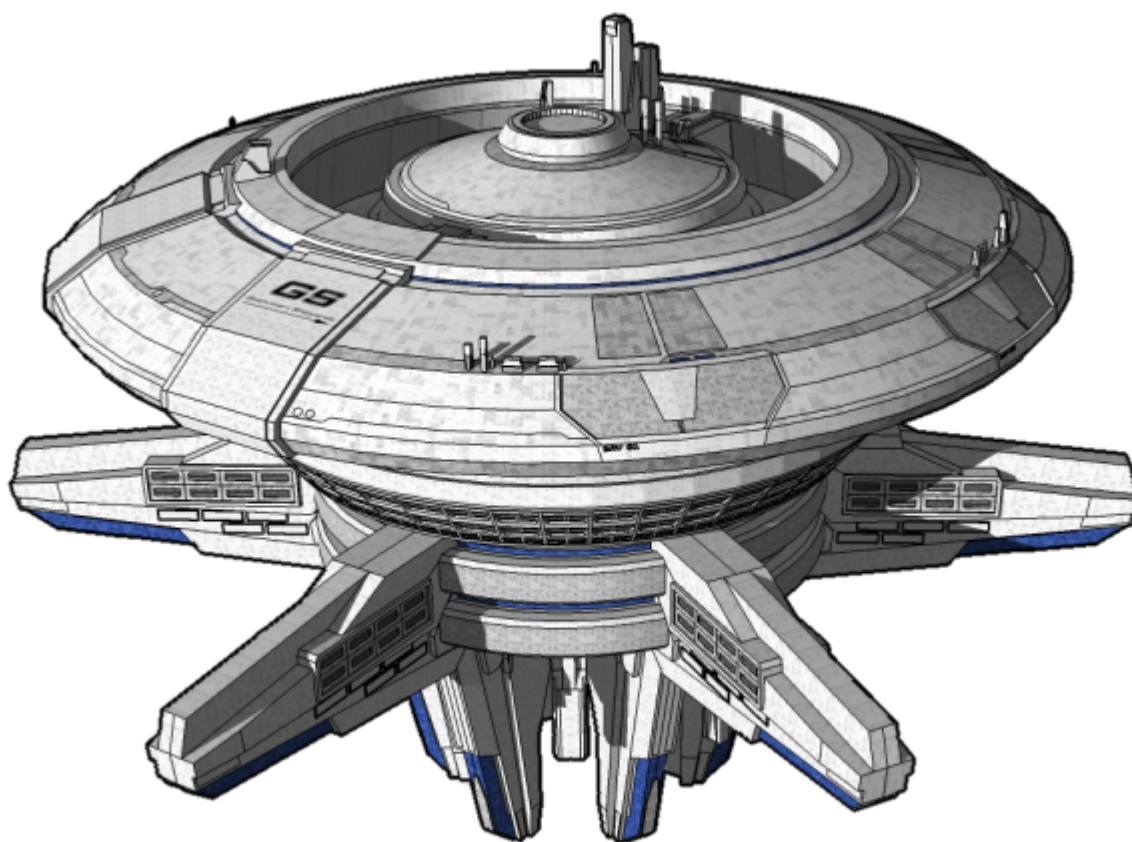


# Ge-H1-7A - Kōdaina Minato-Class Orbital Installation



The *Kōdaina Minato-Class orbital installation* is amongst [Geshrinari Shipyards](#) oldest station designs – and is the only one so old still in active service. It has long been utilized by the shipbuilding firm in an industrial capacity, providing many of the requisite construction and fabrication facilities needed to produce starships. Due to their size, existing stations of this class are under constant maintenance and are constantly upgraded and refitted in order to keep technological parity with newer, more recent station designs. The 7A variant is the latest fully-updated incarnation of the *Kōdaina Minato-Class*, made available in [YE 33](#).

## About the Kōdaina Minato



These vast structures are self-supporting arcologies, major centers of commerce, industry and home to millions of residents. Typically, these stations are only built in star systems with a high degree of development or significant material resources. The foremost characteristic of this particular station class is its versatility – each *Kōdaina Minato* station is a massive space-borne colony with fabrication facilities capable of crafting virtually all types of starship, advanced equipment, and materials. They also have large interior spaces dedicated to agricultural production, hydroponics and aeroponics. They have a total of 654 docking bays of varying size – many of which are able to accommodate smaller stations like the newer [Sanza-class shipyard](#), as well as some of the largest existing types of starship for the purposes of construction or maintenance. Whilst this station class is also capable of limited sub-light maneuvers and possesses the ability to reposition itself with its [hyperspace fold](#) system – it is intended to remain in a fixed position within a high traffic area. The class designation 'Kōdaina Minato' means 'Vast Harbor' in [Yamataian](#).

