

Ya'tronesha Hub Station

The Ya'tronesha is a modular station that was designed by the [Kingdom of Neshaten](#), it was designed so that the Neshaten wouldn't have to worry about creating multiple different station types. It was first introduced in ER 750.

About the Ya'tronesha

The Ya'tronesha was developed for both civilian and military usage, and created so that the Neshaten won't have to rely strictly on an array of different types of stations - but instead - can use one central type, but have modules attached to it so that it can do multiple different things.

The central part of the station is self sufficient and holds everything needed for a station to operate, while additional components; including but not limited to, mining, construction, industrial, repair bays, and combat warfare modules which helps increase its functionality or make the station dedicated to one function or another. An example being a station that is devoted to starship construction, while another could be devoted to combat or another could be devoted strictly to industrial applications or mining.

Although it's possible for the station to attach one of each 'module' due to how the modules themselves are designed, this can actually lead to power distribution problems and even potentially structural issues as well. Because of this, the Neshaten government and its military prefer to design the stations to have dedicated roles.

Notable Stations

The following is a list of stations.

- [Geo'kenese Starbase](#)

History

The Ya'tronesha was created by Neshaten Dockyard engineer Ney'une Nes'ha and Se'verem Industrial Consortium Engineer Sal'ej Inae'on, the reason for the creation actually came from a sudden idea that came to both Engineers. The two had known each other since their days in school and always meet before and after work for breakfast and dinner and thus had always been able to bounce ideas off one another.

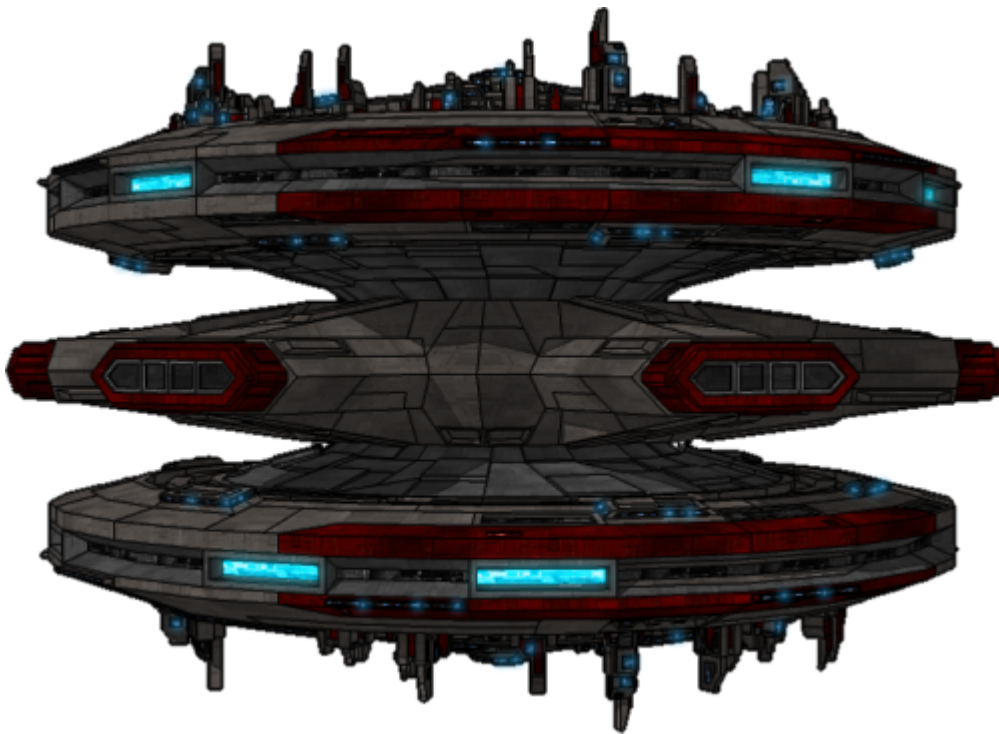
The Ya'tronesha was one such idea that they had bounced off each other, originally the Ya'tronesha was supposed to be a singular station dedicated to only one role, but Sal'ej Inae'on realized that if the station was made to incorporate modules then it could handle different roles. The modularity also meant easier production and lower construction costs as well as easier transport of materials.

