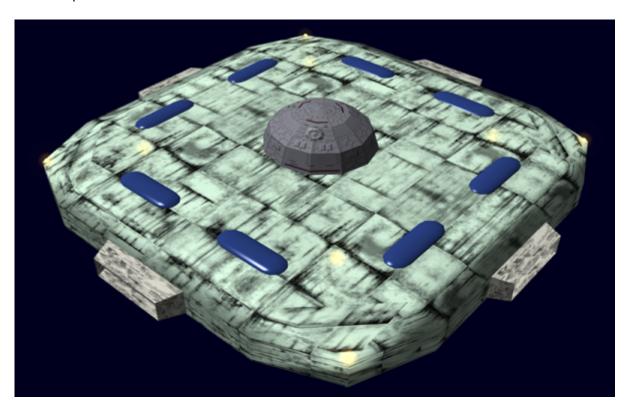
HS-ST4-1a Kâur Ruomâqi (Way Station)

The Kâur Ruomâqi is the newest space structure the *Poku Saeruo Degonjo* has constructed, it became available in 754 CY YE 35.

About the Kâur Ruomâqi

The Kâur Ruomâqi is where non-clan vessels entering the *Poku Saeruo Degonjo Lumujo Saei (Territory)* must stop at for customs and authorization confirmation.



History of the Kâur Ruomâqi

The Kâur Ruomâqi was constructed at the *Otâmovi Wiy Jael (Silver Moon Sect)* and brought to its current location in sections. It went online in the middle of 754 CY. The persons assigned to the design team were charged to make a facility that could handle 'aliens' and provide all the requirements of a checkpoint. It was decided during the design that the Kâur Ruomâqi would be different from other Clan structure in that it would be unarmed. Its defense is handled by several rotating squadrons.

Appearance

The Kâur Ruomâgi is a rounded box design. It is colored with the standard clan color scheme. The four

entry points to the bays are visible protruding from the sides. A dome rises above the top which serves as the command sector. There are eight large domed windows that provide visibility from the Alien Sector. Yellow-orange anti-collision lighting dots the surface.

Statistical Data

The following information provides specification and operating parameters for the station.

General

Class: Kâur Ruomâqi-class Nomenclature: HS-ST4-1a Type: Station Designers: Otâmovi Wiy Jael (Silver Moon Sect) Manufacturer: Otâmovi Wiy Jael (Silver Moon Sect) on Poku Movi Vamâqi (Clan Void Berth)

Dimensions

Length: 1,200 meters (4,936 feet)
Width: 1,200 meters (4,936 feet)
Height: 225 meters (738 feet)

• Decks: 45 (5 meter per)

Crew and Accommodations

Crew: 12,000 Visitors: 25,000 Maximum Capacity: 37,500 There are accommodations for personnel Emergency Capacity: 75,000 people can fit aboard in an emergency, but the station would be extremely cramped.

Crew Definition

Crew members can be either Poku'vonai or Yamatai Star Empire citizens with work permits. Crew includes not just those persons responsible for operating and maintaining the station, but also personnel who assist with inspections, and repairing of visiting ships as well as repairs. Crew also includes medical personnel.

Propulsion and Range

Speeds

The Kâur Ruomâgi is not intended to move often, but it is equipped with engines so that it can move if

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necessary.

- Tinvymai Tyokame (Plasma Drives)
- Class 2A Maximum speed .15c (~44,968 kilometers per second) (~27,942 miles per second)

Durability and Maintenance

Service Lifespan: Estimated 20 years of constant use, possibly longer with refits.

Refit Cycle: Routine updates are done when returned to Degonjo Saeruo (Hidden Sun System) by the *Otâmovi Wiy Jael (Silver Moon Sect)* on site.

Inside the Kâur Ruomâqi

Most of the facility is for supporting the crew that operates and maintains it, and the docking bays that for transient craft. There are six decks that are dedicated to handling the non clan members.



Alien Sector

This portion of the Way Station provides facilities for visiting non-clan members. It includes facilities where visitors can stay, recreation, and medical. Each level is 1km x 1km. The facilities in this area slightly modified to accommodate the visitors.

Guest Accommodations

Extra attention was given to the quality of the living space for guests aboard the Kâur Ruomâqi. All guest quarters consist of a living space, a private sleeping chamber, and have their own private bathroom with either shower or bath.

One of the biggest differences between the Guest areas and typical clan sections is the presence of wood. These areas feature some of the finest wood working the *Temaor'ai (Artisans)* could produce. Tables, chairs and trim work are all details and highly polished with protective oils.

The Guest area is on its own life support system, but it is standard clan technology. This provides the guests with chemical free air. Potted plants flowering and fruit bearing a found in most open areas. Which are tended by teams of Tula.

All displays in this area are capable of displaying, Yamataigo (邪馬台語), Trade (language), and Takavonai (Language).

In Mid YE 36, CY 755 visitors upon completion of customers are given a loaner MT-G1-1A - Personal Holographic Computer (PHC) to help with their visit. This serves as their visa during their stay. When leaving the unit is reclaimed.

Level 1

This is the Medical level, it is set up to provide free emergency medical services, and fee based regular medical to visiting aliens. There are also laboratories established that study how to adapt clan medical practices to approved aliens, and alien practices to Poku'vonai.