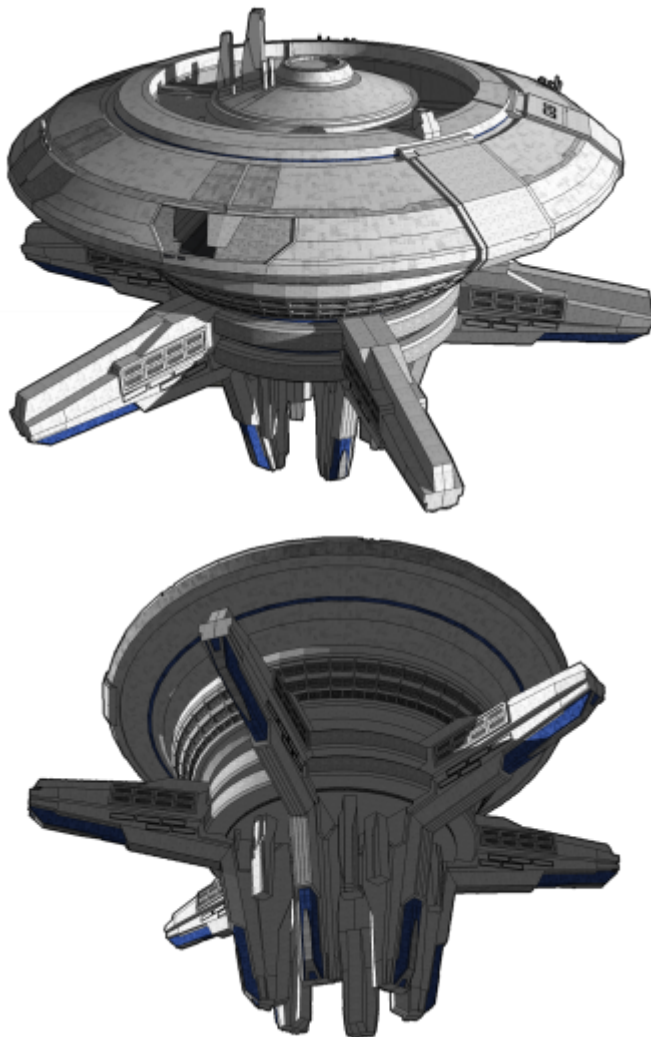
## History

The earliest *Kōdaina Minato* station was built by [Geshrinari Shipyards](#) during the companies first decade, giving them the industrial foundation required to construct larger classes of ships and new stations. Because of their size and prodigious cost, they were intended to last indefinitely – though each station

requires constant maintenance to ensure it is kept in full working condition. With [Geshrinari Shipyards](#) recent refurbishment of their shipbuilding facilities in [YE 33](#), the firm has once again updated their design to incorporate the latest advances in their technology – they also have begun refitting the existing stations to the updated 7a model.

The *Kōdaina Minato* design has never been a restricted technology and [Geshrinari Shipyards](#) has marketed the design to other civilian organizations, commercial entities and friendly government agencies – though due to the sheer cost and resources required to build these structures, they remain understandably rare. Those stations owned by corporations and companies – due to the large civilians populations – are usually jointly administrated with whatever government the commercial entity is most strongly affiliated with.

## Appearance





In terms of size, the *Kōdaina Minato* is comparable to the [Abwehran COSS-Type](#) and [Origin Industries OOSS-Type](#). The station reaches 43.56 kilometers at its widest points, whilst from top to bottom it reaches a height of 30.97 kilometers. The upper wheel-like section of the station houses the *Kōdaina Minato*'s six largest docks and most of its fabrication facilities, and is centered around the main residential sector and the primary command and control tower. Beneath those areas are the primary docking rings housing six-hundred docking bays in a range of sizes. Beneath the top three docking rings and at the same level as the two lower docking rings are the stations six fabrication armatures. The fabrication arms each have eight docking bays capable of accommodating all but the largest ships. Extending out of the bottom of the station are an additional six armatures, which primarily contain warehousing facilities for storage and the stations support systems. In-between the warehouse arms are additional, smaller residential sections.

## Statistics and Performance

### General Information

- Class: *Kōdaina Minato*-class Orbital Installation
- Type: Orbital Starport
- [Nomenclature](#): Ge-H1-7A
- Designer: [Geshrinari Shipyards](#)
- Manufacturer: [Geshrinari Shipyards](#)
- Manufacturers Suggested Retail Price: 925,000,000 [KS](#) or [equivalent currency](#) (Approximately 387,000,000 [KS](#) to upgrade from previous 6a model)
- Construction Time: Approximately 9 Months - [See Construction Schedule](#)

### Crew and Accommodations

- Crew Compliment: Approximately 9,300
- Workforce Compliment: Approximately 124,000

- Residential Capacity: Approximately 15,000,000
- Maximum Capacity: In an emergency situation the station's life-support systems can meet the minimum requirements for approximately 25 million individuals.
- Skeleton Crew Requirements: The stations core functions can be operated by a minimum of 6 individuals, supported by the stations AI and automated systems. An absolute minimum crew of 800 is recommended however, in order to properly maintain the station.