The two engineers had created a 3D model of what the station would look like, then used simulations to ensure that their idea's would work. When the simulations proved promising, they pitched their ideas to their respective supervisors.

Originally, Neshaten Dockyards was going to try and build the station and its entirety all by itself by intervention by the Monarch forced them to cooperate as per their contract required - however - this attempt to breach the contract resulted in the Dockyards CEO being forced to resign and a new CEO elected to take the position.

Between the two, a contract between the two companies insures that both work together and that both have equal say in its construction and have oversight. Se'verem holds the most responsibility due to their experience with station construction revolving around the [Kthon'ya Intra-System Acceleration Gates](#).

Appearance



The Ya'tronesha resembles a sliced Yo-yo with a shuriken in the center, there are six modular points along the stations center line that allow for up to six modules to be attached to the station. Sixteen large hanger bays exist on the top and bottom portions of the hub that allow a vast number of vessels to dock inside.

Most of the stations crew quarters are located at the very top, and very bottom, of the station while its command center is located directly in the center 'top'

Features

The top and bottom parts of the hub hold hanger bays and crew quarters along with command and control centers. It also has the stations power generation systems, life-support, and even a few hydroponics labs so that the station can grow its own food.

The central part of the station also holds its reactor, but also, the module connection points for the station.

Statistical Data

General

Class: Ya'tronesha Star-station Nomenclature: Ne-P1-A1 Type: Modular Hub Designers: Ney'une Nes'ha and Sal'ej Inae'on Manufacturer: Se'verem Industrial Consortium and Neshaten Dockyards Fielded by: [Kingdom of Neshaten](#) Organizations using: [Kingdom of Neshaten](#), [Shukara Volunteer Navy](#) Production: Limited - Produced as required Price: Station Hub alone costs 490 Million Rh. Construction Time: Hub takes up to two and a half seasons (7 OOC months) to construct.

Crew and Accommodations

- Crew: 6,750 (This does 'not' include the crew needed for modules)
 - Working Compliment: 84,837
 - Residential Compliment: 2,000,000
 - Emergency Compliment: In the event of an emergency, the station that hold a grand total of close to 11 million individuals.

Dimensions

Width: 15.046 kilometers (9.349 miles) Height: 9.256 kilometers (5.751 miles) Decks:

- Total Decks: 3,760
- Habitable Decks: 3,570
- Uninhabitable Decks: 190

Propulsion and Range

Speed

- Sublight Engines: .075c

Durability and Maintenance

Service Lifespan: Intended to last indefinitely so long as they are properly maintained.

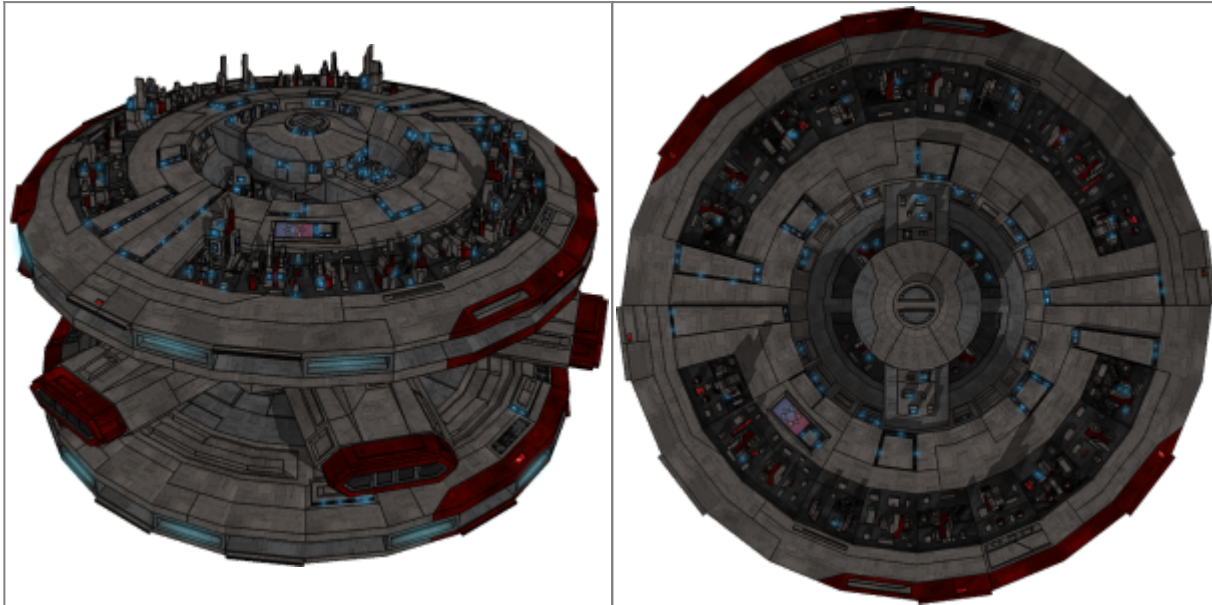
Refit Cycle: Once every 5 years.

