

# Planetary Defense Fortress

A ground facility designed to be placed on planets (both inhabited and uninhabited) and moons.

## About the Fortress

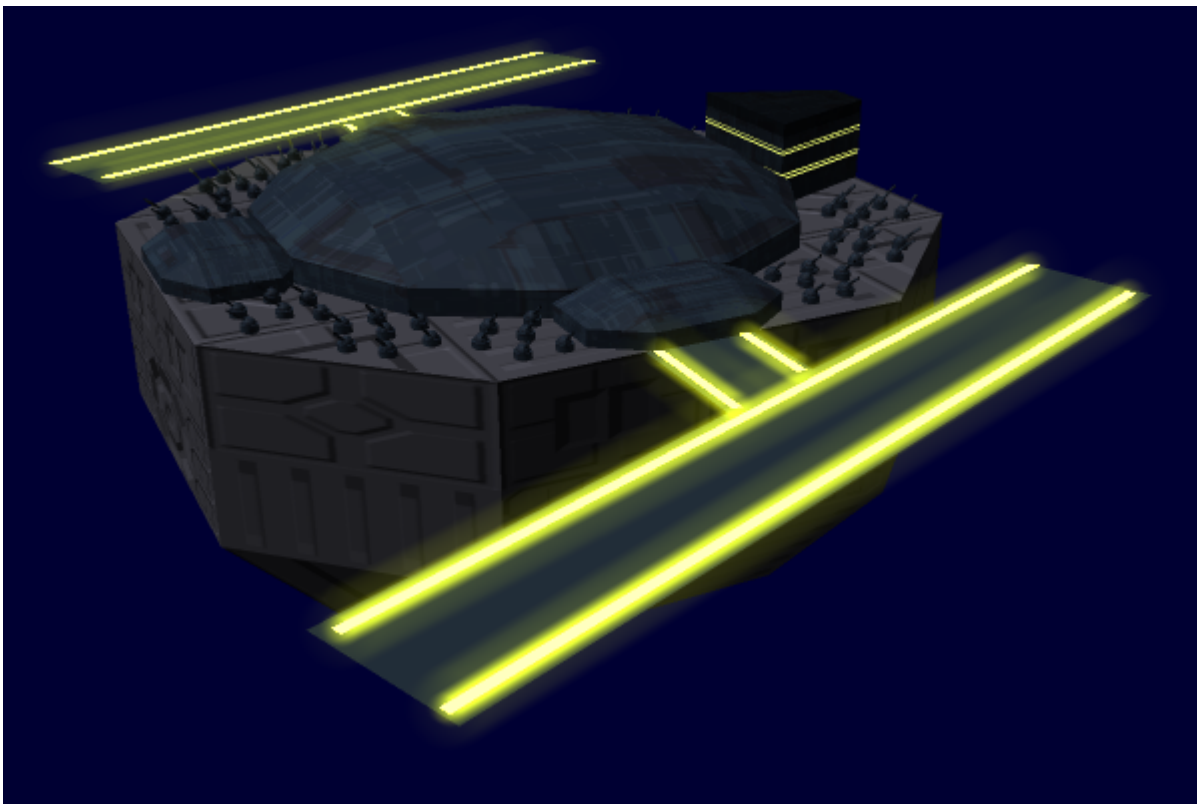
### Key Features

- [400mm Anti-Orbital Railgun](#)
- [Surface to Orbit Missile Launcher](#)
- [Surface to Air Missile Cluster](#)
- [Umbrella Shield System](#)
- [Unified Shield System](#)