## Dimensions

- Width: 43.56 kilometers (27.07 miles)
- Height: 30.97 kilometers (19.24 miles)

Decks/Sections:

- Total Decks: 7,742
- Habitable Decks 7,200
- Uninhabitable Decks: 542
- Inertial Mass: 5,741,643,000 metric tonnes

## Propulsion Performance and Range

[Geshrinari Turbo Plasma Drive](#):

- Maximum Acceleration:  $312.28 \text{ km/s}^2$  ( $0.000,002,087 \text{ c/s}^2$  or maximum speed in four minutes)
- Cruising Speed: 59,959 km/s (37,260 mi/s or 0.20 c)
- Maximum Speed: 74,948 km/s (46,570 mi/s or 0.25 c)

[Geshrinari Hyperspace Fold Drive](#):

- Charging Time: 30 minutes minimum, 30 LY range. +10 Minutes per additional 10 LY up to maximum range.
- Maximum Speed: 195,192 c (0.2 ly/m)
- Maximum Range: 60 Light Years

## Durability and Maintenance

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

- Structure: 250 Structural Points (SDR)



- Shields: 250 Shield Points (Threshold 5)
- Service Lifespan: Indefinite
- Refit Cycle: Constant

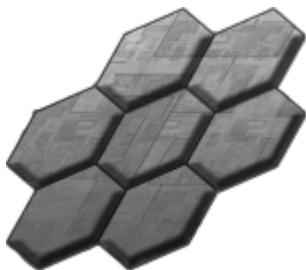


# Systems

## Hull

### Ge-H1-H3300 Geshrinari Station (NO) Hull Construction

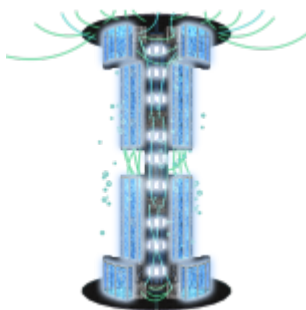
The *Kōdaina Minato* utilizes the [Ge-H1-H3300 Geshrinari Station \(NO\) Hull Construction](#) method. This means its body frame is composed of [Nerimium](#), whilst the hull and external plating are built out of [Osmiridium](#).



## Main Computer

### Ge-H1-E3300 Geshrinari Yogensha Quantum Computer System

The *Kōdaina Minato* is equipped with one [Ge-H1-E3300 Geshrinari Yogensha Quantum Computer System](#). This system is located within [Red Sector](#).



## Communications

### Ge-H3-E3300 Geshrinari STATCOM Network (Civilian)

The *Kōdaina Minato* utilizes the same [Ge-H3-E3300 Geshrinari STATCOM Network \(Civilian\)](#) system originally developed for the [Ge-H3-1a - Sanza-Class Shipyard](#). This system is located within [Red Sector](#).

## Ge-H2-E3301 Geshrinari Station Communications System

The *Kōdaina Minato* has been equipped with the latest station communications equipment developed by [Geshrinari Shipyards](#), the [Ge-H2-E3301 Geshrinari Station Communications System](#) – intended to be first utilized upon the [space\\_dock](#) which was also in development at the same time as the *Kōdaina Minato* refit. This system is located within [Red Sector](#).

## Sensors

### Ge-H1-E3302 Standard Station Sensors

The *Kōdaina Minato* is equipped with multiple [Ge-H1-E3302 Standard Station Sensors](#), located within [Red Sector](#).



## Life Support

### Ge-H2-V3300 Geshrinari Life Support System

The *Kōdaina Minato* is equipped with two-thousand five-hundred separate [Ge-H2-V3300 Geshrinari Life Support Systems](#), allowing it to support a maximum of twenty-five million people at a time. The majority of these are located within [Brown Sector](#), though there are some auxiliaries spread throughout different areas of the station.

## Power

### Ge-H1-G3300 Geshrinari Aether Reactors

The *Kōdaina Minato* utilizes six [Ge-H1-G3300 Geshrinari Aether Reactors](#) as its main source of power. These are located within [Brown Sector](#).

### Ge-H1-G3301 Geshrinari Fusion Reactors

The *Kōdaina Minato* utilizes twelve [Ge-H1-G3301 Geshrinari Fusion Reactors](#) as a source of auxiliary

power. The station has in storage enough Helium-3 fuel to remain operating at normal levels for seventy-two hours. The auxiliary reactors and fuel tanks are both located within [Brown Sector](#).

## Propulsion

### Ge-H1-P3300 Geshrinari Hyperspace Fold Drive

The *Kōdaina Minato* is equipped with a model [Ge-H1-P3300 Geshrinari Hyperspace Fold Drive](#). This drive is typically utilized only to move the station into its intended position, and is rarely used again. This system is located within [Brown Sector](#).