Damage Capacity

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

Hull: 200 Structural Points (SDR) Shields: 200 Shield Points (Threshold 5)

Inside the Ya'tronesha



Compartment Layout

Bridge

The operations center is the command hub of the station. It is from here that the crew directs the station's systems and communicates with incoming and outgoing traffic. There are about thirty terminals in total centered around a large holographic display which details the station's surroundings and the positions of all ships nearby. Access to this area is restricted to authorized personnel only.

Corridors

The station uses different types of [hallways](#) depending on the section

Armory

The armory houses weapons, ammunition and armor intended to be used by the crew to fend off any potential boarding actions. There are armories located throughout the station, and each one is large enough to outfit six platoons in one area.

Attachment Corridors

The station has six attachment corridors that allow modules to be connected to the station, the corridors are equipped to transfer water, power, and personnel from one point to another.

Crew Cabins

The Ya'tronesha class possesses a large number of [Neshatan Enlisted Crew Cabins](#) all arrayed in a circular fashion in the upper and lower areas of the hub.

Stationmasters Quarters

The Stationmasters quarters are the largest and most luxurious cabin on the station. It features a private bathroom, a bed, and a desk with computer access for the stationmaster to utilize in monitoring any of the stations systems or crew as needed. A small kitchen is also present should the stationmaster feel the need for some private dining.

Crew Lounge

The station's lounge is intended for the crew's recreational use. There are tables that crewmen can utilize to play a variety of games, as well as computers that can also be used to engage in a number of recreational programs or entertainments. Should crew wish for a meal, it is also just a short walk to the cafeteria nearby.

Recreation

The station has the following for recreation:

[Neshaten Recreational Room](#) [Neshaten Gladiatorial Arena](#)

Cafeteria

Located in proximity to the crew cabins is the stations Cafeteria. The Cafeteria is segregated into two sections, the kitchen, and eating area. There is also a food replicator located near the dining area, where the stations crew can speedily grab a quickly manufactured meal from a small menu of choices.

The dining area has several large tables with chairs surrounding them, plus a more ornate and provisioned table for the stations senior officers.

Mainframe

The station utilizes a quantum computer mainframe. The mainframe is accessible only to the stations commanding officers and senior engineering crew. It has one of the largest rooms in the station.

Shuttle bay

The stations modest shuttle bay is large enough to house several large enough to house four shuttle-craft with room to spare, but is intended to see little use other than to receive the occasional supply shipment or transfer crew on or off the station as needed.

Main Engineering

Main Engineering is located at the base of the habitable section. This area provides access to the fabrication equipment and tools the crew might need to maintain the station, as well as the habitable sections life-support systems. However, the reactors, drive systems, shields and arrays are spread throughout the uninhabitable ring section and armatures. These areas can be reached via the maintenance access points inside the Main Engineering Bay, though protective vacuum-sealed work clothes will be required to traverse the uninhabitable section.

Maintenance Conduit Network

Throughout every section of the station there exists a network of maintenance conduits and shafts used to access the stations various systems, including primary, secondary, and tertiary. The conduits are small tunnels that a person must crawl through in order to move. Outside the habitable section of the station, these conduits exist in a perpetual vacuum and zero-G. The shafts are long vertical tunnels where the stations artificial gravity is suspended, which allows maintenance technicians to move up and down between decks in the uninhabitable section with greater ease.

