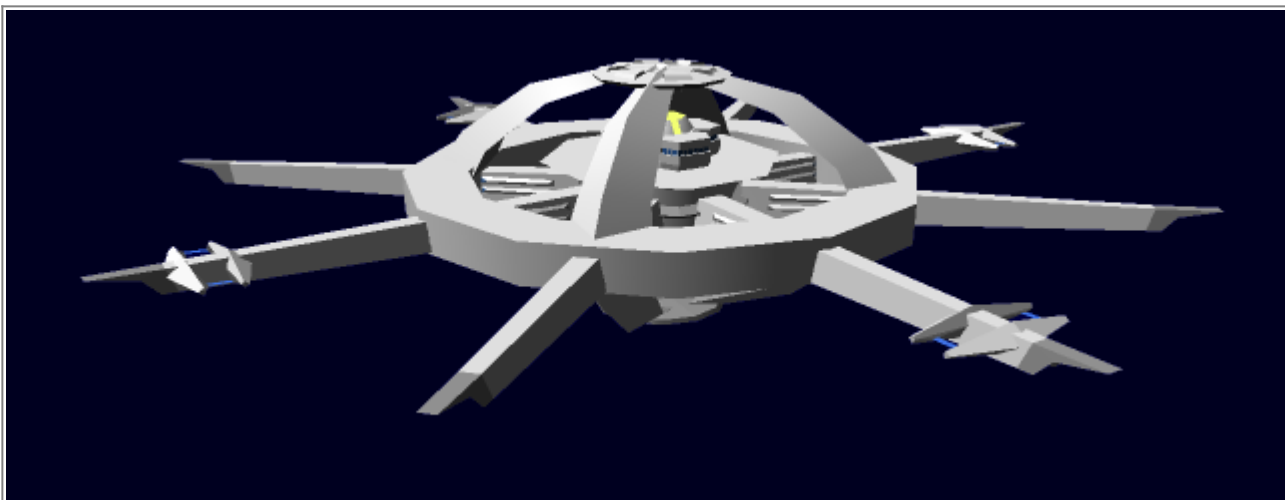
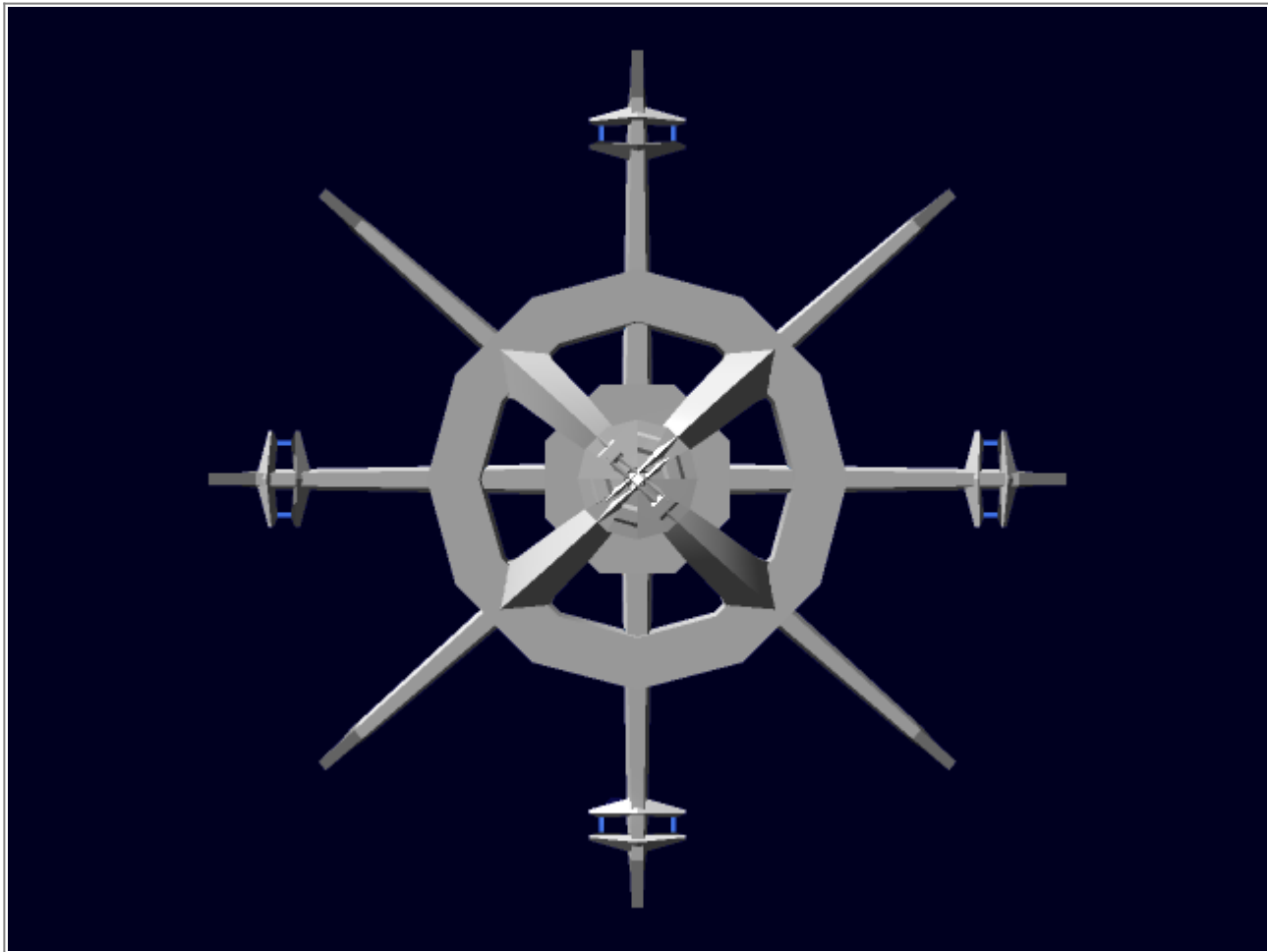