### Ge-H1-P3301 Geshrinari Turbo Plasma Drives

The *Kōdaina Minato* has twelve [Ge-H1-P3301 Geshrinari Turbo Plasma Drives](#) for the rare instances where the station needs to correct its position within a solar system. These are located within [Brown Sector](#).

### GE-H1-P3302 Geshrinari Maneuvering Thrusters

The *Kōdaina Minato* has two-hundred and forty [GE-H1-P3302 Geshrinari Maneuvering Thrusters](#) which are used to change the stations orientation as needed.

## Defense

### GE-H1-S3300 Geshrinari Combined Field System Arrays

The *Kōdaina Minato* is protected by six [GE-H1-S3300 Geshrinari Combined Field System Arrays](#) each located within one of [Brown Sectors](#) armatures.

## Offense

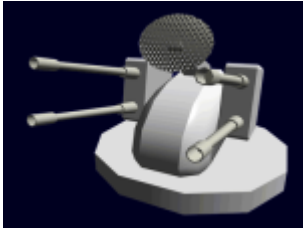
### Ge-Y2-W3300 - Anti-Armor Turrets

Due to high population potential and value of the *Kōdaina Minato*, the 7a refit design has included eight-hundred [Ge-Y2-W3300 - Anti-Armor Turrets](#) (Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (



: Staff needs to determine which)/Tier 9, Heavy Anti-Mecha) for point-defense - these are intended to protect the station from pirate or NMX fighters, power-armor, missiles or just plain stellar debris. These are equally spaced across the hull.





### Ge-Y1-W3100 - Anti-Ship Turrets

Like with the [Ge-Y2-W3300 - Anti-Armor Turrets](#), the *Kōdaina Minato 7a* refit includes one-hundred [Ge-Y1-W3100 - Anti-Ship Turrets](#) (Tier 10, Light Anti-Starship) for protection against hostile starship attack. These are equally spaced across the hull.



## Emergency Systems

The *Kōdaina Minato* is equipped with the following emergency systems

- [Geshrinari Blast Shutters](#).
- [Ge-Y1-E3104 - Automatic Fire Suppression System](#)
- [Geshrinari Damage Control Stations](#)
- [Ge-X3300 - Type 33 Escape Pods](#)
- Chemical extinguishers - These are present for manual use on electrical and metal fires.

## Transit

### Ge-H2-M3300 Spaceport Transit System

The 7a refit now includes the [Ge-H2-M3300 Spaceport Transit System](#) developed for use upon the [space\\_dock](#) as its primary internal transportation system.