Shield Generator Chambers

Located two on the top and two below are shield generator chambers where the stations crew can easily maintain and service the system. The room is arrayed like a cyclinder with only enough space for four workers.

Medical Bay

A medical facility is located in the habitable section of the station. It possesses a fairly wide range of medical diagnostic and treatment tools, as well as several beds both for both patient recovery and surgical procedures. One section of the med-bay can be sealed off for patient quarantine or to make a much more sterile environment.

Damage Control

The station comes with the [Neshaten Damage Control Center](#)

Cargohold

In proximity to the shuttle bay is the stations [cargo hold](#). The hold is very large and is typically used to store the vast majority of the stations food supplies, non-military equipment and spare parts needed for station maintenance.

Hanger Bays

The station possesses sixteen large hanger bays - they have a clearance of 1,623 x 192 meters at the opening and a depth of 1,315 meters. Inside are numerous berths for starships in a range of varying sizes. The opening can be sealed off with blast shutters and when open, the stations air is held in place by atmospheric retention barriers.

Systems

Hull

The stations outer hull is comprised of [Crynatorium](#) while the internals are all comprised of reinforce composite titanium. Military hubs can be built with [Energized Crynatorium](#) for the outer hull, although this increases the construction time by two additional seasons.

Computer

Ya'tronesha utilizes a bank of quantum computers for processing power. The central computer is located in the center of the station just above the reactor.

Sensors

The hub utilizes a modified form of the [Neshaten Scanner Array Suite](#), which includes an increase by nearly twice the range for all sensors listed. This is possible due to the station possessing multiple reactors that can be used to each individual sensor.

Emergency Systems

The Ya'tronesha comes equipped with several backup life support systems that are independently powered, giving the stations residential sections their own power source in the event the stations life support goes offline.

There are also containment field generators located in every deck and at every intersection, along with emergency blast doors that assist in an emergency.

Life Support

Ya'tronesha has a multiple situation life support system, which is designed to help section off areas of the station in the event of an emergency.

Reactor

Main Power

Located in the center of the station are a single [Lunabaren High-Energy Reactor](#) which is used to power the entire station

Secondary Power

There are four [Lunebaren Reactors](#), which are designed to provide backup power for the station, and are used to also power any attached modules.

Propulsion

In order to keep the station in geosynchronous orbit over a planet, it is equipped with a number of [Crena Energy Engine](#) that are located across its hull.

Defensive Systems

The station comes equipped with four shield generators, which provide a bubble of protection around the station. Each generator can transfer power from one 'grid' to another. The station's shield is split up into four grids.

Offensive Systems

Ya'tronesha comes equipped with both the [Modular Gravitic Network](#) and [Universal Turret Mounts](#), this means that the station can be equipped with any type of turret as long as it matches the mount.

Light turrets

Presently, the Ya'tronesha is only equipped with light turret mounts. It can mount up to six hundred and forty one light turrets; those include the following:

- [Mark 1 'Rok'truvance' Anti-fighter Turrets](#)
- [Streamer Laser Turrets](#)

Transportation Systems

Because of the immense size of the hub, the stations crew and those who live on the station utilize magnetic trains that move around the stations outer hull. There are also gravity based elevators that can move a person through the center of the station to any other floor.

Other systems

The station also makes use of the [Interactive Display Terminals](#) system.

Modular Connection Ports



The hub has six of these powers located in the center of the station, all six have ports that provide water, power, and communications to attached modules, along with power transfer ports for modules that actually generate power on their own.

All power ports that go toward a module are considered high-energy ports.

Modules



The Ya'tronesha Hub has a number of attachment points for additional modules, with each similar module increasing the effectiveness of the same module, currently those modules are the following:

- [Ne-P1-1A Crew Module](#)
- [Ne-P1-2A Shipyard Module](#)

- [Ne-P1-3A Industrial/Construction Module](#)
- [Ne-P1-4A Mining Module](#)
- [Ne-P1-5A Residential Module](#)
- [Ne-P1-5A Combat Module](#)
- [Ne-P1-7A Power Systems Module](#)

All modules are designed to be attached to one another.

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