

Mâhoa Âdor (Sky Harbor)

The Mâhoa Âdor is the intermediate spaceport in use by the [Poku Saeruo Degonjo](#), they came back into use in [755 CY - Into the light](#).

About the Mâhoa Âdor

The Mâhoa Âdor is intended for use on an established world or as an alternate for more heavily populated worlds. They are intended to handle constant travel on and off world. The Mâhoa Âdor is formed by expanding a [Mâhoa'sa Âdor \(Small Sky Harbor\)](#) with more facilities.

Facilities

- [Posyte Mâhoa Âdor \(Sky Harbor Control\)](#) located level with the other facilities.
- 4-9 [Vamâqi Âdornor \(Flight Berth\)](#)
- 2-4 [Vamâqi Bajao \(Repair Berth\)](#)
- 2-4 [Vamâqi Obekâte \(Service Berth\)](#)
- [Ifânume Mâhoa \(Harbor Security\)](#)
- [Jopanote Yuvasi \(Systems Maintenance\)](#)
- [Wuny-me Poasyte \(Cargo Management\)](#)
 - A group of warehouses serve as [Navumi Wuny-me \(Cargo Storage\)](#).
- A medium [Weâm Vymaor'a \(Traveler Place\)](#)
- 2 wide [Vonainor \(Passenger\) Concourse](#) that connect to each [Weâm Vymaor'a Buvo'te \(Traveler Sitting Place\)](#).
- A normal [Vonainor \(Passenger\) Concourse](#) for each berth
- [Weâmi Uospate \(Living spaces\)](#)
- [Qylitei \(Niceties\)](#)

Standard

The `[[hidden_sun_clan:sky_harbor:average]]` serves as the primary spaceport for a populous world. It consists of the main section and then has two sections to help manage traffic and passenger flow.

It has the following features:

==== Entrance and Control ====

- * A `[[hidden_sun_clan:sky_harbor:port_control]]` located level with the other facilities.
- * A `[[hidden_sun_clan:sky_harbor:customs]]`
- * A `[[hidden_sun_clan:sky_harbor:security]]`
- * A `[[hidden_sun_clan:sky_harbor:systems_maintenance]]`

- * A group of warehouses serve as
//[[hidden_sun_clan:sky_harbor:cargo_storage]]//.
- * A large //[[hidden_sun_clan:sky_harbor:passenger_facility]]//
- * 2 wide //[[hidden_sun_clan:sky_harbor:concourse|Vonainor (Passenger) Concourses]]// that connect to each //[[hidden_sun_clan:sky_harbor:hub]]//.
- * A complex with two [[hidden_sun_clan:sky_harbor:accommodations]] for ship crews and passengers.

==== (2) Hubs ====

Each have

- * 4 //[[hidden_sun_clan:sky_harbor:flight_berth]]s//
- * 2 [[hidden_sun_clan:sky_harbor:repair_berth]]
- * 2 [[hidden_sun_clan:sky_harbor:service_berth]]
- * A large waiting area from which
//[[hidden_sun_clan:sky_harbor:concourse|Vonainor (Passenger) Concourse]]//
lead to each berth
- * A //[[hidden_sun_clan:sky_harbor:amenities]]// shop one is located in the
//[[hidden_sun_clan:sky_harbor:hub]]//.

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Last update: **2023/12/21 04:22**