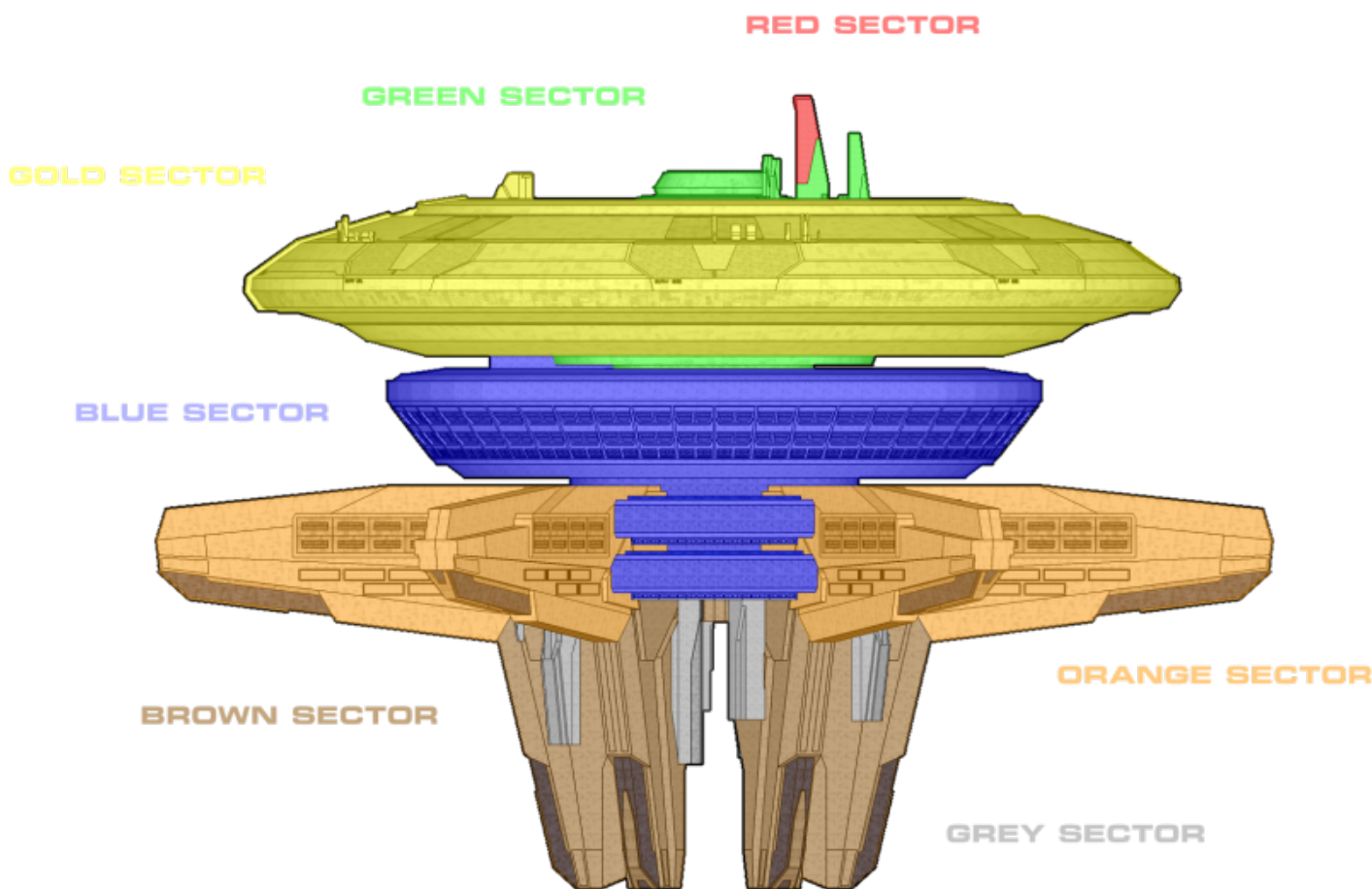
## Compartments

The *Kōdaina Minato* makes use of various [Geshrinari Shipyards - Standard Ship Compartments](#) throughout the interior of the station.

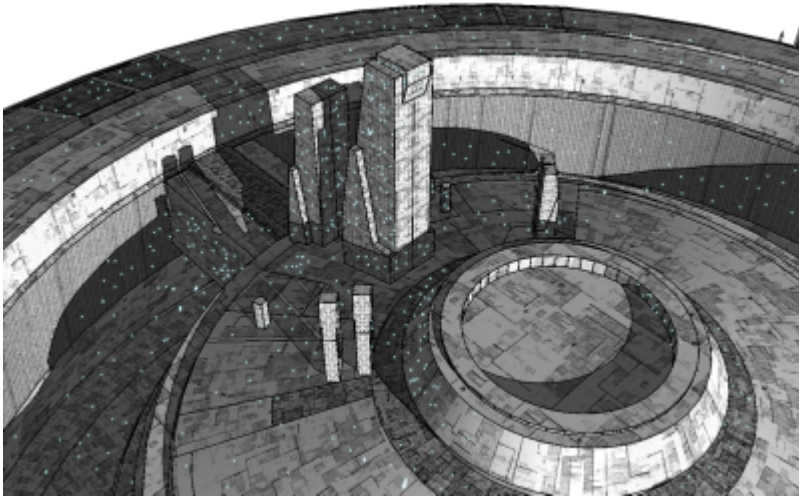
## Internal Configuration

The *Kōdaina Minato* is delineated into several color-coded sectors, hundreds of sub-sectors, thousands of decks and countless compartments. Use the supplied links to learn more about each sector.

- [Red Sector \(Command and Administration\)](#)
- [Green Sector \(Residential, Agriculture and Business\)](#)
- [Gold Sector \(Heavy Construction, Industrial and Fabrication Facilities\)](#)
- [Blue Sector \(Docking Bays, Customs and Transportation Hub\)](#)
- [Orange Sector \(Docking Bays, Construction and Fabrication Facilities\)](#)
- [Brown Sector \(Warehouse Storage, Main Engineering and Support Systems\)](#)
- [Grey Sector \(Residential and Business\)](#)



### Red Sector

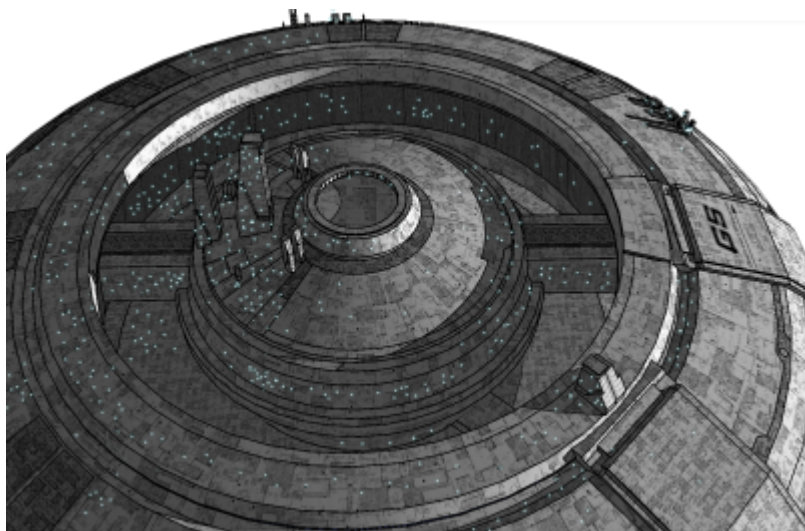


- Role: Command and Administration
- Length: 910 meters
- Width: 770 meters
- Height: 3,430 meters
- Decks: 1 - 857