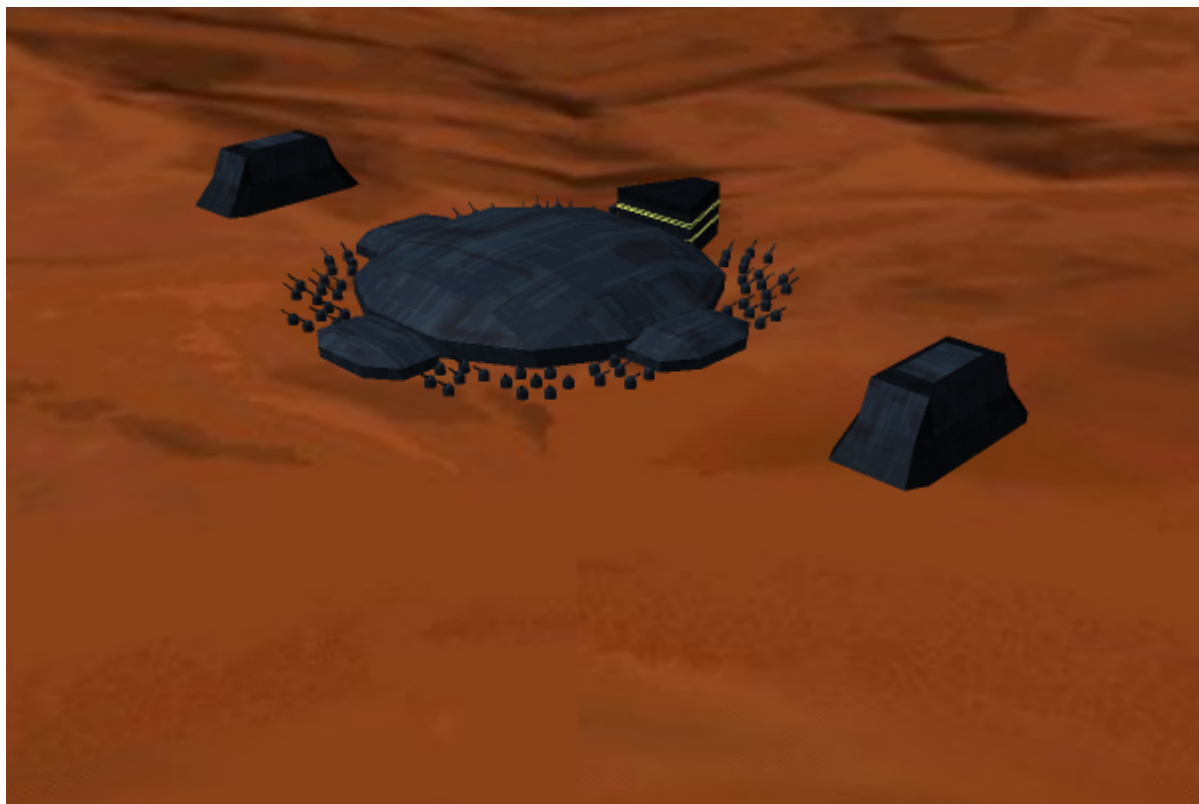
### Mission Specialization

The Planetary Defense Fortress is solely responsible for assisting in planetary defense with both its weaponry and its strike forces.