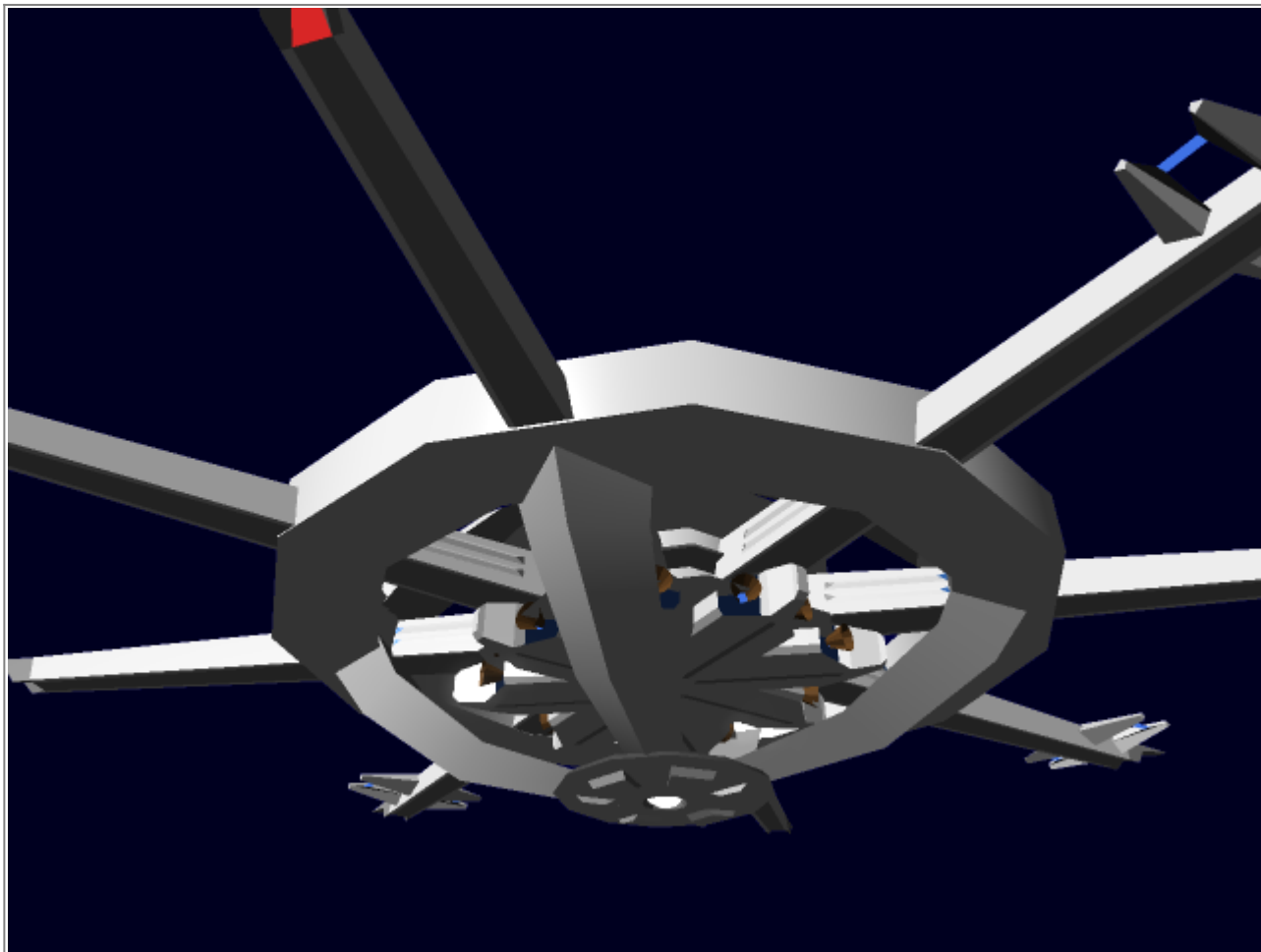