Red Sector houses the *Kōdaina Minato*'s command center, main computer, primary communications and sensor arrays, offices, meeting rooms and control facilities for various administrators that oversee the day-to-day business of other station sectors. Also available are apartments for the station crew that don't wish to live in one of the residential sectors and general amenities like dining areas so that crew don't need to travel across the entire station to acquire their basic needs. This area is generally restricted to station personnel.

- Command Center: Red Sub-Sector 1, Decks 1 - 5
- [Main Computer](#): Red Sub-Sectors 6 - 10, Decks 125 - 210
- [Primary Communications Array](#): Red Sub-Sector 17, Deck 410
- [Primary Sensor Array](#): Red Sub-Sectors 17 - 24, Decks 415 - 557
- Crew Apartments: Red Sub-Sectors 25 - 35, Decks 605 - 857

## Green Sector

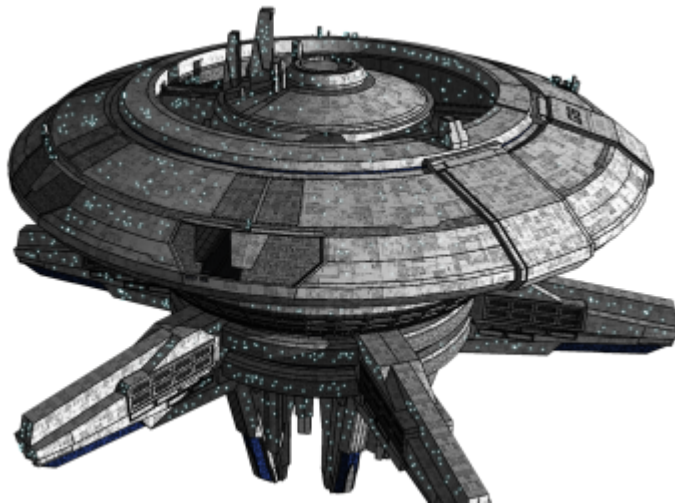


- Role: Residential, Agriculture and Business
- Length: 20.35 kilometers
- Width: 14.54 kilometers
- Height: 9.16 kilometers
- Decks: 490 - 2,662

Green Sector is a simulated Earth-like environment, intended for civilian development and generally possesses an assortment of facilities like skyscrapers, apartment complexes, grocery stores, schools, small businesses, retail outlets and generally anything else you would find in a planet-based city. The exact contents and layout of the Green Sector within each *Kōdaina Minato* station is typically unique to that structure. However there are some features such as the stations security operations center and central medical center, which are almost always in same area in different stations. Also located near the top of the Green Sector is a domed-shaped habitat which is usually set aside for agriculture, hydroponics and aeroponics facilities.

- Security Operations Center: Green Sub-Sector 7, Decks 635 - 640
- Agricultural Habitat Section: Green Sub-Sectors 72 - 81, Decks 737 - 960
- Central Medical Center: Green Sub-Sectors 171 - 174, Decks 1,080 - 1,172

## Gold Sector



- Role: Heavy Construction, Industrial and Fabrication Facilities
- Width: 36.6 kilometers
- Height: 7.13 kilometers
- Decks: 755 - 2,537

Gold Sector houses the station's main industrial facilities. In an active station, the Gold Sector usually has countless smaller fabrication bays producing thousands of assorted devices and vehicles at any given moment. Present in this area are also research labs for the development of new technologies and six enormous ship bays that are capable of fitting internally even the colossal [Chiharu-class Flagship](#). These bays were designed for the production and maintenance of small stations and large civilian craft like super-freighters, mobile refineries and colony ships.

There are also areas for civilian industrial facilities, providing space for small companies to do business and create their own products such as clothing, housewares, appliances, furniture, and entertainment.

