

Tabletop Adventures Presents:

DESTINATIONS: SPACEPORT BLACK ORCHARD

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Introduction

Black Orchard, the second spaceport in Tabletop Adventures' Destinations line, is in business to shift cargo and lots of it. Visitors and passengers alike are well provided for here, but the primary bread and butter of this port is heavy cargo. This destination is a fully described spaceport providing a location for refueling, diagnostics and refitting of any vessel. *Black Orchard* is a great location for picking up a load or recovering from a recent encounter with a strange nebula or nanotech life form. The port can be dropped into any space travel sci-fi campaign with little or no prep – just read the overview, and you're good to go. *Black Orchard* is 100% description (no rules material or crunchy bits), making it entirely system-neutral.

Throughout this PDF you will find sections of text that are designed to be read aloud to your players. They follow this format:

Scene Name

Read-aloud text. [Notes for the GM, not to be read aloud.] *Additional read-aloud text.*

Where Can I Use This Spaceport?

Black Orchard is written to be placed on a world with breathable atmosphere and Earthlike gravity and situated just outside a large city.

If you would like to use *Black Orchard* on a less Earthlike world, you will need to change a few details – for example, if the atmosphere is not breathable, *Black Orchard* personnel (and everyone who lands there) should be wearing breathing gear. If *Black Orchard* is not placed adjacent to a large

population center, additional periphery structures and underground space will be necessary to house the large cadre of support staff here at the port.

Overview

A compact spaceport built to accommodate cargo ships and trade, *Black Orchard* is a commercial venture owned and operated by an alliance of merchants called the Commissars. This group of fourteen merchants have spared no expense in outfitting this port for business.

Black Orchard from the Air

As your ship drops in low, skimming towards the spaceport, it is plain see why it is called Black Orchard. Five immense columns jut up along the length of a vast expanse of permacrete, each one topped with a wide disk of some sort from which dangle numerous appendages. Dozens of ships dot the otherwise featureless rectangle that surrounds the five towers, and you can see several smaller ships taking off on the far side of the port. As you get closer, you see movement on each of the structures – articulated crane arms attached to each tower are lifting up pieces of spaceship hull and probing inside open hatches. Closer still, and you can see hundreds of people moving across the open expanse, climbing in and out of docked ships and scuttling up and down the massive towers.

Refueling

Armored pipes run up the center of each tower column, carrying fuel, oil, lubricants and other fluids that many ships (both atmospheric and trans-atmospheric) need. Attachments in the base of each armature – the long cranes that dangle from the disks atop each tower – allow them to connect up with whichever hose they need, and from there the fuel can be piped to the ships on the ground below.

Diagnostics

Computer banks in each tower are connected to the armatures, and the armatures themselves are outfitted with a wide range of software and connectivity options. These can be linked up with shipboard networks, allowing the Orchard's techs to run diagnostic checks on the ships that dock there. These tests can be used to isolate problems and determine the best course for repairs, and the spaceport's computers are top of the line – they bring a lot more power to bear than the average shipboard computer.

Refitting

All five towers are set up to handle basic repairs, swapping out hull plates, detailing and other refitting work on the ships docked beneath them. Parts can be hauled up inside the body of each tower and then lowered down by the armatures, or they can be hoisted up from below by the armatures themselves. Specialty repairs are better handled by the individual towers that are best equipped to deal with them: Armadillo Tower for hull work, the Widow for sensors, Gatling for weapons systems and Igor for anything truly unusual.

Loading and Unloading

Most loading and unloading at the Orchard is done by ground vehicles, but every tower has at least a couple of armatures that can haul cargo. This allows the station to service ships of all shapes and sizes, and to load or unload cargo from places

aboard those ships that are difficult to reach from the surface.

Air Traffic Control

There is a small docking control station atop each tower, right at the center of the disk. These stations are linked by the port's computer network, and supported by a fleet of tiny camera drones, as well as by other stations at the outlying edges of the Flats. Each tower's station is responsible for general traffic management – which is extensively cross-coordinated – as well as takeoffs and landings for the area immediately around its own tower.

Long Knife (Spaceport Defense)

Docked by the Long Knife:

Fully 600 feet tall, this tower dwarfs the other four – and unlike its cousins, the top of the Long Knife's disk is not bare. A forest of cannon, lasers, rail guns and missile batteries covers every inch of the disk, making the top of the tower look like a sea urchin. Drones hover around the tower, their cameras and sensors aimed at the permacrete surface far below – as well as the sky far above. As you watch, you see a trio of hoverbikes approach the tower from the far side of the Flats. Two guards ride on each bike, and without even slowing down they dart into a hangar in the edge of the disk, narrowly avoiding a crane arm that is swinging around to service one of the ships below.

The tallest “tree” in the Orchard, the 600-foot-tall Long Knife bristles with sophisticated weapons systems.

Very few attacks have ever been mounted against *Black Orchard*, and the Long Knife is the main reason why.

This tower has an unlimited field of fire against airborne targets, and a wide (though not unlimited)

