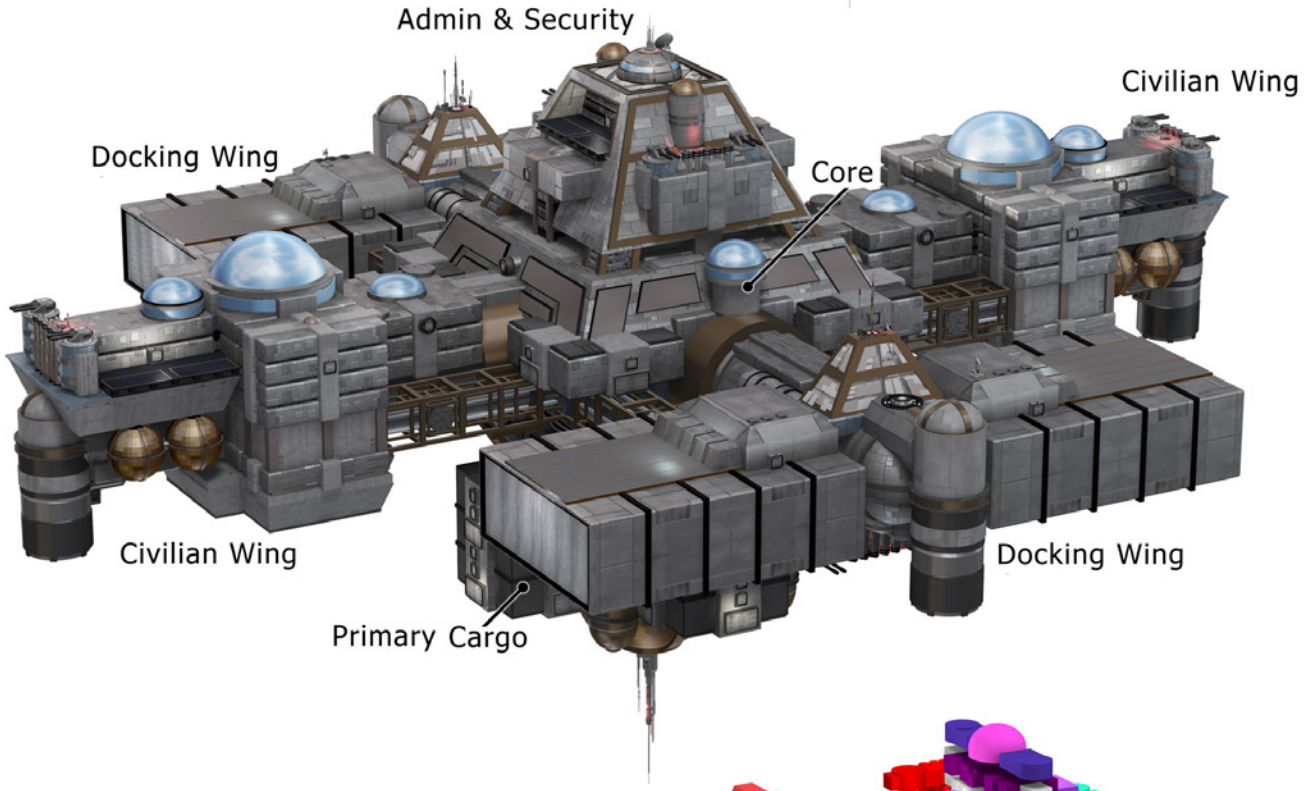
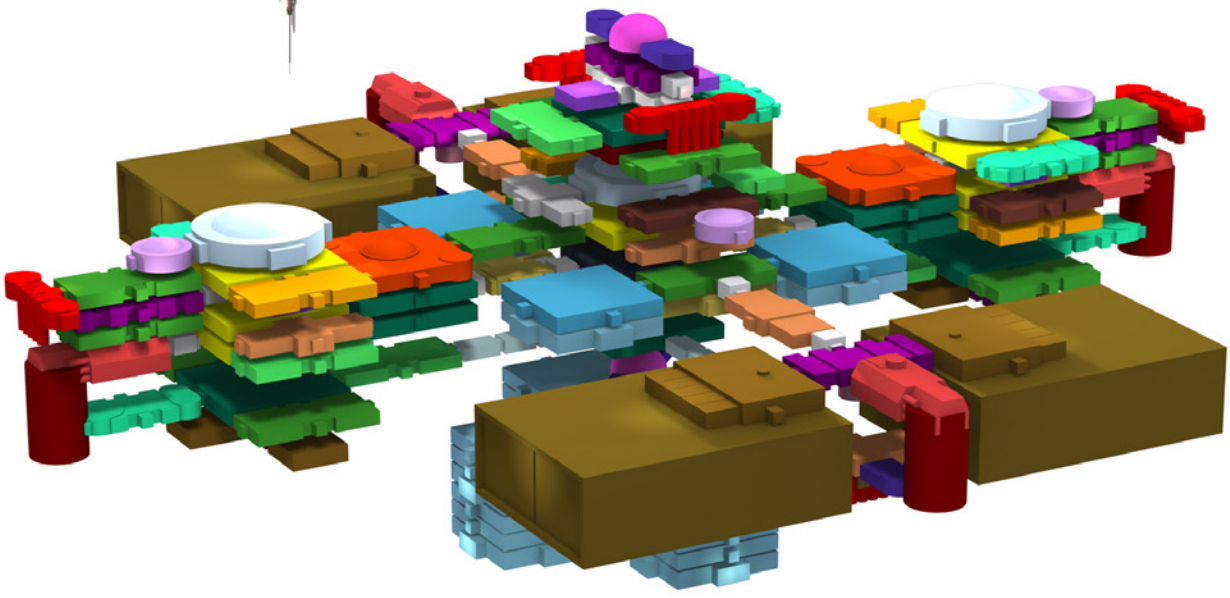
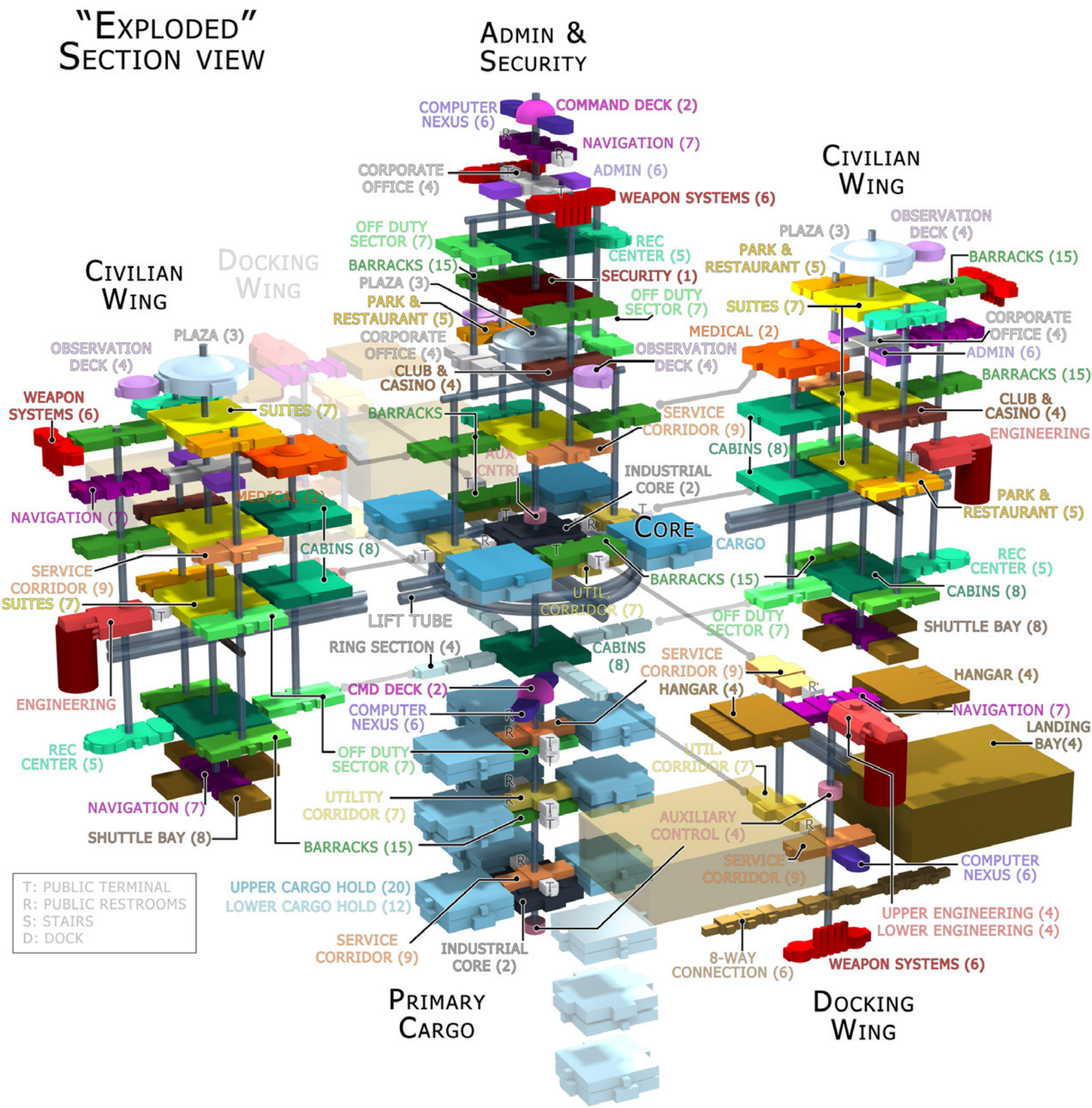
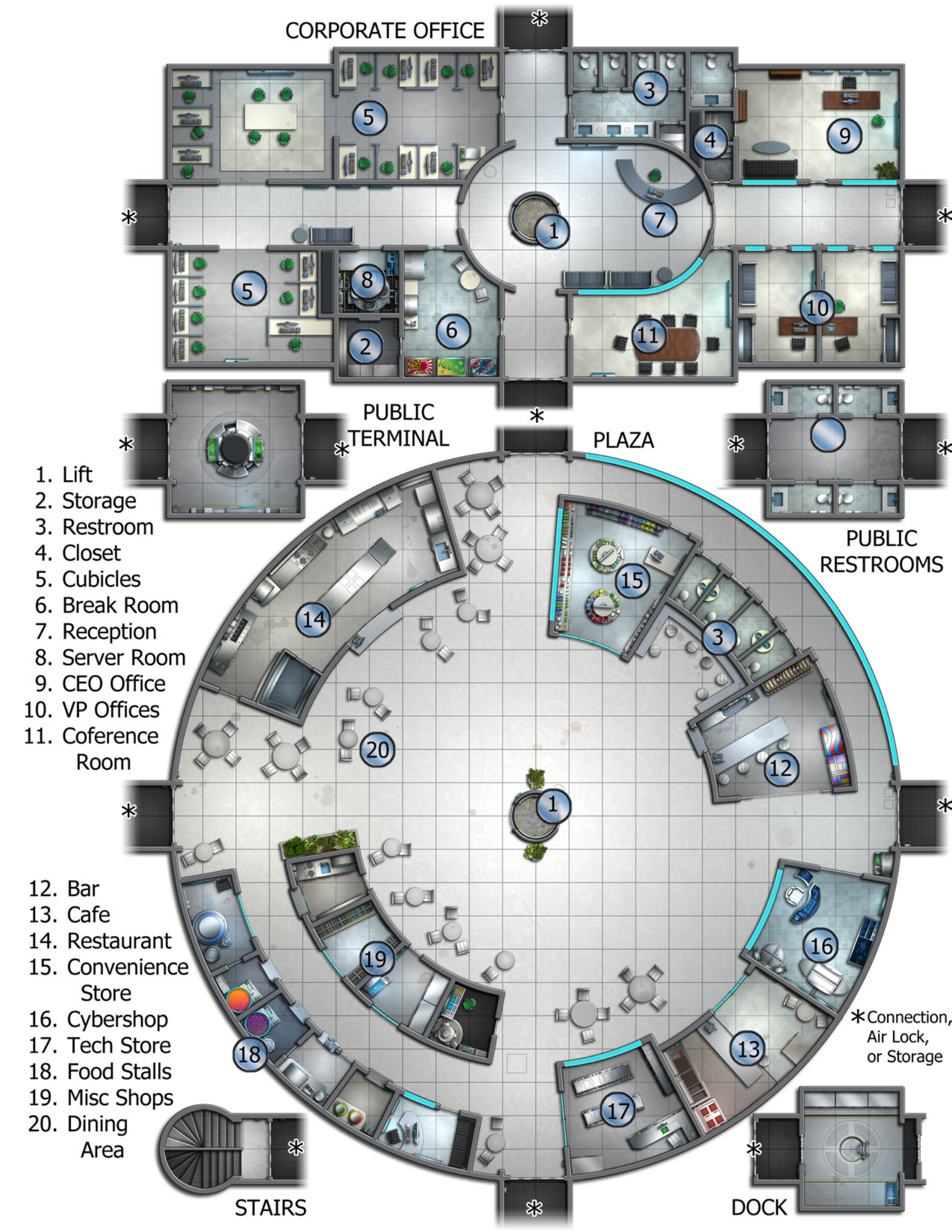


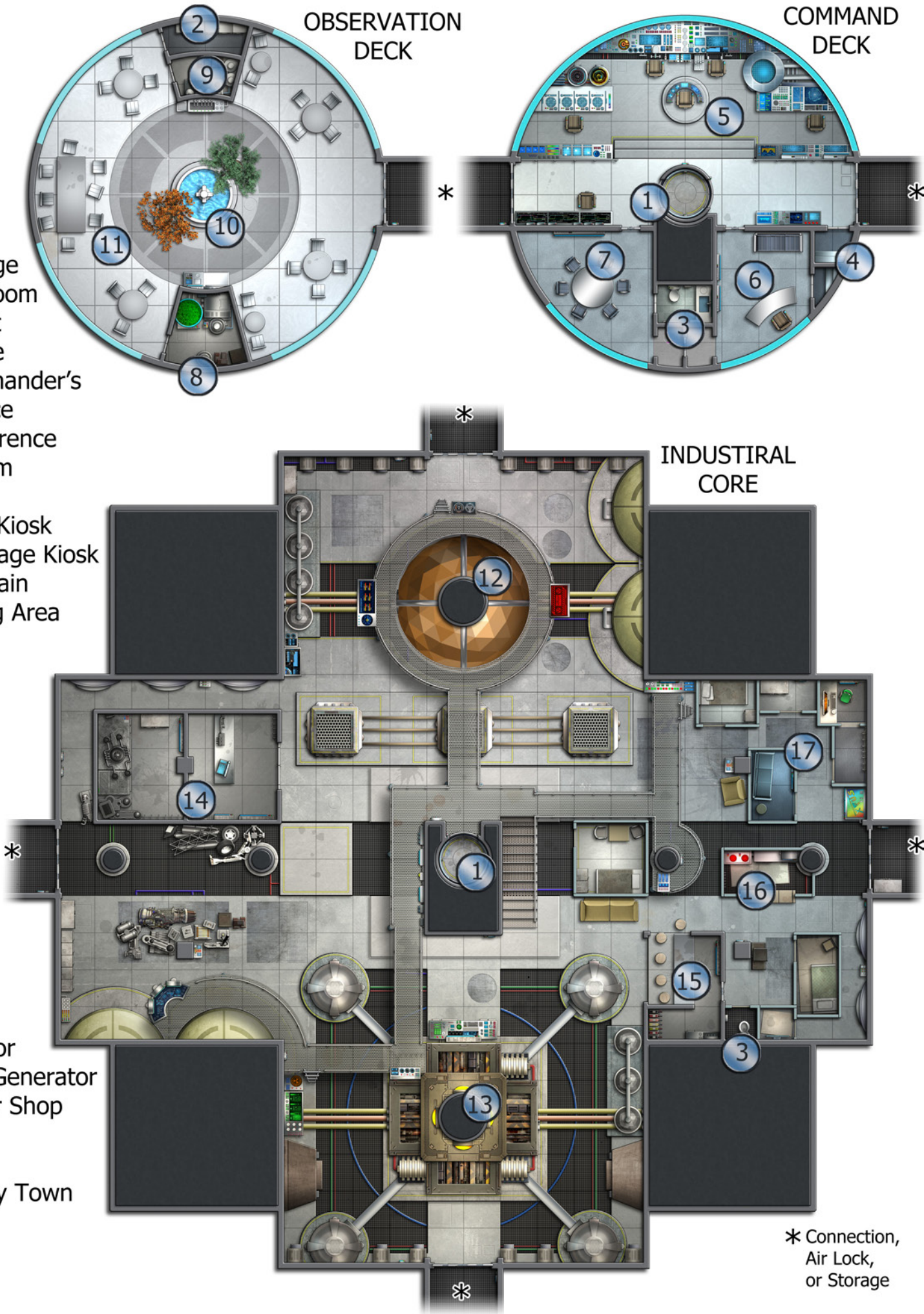

Admin & Security
Civilian Wing
Docking Wing
Core
Civilian Wing
Docking Wing
Primary Cargo





From the "Port Hadrian" issue of *Armada Codex* by Ryan Wolfe. Visit **0-hr.com** for more.
Note that Port Hadrian also uses map sections from NERO, Trajan, and Augustus.


CORPORATE OFFICE
PUBLIC TERMINAL
PLAZA
PUBLIC RESTROOMS
STAIRS
DOCK
1. Lift
2. Storage
3. Restroom
4. Closet
5. Cubicles
6. Break Room
7. Reception
8. Server Room
9. CEO Office
10. VP Offices
11. Coference Room
12. Bar
13. Cafe
14. Restaurant
15. Convenience Store
16. Cybershop
17. Tech Store
18. Food Stalls
19. Misc Shops
20. Dining Area
*Connection, Air Lock, or Storage


OBSERVATION DECK
COMMAND DECK
INDUSTIRAL CORE
1. Lift
2. Storage
3. Restroom
4. Closet
5. Bridge
6. Commander's Office
7. Conference Room
8. Food Kiosk
9. Beverage Kiosk
10. Fountain
11. Dining Area
12. Reactor
13. Grav Generator
14. Repair Shop
15. Bar
16. Food
17. Shanty Town
* Connection, Air Lock, or Storage