### Appearance

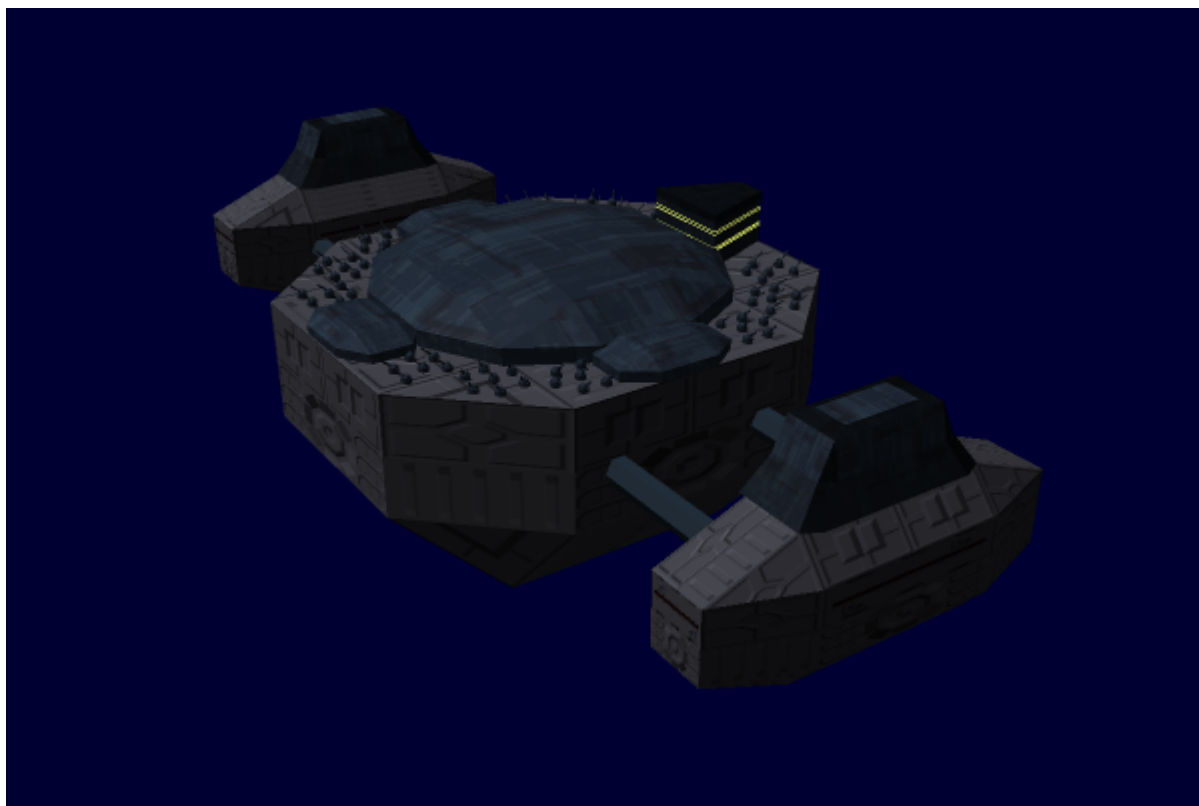


*Fortress with Underground visible* *The Planetary*



Planetary

*Fortress Moon version*



Moon Version

*with Underground visible*

## Background

With the [Second Mishhuvurthyar War](#) going poorly for the three Super Powers of the Galaxy, the neutral Abwehran Star Empire was still slow to realize the threat it faced as a whole. A select few 'war-philés' however were not in the same boat. These un-named individuals from military and civilian careers began to lobby and coerce researchers and engineers to design better defenses for the few worlds the Empire held. In AF 260 (YE 32), [Kaiserlich F&E](#) and [Northern Manufacturing Corporation](#) joined forced to create the technology and design for the Planetary Defense Fortress.

Designed to replace many of the [Schirmherrschaft](#) bases, the Planetary Fortress was developed to protect the Star Empire's worlds from threat of planetary invasion. But it wasn't enough for the 'war-philés'. In response, the design specifications included a lunar facility option which allowed the Fortress to be placed upon uninhabited worlds and moons. This meant the Planetary Fortress would be an integral part of system defense as well as planetary defense. Construction of the first Planetary Defense Fortresses would begin late in the Second Quarter of AF 260.

## Statistics and Performance

### General

Type: Ground-based Defense Fortress Designers: [Kaiserlich F&E](#) Manufacturers: [Northern Manufacturing Corporation](#) Production:

- Per Inhabitable Planet: 1000+ <sup>1)</sup>
- Per Uninhabitable Planets and Dwarf Planets: 60
- Per Moon or Planetoid: 6-18 (depending upon size)

Fielded by:

- [Schirmherrschaft](#) for inhabitable planets
- [Weltraumflotte](#) for uninhabitable planets and moons

### Personnel

Base Personnel: 10,000 Ground Forces:

- [Schirmherrschaft](#): 1 [Landwehr](#) Brigade (7500)
- [Weltraumflotte](#): 5 [Marine Corp](#) Battalions (2990) w/ 6 Detached [Schirmherrschaft](#) Armored Companies (444).

