

Hotaru Star Fortress Modifications and Interiors

This page details some of the unique features of the [Hotaru Star Fortress](#).

Modifications

- [Ke-H1-P3300 Type 33 Star Fortress Fold System](#)

Custom Interiors

Habitat/Commercial

Living and Commercial locations on Hotaru.

Concourse Mall

In [YE 33](#), when the [Seventh Fleet](#) began their deployment as a mobile force of the [Star Army of Yamatai](#). [Taisho Ketsurui-Motoyoshi Katsuko](#) authorized the established of the Concourse Mall on the Fortress as an effort to provide personnel with more recreational and in-fleet shoreleave options during extended deployments since the fleet would rarely be in port.

The Concourse Mall is five decks tall, and forms a ring around the midsection of the Fortress inward from the production bays. The center of the ring is open from top to bottom giving it a very open and spacious feel. Walkways and tube-less lifts with transparent [Yamataium](#) exteriors provide service from level to level. Stores, outlets, bars, clubs and restaurants are easy to access, some even form multiple levels such as the Falcon's Feather Dance Club.

Behind each commercial space is cargo lifts that go down to the cargo bays of the Fortress.

Multiple Locations

- [Warm and Sweet](#) (5 locations – Decks C1, C2, C3, C4, C5.)
- [Star Army Ship's Store](#) (2 locations – Decks C1, C3.)
- [Star Army Barber Shop](#)
- [Kikyo Pie Company](#)

Multi-Level Establishments

Falcon's Feather Dance Club

A five leveled dance club with varying themes and clientele. A popular place for both enlisted and officers while off duty. The themes change frequently depending on the interests and suggestions of frequent customers.

It is often referred to as “The Feather” and is the heart of 'nightlife' on Hotaru.

Hotaru Hotel & Suites

An expensive option for those wanting to indulge while on layover on Hotaru. Rooms average around 500 KS a night, with suites as high as 1000KS a night. Accommodations are luxurious and spacious; the perfect way to unwind after a long tour of duty.

Deck C1

Deck C2

Yuuko's Undies

- [Yuuko's Undies](#)

Star Pillows

- [Star Pillows](#)

Deck C3

The Kyoto Steakhouse

From Hibachis to Yakitori there is bound to be a good time had by all. Enjoy a candlelight dinner, with an exciting twist on traditional selections such as sushi and sashimi and other dishes. [Volumetric Windows](#) provide panoramic views of [Kyoto](#), [Yamatai \(Planet\)](#) to give the comforting feeling of home during a professionally prepared feast.

Deck C4

Deck C5

Command

Command Deck

In [YE 33](#), the NECTAR(Nekoalkyrja Expeditionary Command & Tactical Analysis Room) was updated to suit the needs of the [Seventh Fleet](#).

Located in the heart of the fortress below the PANT-IES Core. From here the base commander or Taisho can command an entire fleet. The center of the oval shaped room is lowered, in the center of which is a control table with volumetric projection capabilities; utilized for planning fleet movements, coordinating battlefield operations or any other mission specific tasks. Stairs accessing the lower area are arranged at all four major compass points. Two lifts access the Command Deck located on either side of the fleet communications stations at the rear. The Iori's central tactical, CFS, and engineering monitoring stations are arranged towards the front of the room, with damage control and logistics located respectively starboard and port.

Nodal Interface War Room Simulation Chamber

[PANTHEON](#)'s incredible power put into visualization. Through volumetric projection and utilization of the nodal system, real-time environments within the fleet can be projected into this room. Visualize battlefields from unique vantage points, like standing on the dorsal surface of a ship surrounded by enemy vessels. Overlays can be produced with tactical or other sensor data to further enhance the experience. Through interaction with the [PANTHEON](#) network, a commanding officer can control entire fleets of ships or armors from this room.

Deck Management Office

Each of the base's eight hundred and fifty decks has a two interconnected office spaces devoted to the duty officer for each deck. There is space for two to three support personnel, ten security personnel in the front room, and a spacious office with a desk for the duty officer, generally ranked Shoi or Chui, in the rear. Deck command offices have limited access to the bases systems but allow for coordination of repairs, security or personnel management for the deck.

Fleet Logistics Center

The flow of supplies and personnel are vital to the survival of the fleet. A comfortable office space that is occupied by the fleet's Chief Logistics Commander and staff. Whether it is ensuring ships in the fleet

have the best power armor available; or ensuring that shuttle is there to take a soldier to a new post this office is fully manned at all times and is always bustling with activity.

Service

Main Engineering

The lower most three decks of the base is home to this behemoth area filled with workstations, access point to [Standard Star Army Maintenance Conduits](#), Aether power generators, and other vital systems. The base's massive [Hyperspace Fold Drive](#) and [Transuniversal Teleportation Drive](#) are housed in the core of the room, which is open to all three decks. Engineering also houses the main junction for the base's [Hemosynthetic Conduit System](#) and life support systems.

Engineering is an alternate control point, allowing for command of the lori to be transferred there if Command Deck is destroyed or compromised.

System Alcoves

Located sporadically throughout the base these alcoves house some of the Aether power generators and backup heavy quantum power generators providing essential systems with power. The [Hemosynthetic Conduit System](#) junctions are located in a small access shaft that runs aft of the entryway, along with access to the [Standard Star Army Maintenance Conduits](#). These areas are generally heavily patrolled by security and secured with force fields.

Production Bay Seven

Allocated to [Taisa kage_yaichiro](#)'s research, Production Bay Seven is off-limits and locked down to anyone save him, the Taisho of the fleet, and anyone who Yaichiro gives entry to. Even Hotaru's CO is unable to enter the bay unless Yaichiro permits it, giving him full control of the projects within. He has also made some modifications to the interior to accommodate his work, lining the walls of the bay with a [Scalable Graviton Beam Projector Array](#) in addition to the stock docking armatures in the walls for maintenance work. The walls of the facility are lined with [Volumetric Windows](#), which routinely give the unusual appearance of a bright blue sky with drifting white clouds – a very surreal and strange appearance which can disorient and confuse those not expecting it. The ships thus appear to be docked to the open sky at times, though this is usually deactivated or changed when ships are actually attempting to arrive and depart from the Production Bay so as to avoid crashes. Several personally owned NMX vessels are stored here, for analysis and black flag operations if appropriate transponder codes are secured. The Seventh Fleet's Research Division is also docked here.

Also in this area is a dedicated Power Armor and Starfighter maintenance and service facility, which builds and tests prototype systems and also has various projectors and clamps in the walls. Racks for both standard and LAMIA-sized Power Armor are located here, as is a [Standard Star Army Armory](#) for

weapons and hardpoint systems. Both the facility and the ship bay have connections to a large Fabrication Area, which serves to create the matter for the entire Production Bay's needs.

Overlooking the ship production bay is the Yardmaster's Office, which is largely stock but contains a [Type 32 Pilot Pod](#) from which the Yardmaster can carefully and securely micromanage the site as well as test compatible prototypes remotely. Access is strongly limited in this area, and the personnel capable of managing the site are few due to permissions set at the Fleet Command level. Liberal use of [Volumetric Windows](#) permit the Yardmaster to see whatever they wish in the facility, even if not using the Pilot Pod.

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