Origin Orbital Space Station (OOSS)

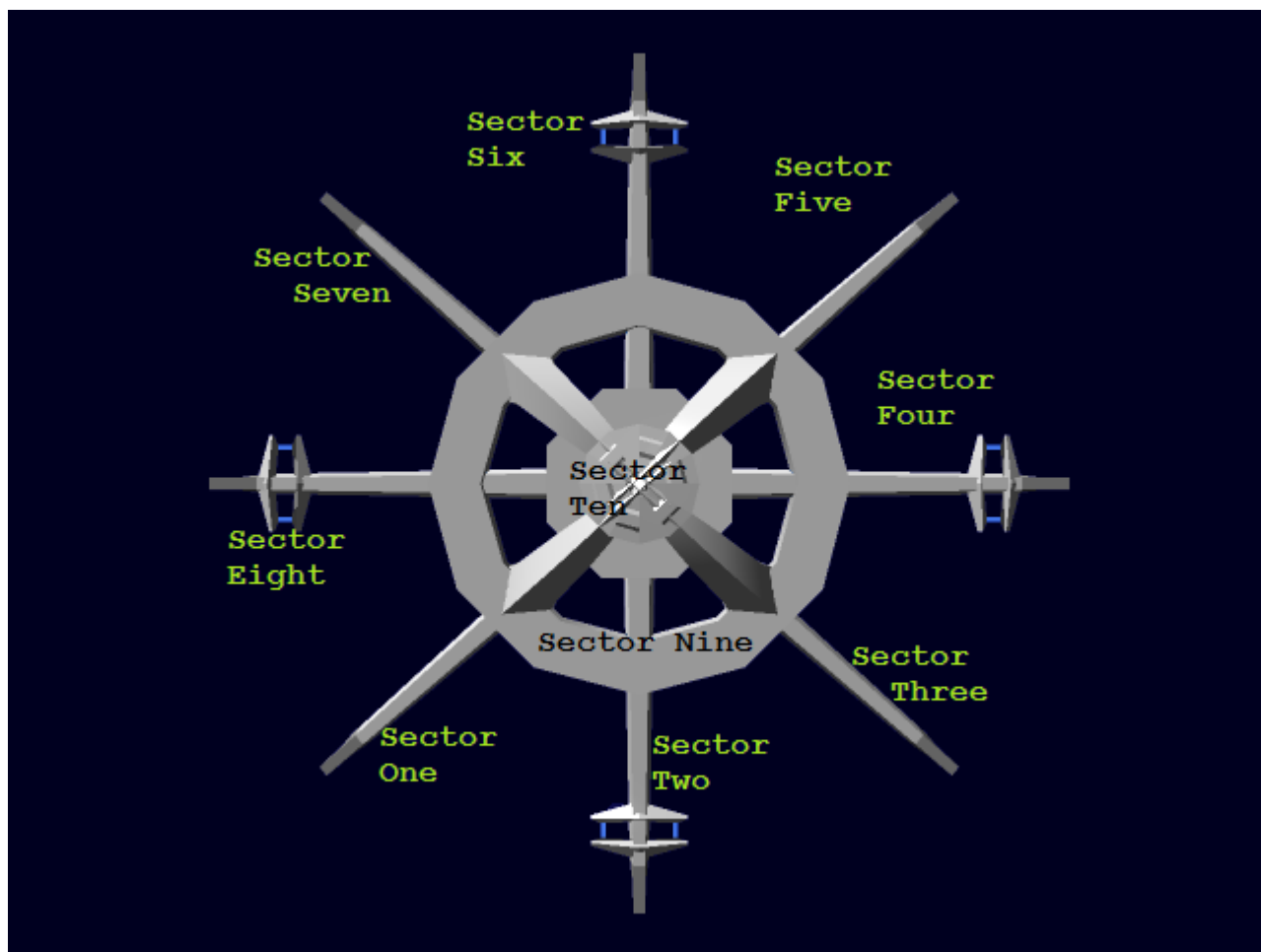
The [Origin](#) Orbital Space Station is an Immense Orbital structure, meant to serve as a shipyards and floating city. One of the largest such structures, the OOSS is constructed in three phases, each capable of more and more things. The OOSS is divided into ten sectors, constructed five at a time. More information on construction can be found here: [ORIN Orbital Shipyards \(OOSY\)](#)