Aerospace Corp:

- [Schirmherrschaft](#): 350

- [Weltraumflotte](#): 350

Total Personnel: 13,784 - 17,850

## Dimensions

Surface Area: 4.8 squared kilometers (~1186 acres) Depth: 1090 meters (~3576 feet)

## Maintenance

Lifespan: 40 Years Renovation Cycle: Every 10 Abwehrran Years (~40 Standard Years) Cost per Unit: 18,000,000 Credits (6,000,000 KS)

## Damage Capacity

- Hull: 250 SP
  - Shield: 200 SP (Threshold 4)
- Unified Shield System: 250 SP (Threshold 4) *Note: Protects City, not Fortress*

## Inside the Fortress

### Fortress Layout

#### Central Surface Facility

##### Ninth Floor

- Administration Offices (*in office tower*)

##### Eighth Floor

- Administration Offices (*in office tower*)

##### Seventh Floor

- Administration Offices (*in office tower*)

## Sixth Floor

- Administration Offices (*in office tower*)
- [Surface to Orbit Missile Launchers](#)

## Fifth Floor

- Administration Offices (*in office tower*)
- Surface to Orbit Missile Rails

## Fourth Floor

- Administration Offices (*in office tower*)
- Cooling Level
- Surface to Orbit Missile Elevators

## Third Floor

- Administration Offices (*in office tower*)
- Surface to Orbit Missile Elevators

## Second Floor

- Administration Offices (*in office tower*)
- Surface to Orbit Missile Elevators
- Cooling Level

## First Floor

- Administration Offices (*in office tower*)
- Armories
- Hatches for Retractable Weaponry (*outside facility*)
- Surface to Orbit Missile Elevators
- [Umbrella Shield System](#) generators (*half centrally located and half around the facility perimeter, underground*)
- Vehicle Staging Area

## Central Subterranean Facility

**First Section (Floors 1-10)**

- Armories
- Fuel Storage
- [Unified Shield System](#) Generator
- Vehicle Storage
- Weapon Storage Chambers
- Armored Layer

**Second Section (Floors 11-20)**

- Ammunition Storage

**Third Section (Floors 21-30)**

- Armored Layer
- General Storage

**Fourth Section (Floors 31-40)**

- Armories
- Enlisted Living Quarters
- Officer Living Quarters
- VIP Quarters

**Fifth Section (Floors 41-50)**

- Armories
- Enlisted Living Quarters
- Officer Living Quarters

**Sixth Section (Floors 51-60)**

- Agricultural Section

**Seventh Section (Floors 61-70)**

- Industrial Section

## **Eighth Section (Floors 71-80)**

- Civilian Quarters
- Military Family Quarters
- Village Section

## **Ninth Section (Floors 81-90)**

- Water Storage
- Armored Layer

## **Tenth Section (Floors 91-100)**

- [Artificial Photosynthetic Life Support System](#)
- [D-D Main Fusion Reactors](#)

## **Satellite Facility (Moon-based only)**

### **Surface Section (Floors 1 - 10)**

- Strike Craft Launcher

### **Subterranean Section (Floors 1 - 20)**

- Strike Craft Storage
- Armored Layer
- Ammunition Storage
- Fuel Storage

## **Layout Details**

### **Administration Offices**

Located in the Office Tower of the PDF, the Administrative Offices are mostly cubicle spaced for civilian/military administrative duties. There are at least 2 enclosed office spaces for higher echelon administrators and three Meeting Rooms per Office Floor. There is also one kitchenette for drinks, snacks, and meals.

An office cubicle normally contains a desk, a desk terminal, and an office chair. There is enough space on the desk for personal decoration.



An enclosed office space has twice the volume of a cubicle with similar furnishings. However, the additional shelving space allows the storage of documents, media storage, and other work related items.

The standard meeting room is a space with a hexagonal table equipped with secure terminals for presentation viewing. The room is also equipped with a holographic projector that connects the center of the table with the ceiling to provide a more interactive presentation for groups.

## **Agricultural Section**

A large section of the base is divided at two-floor intervals to create spaces for agricultural activity. Using lighting to mimic the sun and environmental controls to create the prospect of year-long round growing opportunities, the Agricultural Section allows a PDF both a back-up source of oxygen and a source of food to make them self-sustainable. There is also a floor dedicated to animal husbandry and harvesting, though special measures are taken to limit outbreaks in disease.

## **Ammunition Storage**

Huge armored storage depots for Ammunition are built into the base in the subterranean sections of the PDF. It is sectioned off into armored cells to protect the rest of the storage area from faulty explosives. There are also elevators to allow ammunition for the defensive weaponry to be loaded in the midst of combat.