- Bay 01: Gold Sub-Sector 630 - 644, Decks 1,435 - 1,777
- Bay 02: Gold Sub-Sector 795 - 809, Decks 1,435 - 1,777
- Bay 03: Gold Sub-Sector 960 - 974, Decks 1,435 - 1,777
- Bay 04: Gold Sub-Sector 1,125 - 1,139, Decks 1,435 - 1,777
- Bay 05: Gold Sub-Sector 1,290 - 1,304, Decks 1,435 - 1,777
- Bay 06: Gold Sub-Sector 1,455 - 1,469, Decks 1,435 - 1,777

## Gold Sector Bays

- Quantity: 6
- Width: 6.7 kilometers
- Height: 1.24 kilometers
- Depth: 4.18 kilometers

Each construction bay has its own dedicated adjacent facilities, like control rooms, equipment and materials storage and fabrication bays. The Gold Sector construction bays also usually possess an artificial atmosphere to make the construction projects easier to perform. The atmospheres are held in place by atmospheric shields whilst the chambers' vast sliding doors are opened to allow ships in or out of

the bay.

## Blue Sector



- Role: Docking Bays, Customs and Transportation Hub
- Width: 25.6 kilometers
- Height: 9.5 kilometers
- Decks: 2,538 - 4,895

The Blue Sector houses the main docking bays, traffic control, customs and embarkation facilities for the station. Also present is the main hub for the stations internal transit system, which is also utilized to transfer freight down to storage in Brown Sector. The main docking bays make up the bulk of the internal volume of Blue Sector and are divided into five 'rings' of bays which encircle the middle of the station. Further inwards towards the stations center are the rest of the Blue Sectors facilities, until around the middle one reaches the upper levels of Brown Sector that extend up towards the bottom of Green. Present in Blue Sector are also a few areas for commercial enterprises, hotel facilities and organizations that interact with ship crews like Guild offices.

- Traffic Control: Blue Sub-Sector 1, Decks 2,538 - 2543
- [Internal Transportation Hub](#): Blue Sub-Sectors 585 - 628, Decks 2,662 - 3,725

There are three different types of docking bay present in Blue Sector. Like the construction bays in Gold Sector, they all feature atmospheric shielding. Light repairs can be conducted in these bays, but moderate to heavy repairs are usually performed in either Gold Sector or Orange Sector.

### Blue Sector Dock Type I

- Quantity: 192
- Width: 460 meters
- Height: 340 meters



- Depth: 1.32 kilometers

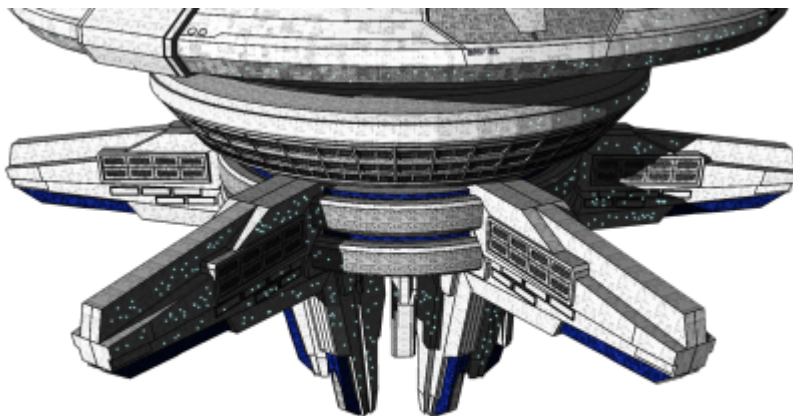
## Blue Sector Dock Type II

- Quantity: 192
- Width: 180 meters
- Height: 210 meters
- Depth: 750 meters

## Blue Sector Dock Type III

- Quantity: 216
- Width: 230 meters
- Height: 130 meters
- Depth: 750 meters

## Orange Sector



- Role: Docking Bays, Construction and Fabrication Facilities
- Width: 43.56 kilometers
- Height: 6.41 kilometers
- Decks: 3,800 - 5,327

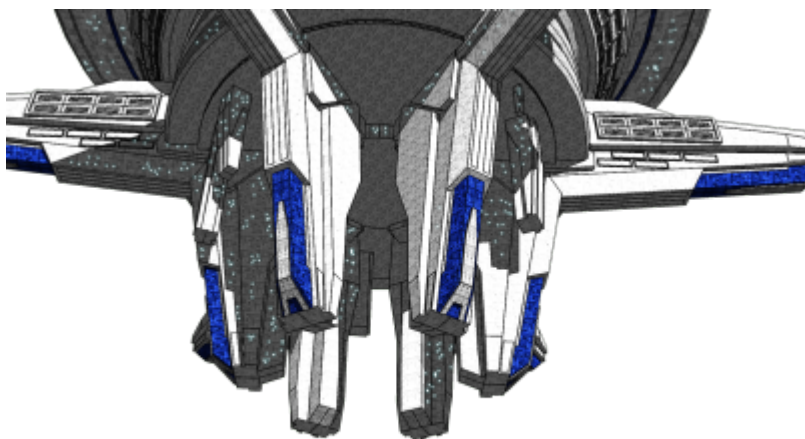
Orange Sector houses the second-largest docking ports on the station as well as secondary construction and fabrication facilities. Typically this area is as active as Gold Sector, though the construction projects that take place here are usually of a smaller scale than what is possible in the main industrial area. Those facilities not being utilized as construction bays are left as berths for larger ship classes in need of a place to dock or obtain repairs. Orange Sector is interwoven with the lower regions of Blue Sector, and there are a total of six massive armatures radiating outward from the station in this area. Each arm has a total of eight bays, each barely capable of accommodating a ship of [Yamato-Class Flagship](#) dimensions.