Technical Data (By section)



Overall

- Class: See: OI-P1-1A
- Type: Orbital Shipyards
- Designers: [Origin Industries](#)
- Manufacturer: [Origin Industries](#)
- Production: as needed
- Fielded by: [Origin Industries](#)
- Price: 150,000,000 KS

Notable Stations of this class: [Sunrise Station](#)

Passengers

- Crew: Minimum Operating crew is 100 persons. Standard Operating crew is 1,000
- Maximum Capacity: The OOSS can support around 5 Million Humanoid life-forms.

Dimensions

- Length: 40 Kilometers
- Width: 40 Kilometers
- Height: Ten Kilometers
- Decks: Varies

Propulsion and Range

- **Continuum Distortion Drive:** 7,000c (0.798556869 light years per hour)
- **Sublight Engines:** .05c
- Range: If cut off, the station can survive on its own for five years
- Lifespan: Indefinite
- Refit Cycle: Constant

Damage Capacity

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

- Hull: 250
- Shields: 100 (Threshold 5)

Sector Distribution

Sector One

Sector One is the main production center, allowing the construction of up to 10,000 small (less than 100 meter) ships simultaneously. The largest ships that can be made internally have a max size of 1,000M x 350M x 400M. Ships any larger than this can be constructed outside of the arm, but will take longer due to the environment of a vacuum.

Sectors Two and Four

Sectors Two and Four are civilian industrial areas, providing space for small companies to do business and create things necessary to the operation of such a large station, such as food, clothing, housewares, appliances, furniture, and entertainment. Both of these arms have small spaceports, but they are mostly intended for pickup and delivery of products and raw materials to support the businesses contained therein.

Sector Three

Sector Three contains manufacturing plants for vehicles and weapons, as well as testing areas for both. These include large heavily shielded shooting ranges for ODM, and several different terrain and road courses.

Sector Five

Sector Five serves as a storage and shipment warehouse for the rest of the station. Anything that needs to be delivered on board a cargo ship must make its way to this arm, where it is packaged, tagged, and loaded to be sent on to its new owner.

Sectors Six and Eight

Sectors Six and Eight are the primary spaceport facilities of the OOSY, containing starship storage centers, temporary parking (and anchorage for larger ships), Fuel stations, Repair shops, Flight schools, and parts storage. These sectors are extremely busy and have the lowest security of any sector on the station.

Sector Seven

Sector Seven is a Research and Development lab for projects. It contains several hundred test chambers and construction bays. Its computers are segregated from the main system, to promote secrecy, and a high level of clearance must be obtained to enter Sector Seven.