## **Armored Layer**

The Armored Layers are 10-meter thick slabs of [Military Station Tri-Armor](#) used to protect vital sections of the underground. Namely, they are used to protect living quarters from possible explosions and/or exposure. The only openings through this layer are via maintenance ladders and elevator shafts.

## **Armory**

Storage areas for Infantry equipment and weaponry, there are 40 Armories in the entire Base and all of them combined hold enough equipment and weaponry for twice the amount of military personnel on base.

## **Civilian Quarters**

Civilian Quarters in a PDF are much like a single bed/bath apartment with a main living room and kitchenette. Basic furnishings are provided, but decoration must be provided by the individual.

## **Cooling Level**

Using a system of liquid nitrogen conduits that lead to radiators on the surface, the Cooling Level is responsible for dealing with the heat generated by Surface to Orbit Missile Drives.

## **Enlisted Living Quarters**

See Civilian Quarters.

## **Fuel Storage**

A honeycomb-like storage used to contain fuel for the variety of vehicles maintained by the PDF. Each comb is a self-contained, armored storage unit designed to stop the damage from one cell from transferring to another. Each cell also has safety measures to protect against fuel ignition.

## **General Storage**

A warehouse-like facility used to store miscellaneous equipment and goods for usage by both civilian and military personnel.

## **Industrial Section**

A massive factory complex in the PDF designed to produce ammunition and a variety of other equipment as long as there are raw materials.

## **Military Family Quarters**

Military Family Living Quarters is based upon a family-sized apartment or starter home with a centralized main living room combined with a dining room/kitchen. The Living Room has multiple doors leading to a Master Bedroom with Bathroom, a Full-sized Bathroom, and two bedrooms. The Military Family Quarters is provided with basic furnishings.

## **Officer Living Quarters**

Much like an Enlisted Living Quarters only with 1.5 times more volume per room and an extra Office Room added.

## Strike Craft Launcher

A series of fifteen Launch Tubes (cylindrical, vertical tubes with [Unidirectional Gravity Plating](#) lining them) in a boxy formation that are used to launch Strike Craft out of a moon's gravity well. They are strictly for moon-based PDFs only.

## Strike Craft Storage

A honey comb-like structure used to store Strike Craft in their individual armored cells. This allows Strike Craft to be protected from any accidents which may threaten them. Elevators and conveyors from the Main Structure of the Base allow Strike Craft to be transported from the First Surface Floor back into Strike Craft Storage during recovery.

## Surface to Orbit Missile Elevators

A series of elevators dedicated to lifting Surface to Orbit Missiles from Ammunition Storage to the Surface to Orbit Missile Rails.

## Surface to Orbit Missile Rails

An intermediary storage medium used to feed Surface to Orbit Missiles from their elevators to their [launchers](#).

## Village Section

A commercial and recreation district in a Planetary Defense Fortress, the Village Section is really a self-contained town in the military base. It is also one of the more well protected sections of the Base. During Emergency Situations<sup>2)</sup>, the Village Sections acts as a last desperate measure to protect the Abwehran species.

## Vehicle Staging Area

An area that makes up the majority of the First Surface Floor, the Vehicle Staging Area is where all Ground and Aerial Vehicles are loaded with personnel and supplies before being launched.

## Vehicle Storage

A honey-comb like structure used to store all manner of ground and/or aerial vehicles in their own individual armored cells. This allows vehicles to be protected from any accidents which may threaten

them.

## Water Storage

Essentially a large anti-microbial storage center for Water, which is constantly recycled and filtered by the PDF's [Artificial Photosynthetic Life Support System](#).

## Weapon Storage Chambers

Weapon Storage Chambers are armored containers for the PDF's Defensive Batteries. When not in use, every weapon is retracted underground into these cells for maintenance purposes. It is also to protect each battery from sabotage attempts.

## Fortress Systems

### Armor and Integrated Systems

The Fortress is constructed from a dense frame of [Nerimium](#) trusses covered by [Military Station Tri-Armor](#) to provide a durable passive defense against ground invasion, aerial bombardment, and orbital bombardment.

### Computers and Electronics

A Planetary Defense Fortress contains 50 [CU-24](#) computer systems with the three main computers installed with [Smart AIMS](#). These three computers act like a Triumvirate system to moderate all the [Programmed AIMS](#) and VIMs under them.