## Orange Sector Bays

- Quantity: 48
- Width: 1,020 meters
- Height: 350 meters
- Depth: 2.36 kilometers

Just like in Gold Sector, each bay has its own atmospheric shields and dedicated adjacent facilities.

## Brown Sector



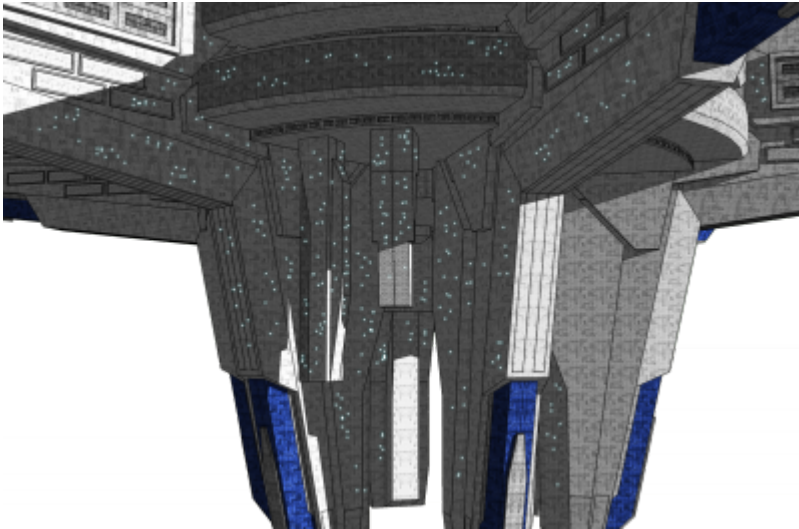
- Role: Warehouse Storage, Main Engineering and Support Systems
- Width: 16.86 kilometers
- Height: 20.33 kilometers
- Decks: 2,663 - 7,742

Brown Sector is the stations primary storage area for all its supplies and manufactured goods. Also located in this area is the main engineering area, aether power-plants, primary life-support systems, propulsion systems, waste reclamation facilities, [combined field system](#) arrays and auxiliary systems. This region extends up through the center of the station to the base of Green Sector – the location of main engineering. Many areas of Brown Sector are restricted to all but station personnel due to the critical nature of the systems located there, and several hundred decks in Brown Sector contain little but conduits and sub-systems, existing in a perpetual vacuum – maintained by automated systems. Entering these areas typically requires technicians to don appropriate protective gear.

- Main Engineering: Brown Sub-Sectors 1 - 2, Decks 2,663 - 2,693
- [Primary Aether Reactors](#): Brown Sub-Sectors 3 - 12, Decks 2,705 - 2910
- [Primary Atmosphere Generators](#): Brown Sub-Sectors 80 - 105, Decks 4,411 - 5,045



## Grey Sector



- Role: Residential and Business
- Width: 15.53 kilometers
- Height: 8.07 kilometers
- Decks: 4,412 - 6,522

Grey Sector like Green contains a large-scale simulated Earth-like environment, intended for civilian development and generally possesses an assortment of facilities like skyscrapers, apartment complexes, grocery stores, schools, small businesses, retail outlets and generally anything else you would find in a planet-based city. The exact contents and layout of the Sector is typically unique to each station of the *Kōdaina Minato* class. Parts of Grey Sector are interwoven throughout Brown – so workers from those areas often have residences in Grey Sector. Typically, Restaurants and other recreational facilities are most common in Grey Sector due to the planetary views the stations receive from within that area. Whilst the main medical and security facilities for the stations population are in Green Sector – smaller facilities are located throughout Grey.

## OOO Notes

The original 3D model was a paid commission created by Mark Roosien (Marrekie), based upon the design specifications provided by [Khasidel](#). Additional changes were made by the commissioner, adding textures, further detail and otherwise adjusting the model to RP requirements. An image of the original model can be found [here](#), within Marrekie's DeviantArt gallery.

Products & Items Database	
<b>Product Categories</b>	space stations
<b>Product Name</b>	Kōdaina Minato-Class Orbital Installation
<b>Nomenclature</b>	Ge-H1-7A
<b>Manufacturer</b>	<a href="#">Geshrinari Shipyards</a>
<b>Year Released</b>	<a href="#">YE 33</a>

Products & Items Database	
Price (KS)	925 ,000 ,000.00 KS

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