

Miine Planetary Defense Installation



WIP: This article is a work in progress and is not yet approved for usage in the RP.

About the Ni'ine

The Ni'ine is an installation designed to protect a large area around it with various weapons including laser, plasma, missiles, and kinetic. The installation is designed to expand almost infinity so long as there is space and power, it also has a number of sections each one purposefully designed to handle one type of weapon or another.

The main part of the installation however is the [sekea planetary defense cannon](#), which serves as its primary cannon for attacking ships in orbit although it can also attack ships in the atmosphere. The Ni'ine can either be built by itself, or as part of a military base.

Key Features

- Is modular in design, allowing for different types of weapons to be used.
- Can mount star-ship based weaponry
- Can be customized depending on a commander's desire
- Can use the [sekea planetary defense cannon](#)
- Can serve as a fighter-base

Statistics and Performance

General

Type: Ground-based Defense Installation Designers: [Shukara Volunteer Navy](#) Manufacturers: [Shukara Armaments and Manufacturing](#) Nomenclature: Ne-P1-1A Production:

- Per Citizen Count: Five for every five million citizens.

Fielded by: [Kingdom of Neshaten](#), [Shukara Volunteer Navy](#).

Personnel

Base Personnel: 6,790

- 340 Officers
- 2500 Enlisted

- 2500 Warrant Officers
- 1450 Specialists

Naval Forces:

- 2 Corps (3,840 Troops)
- 1 Regimental Battalion of Tanks (960 Personnel)
- Ten Force Wings (200 [Fighters](#), 400 Personnel)

Total Personnel: Varies, 11,960

Base Dimensions

Surface Area: 4.0 square kilometers

Maintenance

Lifespan: 95 Years Refit Cycle: Once every eight years, or sooner depending on technological progress

Damage Capacity

- Hull: 100 SP
 - Shield: 100 SP (Threshold 4)

Main Base Setup

The main part of the base is the MBS, a prefabricated structure that can be constructed on site and be done in less than a season. The MB is comprised of over one hundred kinetic weapons, one hundred missile weapons, one hundred energy weapons, and the bases primary [sekea_planetary_defense_cannon](#). Utility installations include power generators, warehouses, a motor pool, barracks, cafeterias and the command center.

Additional Sections

The following is a list of additional sections that can be attached to the main one.

Fire Control Center

The FCC helps augment the base by taking some of the slack off of the main bases FCC. The Fire Control Center can either be tasked with operating multiple different weapon batteries or to be dedicated to a single one. The FCC increased a bases specialized personnel count by two hundred per FCC.

Ammunitions Storage

This section is for the storing of ammunitions such as kinetic and missiles; this storage place is typically built either right next to or 'under' missile or kinetic battery sections.

Missile Battery

The MB is where all missile related weapon emplacements are constructed and housed, this section is specialized for these emplacements due to auto-loading systems located beneath that can draw up missiles from an underground ammunitions storage and then reload the launchers within a few seconds. This gives a base an additional fifty missile batteries.

Kinetic Battery

Similar in function to the MB, the Kinetic Battery Section is specialized in handling ballistic based weaponry, with similar auto-loading systems as the MB. A difference however is that automated systems scope away expended shells to be recycled and provides a base with sixty additional kinetic batteries.

Energy Battery

The EBS is where all energy based weapon emplacements are housed; each EBS has an underground power station to provide power to that one section although it can also draw power from other sections as well. Provides thirty additional energy batteries.

Air Pad

The Air Pad is designed to expand a bases already assigned squadrons up by six, it includes additional landing pads and can also include an additional runway.

Generic Section

This particular section is designed to be used with any type of building that doesn't fit into the above sections, including the following:

- Warehouses
- Motor Pool

- Storage Yards
- Barracks
- Cafeterias
- Backup CnC
- Power Station
- Backup Power Stations
- Shield Generators

Systems

Armor Plating

The Ni'ine is equipped with both the [Kithiulum](#) and [Cynestran](#)

Computer and Sensor Systems

The base uses the [Cordecon Quantum Computer](#) and [Neshaten Scanner Array Suite](#)

Communications

The base utilizes several different types of communications systems including radio, laser, and wired.

Emergency Systems

Utilizes both bulkheads and force fields to seal off sections in the event of an emergency.

Power Generation

The Ni'ine utilizes two [Lunabaren High-Energy Reactor](#) to provide power for the base.

Shield System

Utilizes a large general purpose shield generator to provide protection to the base.

Interface System

Ni'ine uses the [Interactive Display Terminals](#) for all interfacing.

Weapon Systems

The base can be equipped with the following weapons, most of which would require additional weapon sections to mount. The base can use all starship based weapon systems, with some modifications.

- 50+ [Mark 2 Anti Starship Battery](#)
- 50+ [Mark 1 Silver-Rain Phalanx](#)
- 50+ [Mark 2 Anti Starship Battery](#)(Turreted Mount)
- 50+ [Mark 1 Rele'vance Missile Turret](#)
- 50+ [Mark 1 'Rok'truvance' Anti-fighter Turrets](#)
- 1 [sekea_planetary_defense_cannon](#)

Vehicles

The following is a list of vehicles that the base comes standard with.

- 40x [CC-32 Orso'dian Dropship](#)
- 150x [A1-35 Creniya Light Tank](#)
- 50x [Carolance Gravity Bike](#)
- 75x [Ga'la'rious Long Range Scout](#)
- 250 [Sho'run starfighter](#)
- 60 [Ti'saren Shuttle](#)

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