Sector Nine

Sector Nine is a purely civilian sector, containing residential areas and a simulated environment which gives the impression of being on a planet, although the confines are rather small in comparison to one. Each of the four half Kilometer decks provides everything needed to function as a city, Including:

- Skyscrapers
- Apartment Complexes
- Residential housing tracts
- Grocery stores
- Restaurants
- Schools
- Small Businesses
- Post Offices
- Police stations
- Road and Highway systems.

For all intents and purposes, Sector Nine is a large city. It is interconnected to all other sections of the station, making it a good place for workers to live.

Sector Ten

Sector Ten is the central hub of the station, it contains the ship's main power, main computer, and thrusters. On top of that, most of this sector is filled with offices, meeting rooms, labs, and corporate apartments. The Station's main control center is located in this sector. This sector also houses a large Traffic control center to Sector Ten, allowing it to more easily control the starship traffic coming in and out of the station, as well as act as a command center for the entire station in case it needs to move. A very Powerful communications array is also added, allowing the station to communicate over distances over 100 lightyears or more.

Systems

Armored Hull and Hull Integrated Systems

The frame of the OOSS is constructed of heavily reinforced [Nerimium](#), with the hull and interiors made from [Durandium Alloy](#). Certain Internal parts are armored with extra Nerimium, such as the insides of the spaceport and shipyards facilities.

Computers and Electronics

Each Sector is armed with a [Destiny AI King suite](#), Set in a hierarchy, with Sector Ten's in main control, followed by the arms, and then Sector Nine's. Sector Seven is Isolated from the rest of the station. Only Sector Ten's Computer contains all the parts, The other nine Sectors only containing the computing core.

Emergency Systems

- All Decks and built-in rooms are Isolated from one another in the event of a hull breach.
- All sections have Fire sprinkler systems.

Life Support Systems

- **Environmental recycling system:** the ERS is just a simple yet effective filtration system, which filters water and air, purifying it so it may be reused. Filters must be replaced after 10 months of continuous operation.
- **AC system:** A simple climate control system, it allows for rooms to be kept at a specific temperature. Controls are located in each room.
- **Unidirectional Gravitational Plating:** Most Sectors contain plating on the roof which emits a pseudo-gravitational field that is attracted to the plates on the floor, pushing everything on the

station 'down'. This creates the false sense of gravity that permeates the station.

- **Multi-directional Gravity Manipulation:** The Outer arms have a gravitational system which allows the direction of Gravity to be changed, or cancelled out altogether, this is a measure to aid in starship building.

Propulsion

- **STL:** Heavy Ion Thrusters: Engines that work by Ionizing gasses and shooting them out of the station in the opposite direction of the intended travel. These Enormous thrusters are located on the Underside of Sector Ten, and allow the Station to travel slowly in any direction it wants.
- **FTL:** [Continuum Distortion Drive](#)

Shield Systems

- **Standard:** The Standard shielding of the station is simple hazard shielding, which protects the station from Radiation, Micrometeorites, and small space debris. It is no use against weapons, and any shielded ship can easily pass through the shield as if it did not exist.
- **Defensive:** The Defensive shielding, not present until Phase three, Is a large and powerful Dual-band Shielding system, two types of shielding ([Electromagnetic](#) and [Gravitic](#)) to defend against large0scale attacks. Due to the sheer size and outpt of the shield Generators, these shields will protect against all but the strongest of weapons.

Weapons Systems

- [Origin Point Defense Weapons](#) 800 DR 1

Vehicle Complement

Shuttles

10,000 shuttles

Fighters

32 squadrons of 12 (4 in each arm)

Arms (Odd numbered)

Dimensions

Length: 17 kilometers Width: 500 meters Height: 1,000-1,600 meters Decks: 200 (5 meters each)

Arms (Even Numbered)

Dimensions

Length: 17 kilometers Width: 500-800 meters Height: 1,000-1600 meters Decks: 200 (5 meters each)

Sector Nine

Dimensions

Length: 20 kilometers Width: 20 kilometers Height: 2.1 kilometers Decks: 4 (500 meters each)

Sector Ten

Dimensions

Length: 8 kilometers Width: 8 kilometers Height: 2000 meters Decks: 400 (5 meters each)

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