The Medical facility contains the following:

- Primary Care
- Intensive Care Unit
- Surgery containing 5 Operating Theaters
- Transplant Production
- Pharmacy
- Morgue
- Clinics
 - **Neurology**
 - Obstetrics and gynecology
 - Orthopedics
 - ∘ **a** Pathology
 - • Pharmacology
 - • Psychology
 - ∘ **⋒** Radiology

Level 2

This level is serves as a remote cultural exchange facility. The Scientific Studies Service (SSS) operates a medium SSS - Satellite Campus dedicated to expanding the mutual understanding of the Yamatai Star

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Empire and the Poku Saeruo Degonjo.

Level 3

This level is setup in accordance with traditions that date back before the *Norka (The Exodus)*. There are accommodations on this level, but they are reserved for visiting military members of allies. So at this point in time, they are available for Star Army of Yamatai. These quarters are provided as a courtesy by the clan at no charge.

Level 4

This level is predominantly visitor accommodations. The level is divided into four different levels of facilities, with varying costs. Each of the facilities has a some sort of eating establishment. This level extends out 200 meters from each of the walls. This afford both the occupants of the structures and those walking on the platforms a splendid view of Level 5.

Level 5

This is the ground floor of the sector. It is dominated by an open expanse of 800m x 800m. Persons coming from Level 6 emerge in the base of the visitor building. The visitor building is located in the center of the area, is rectangular and rises up ten meters. The visitor building is 100m x 100m composed of metal and glass. There are walkways that lead from to a variety of artisan shops and restaurants. Along the pathway are carefully tended gardens and trees. Glass elevators rise up along the outer walls of the area. Walkways rise along each of the four walls to allow persons to walk up. There is a mag-lev rail system that takes personnel to other parts of the Alien sector.

Level 6

This level is located above the docking bays. It is the customs processing area for non-clan members. Persons entering the *Lumujo Saei (Territory)* without permission must stop here for inspection. The entrances to this area are located near the center. All entrances from the bays are equipped with *Anoka Saalfofi (Sterility Shield)*. After the decontamination visitors proceed to the customs stations. Diplomatic personnel enter the station via a private passage. Other personnel proceed to one of two areas. Those with Travel Papers, Work Visas, and Trade Permits go the stations where members of the clan review the documentation. Persons without such items must apply for the same. They may not proceed into clan territory until they have acquired the necessary documents.

Docking Bays

There are four large docking bays. Each is accessed through a portal in the center. The portal is 200 meters wide, fifty meters high and equipped with large doors to secure the bay. Each bay is divided into

multiple levels with berths to accommodate ships of different designs and maximize capacity. Each bay routes the ship occupants into the center where they take lifts or escalators to level 6 of the Alien Sector.

Bay 2 is maintained at zero gravity. There are transfer booms and armatures to secure ships in this bay.

Bays 1 and 3 are maintained at standard clan gravity of 1.1G.

Bay 4 is used by clan ships, and alien diplomatic designated craft.

Crew Facilities

The rest of the station is standard clan compartments.

- Wapoin Rou'sa (Medical Room)
- Daho'ka Ruo'sa (Battle Room)
- Jodau Ruo'sa (Brain Room)
- Anoka Ruo'sa (Shield Room)
- Wuny-me Rousa'ka (Cargo Hold)
 - Quarters
 - Avona Uospa'te Ruo'sa (One Person Room)
 - Âvona Uospa'te Ruo'sa (Two Person Room)
 - Ta'a Uospa'te Ruo'sa (Leader Room)
- Giana Ruo'sa (Galley)
- Bajao'te/Sumanâ'te Ruo'sa (Repair Fabrication Room)
- Vakâme Ruo'sa (Lounge)
- Siama Ruo'sa (Divine Room)
- Gianate Ruo'sa (Eating Room)
- Damira Ruo'sa (Environmental Room)
- Kya Norjopa Ruo'sa (Water Processing Room)
- Nyora'a Ruo'sa (Engineering)
- Wapoin'te Ruo'sa (Fitness Room)

Systems

The Kâur Ruomâqi primary infrastructure uses standard clan systems. Once operational limited facilities will be made available for visiting systems, eg: communications.

Communications and Control

- Jodau Yogajo (Integrated Brain)
- Tinsae Mâbor'a (Starship Sensors)
- Ta'te Goly Norjopa (Far Talking Systems) connection to Kinfemy Poku Kyn (Clan Lore Network)

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Power

- Movi Geanme Tyokanorjopa (Quantum Foam Reactor)
 - Gean Norjopa (Generator)
- Sumanâ-a Tyokanorjopa (Fusion Reactors)
 - Gean Norjopa (Generator)
- Âmanus Tyokanorjopa (Anti-Hydrogen Reactor)
 - Gean Norjopa (Generator)

Propulsion

- Tinvymai Tyokame (Plasma Drives)
- Gean Vymasa (Ion Thruster)

Life Support

- Udano Norjopa (Gravity System)
- Kyafofi'a Norjopa (Water Purification)
- Niufofi'a Norjopa (Atmosphere Systems)
- Numvâ Norjopa (Waste System)

Defenses

• HS-SS2-S720/00 Anoka Wotanu'pa (Defense Shield)

Structural

• Frame constructed out of Saemâgi (Star Metal), covered in 1 meter thick panels of Saemâgi

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