

Geshrinari Maintenance Tunnels

[Geshrinari Shipyards](#) starships have a network of internal passageways running throughout decks of the the ship alongside arteries for power, environmental fluids, and ventilation systems. A typical maintenance tunnel is a long, tubular compartment ribbed with support framing and lined with various pipes, cables, and wires securely fastened along the walls. At periodic intervals there are stencils on the bulkheads that identify the location on the ship. The floor of the tunnel is cushioned, and tough cloth straps for pulling oneself along; lighting in the tunnels is motion controlled and distributed along the walls. There is no artificial gravity and minimal heating inside the maintenance conduits. At junction points in the network a [Ge-Y1-E3103 - Intercom System](#) is often available.

Conduits are usually quite loud inside, due to the vast amounts of electrical systems present in starships. The complex nature of the starship means technicians will have to visit these conduits every so often to keep the ship in top working order, especially after intense battles. Conduits also allow access to some of the ship's more remote areas.

Conduits are sealed with special hatches at regular intervals as a precaution against decompression. Some areas of the ship (particularly, near engineering) have larger conduits where upright walking is possible; these branch off into the smaller tunnels.

From:

<https://wiki.starmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.starmy.com/doku.php?id=corp:geshrinari_shipyards:compartments:maintenance_conduits

Last update: **2023/12/21 04:20**