### Communication

A Planetary Defense Fortress uses a worlds Planetary Communications Network as its primary method for telecommunications. It also has [Radio](#) and [microwave](#) transmission capability. A Fortress' Microwave transmission is normally used to communicate with planetary satellites.

### Detection

The Planetary Defense Fortress uses a variety of detection systems including:

- [Imaging Scanner Package](#)
- [Military Radar](#)
- [LADAR Targeting Array](#)

## Emergency Systems

A Planetary Fortress is fully compartmentalized much like a starship and is capable of becoming airtight in case of biological, chemical, and/or nuclear warfare.

## Life Support Systems

While a life support system may not be needed for a planetary facility, the Planetary Fortress has 4 [Artificial Photosynthetic Life Support Systems](#) for construction on hostile worlds, celestial bodies, and just in case nuclear, biological, and/or chemical warfare occurs.

## Power Generation

A Planetary Fortress runs on municipal power grids during normal operations. In combat situations, six [D-D Main Fusion Reactors](#) can be activated to power weapons, shields, and life support systems.

## Shield Systems

The Planetary Fortress has one main shield system, the [Umbrella Shield System](#) to protect itself from orbital and aerial attacks. Fortresses built near major surface cities are also equipped with a [Unified Shield System](#). Multiple Fortresses work together to create a massive umbrella shield over their city to protect civilian inhabitants from stray military fire or genocidal xeno attacks.

## Weapon Systems

- 20x [400mm Anti-Orbital Railguns](#), [DR Varies with Ammunition](#) - *used on aerospace craft entering atmosphere*
- 20x [80mm Gatling Railguns](#), [DR Varies with Ammunition](#) - *used on aerial craft and armored vehicles*
- 30x [Surface to Orbit Missile Launchers](#), [DR Varies with Ammunition](#) - *used on orbital vessels*
- 20x [Surface to Air Missile Clusters](#), [DR Varies with Ammunition](#) - *used on aerial craft*
- 80x [20mm Gatling Gauss Cannons](#), [DR Varies with Ammunition](#) - *used on assaulting infantry*

## Vehicle and Vessel Complement

## Aerospace Vessels

### Schirmherrschaft

- 90x Space for Future Aerial Fighter
- 90x Space for Future Aerial Gunship
- 30x [Achtung Assault Shuttle](#)

### Weltraumflotte

- 200x [Walküre-class Multirole Space Fighter](#)
- 30x [Achtung Assault Shuttle](#)

## Ground Vehicles

### Schirmherrschaft

- 1000x [Jäger Heavy Infantry Armor](#)
- 10x Space for Mobile Command Vehicles
- 80x [Vorrecht Main Battle Tank](#)
- 30x Space for Super Heavy Tank
- 100x [General Purpose Off-Road Vehicle](#)
- 60x [Heavy-Duty Off-Road Vehicle](#)
- 200x [HAV1 Infantry Fighting Vehicle](#)

### Weltraumflotte

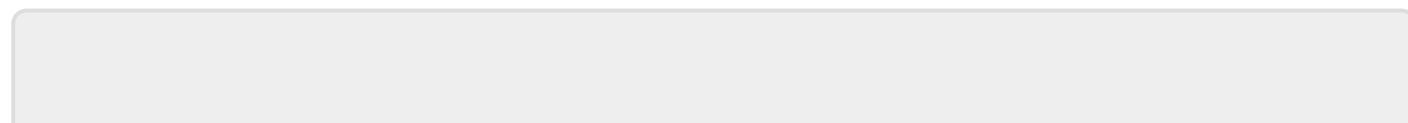
- 900x [Jäger Heavy Infantry Armor](#)
- 10x Space for Mobile Command Vehicles
- 80x [Vorrecht Main Battle Tank](#)
- 30x Space for Super Heavy Tank
- 150x Space for All-Terrain Vehicle (moon rover type)
- 150x [HAV1 Infantry Fighting Vehicle](#)

<sup>1)</sup>

depends upon size of population

<sup>2)</sup>

Genocidal attacks upon civilian populations



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Last update: **2023/12/21 05:25**

