



Only one example of this remains as a Museum.



Civilian Orbital Space Station

Trading and resource hubs of the [Abwehran Star Empire](#), these massive stations could be considered orbital cities.



About the Ship

With the demand for more resources and trade came the need for a civilian-based space station. There were hundreds of places where mining and scientific opportunities could be done, yet there was no centralized ports for civilians to go and military facilities were out of the question. Thus, the Civilian Orbital Space Station was created.

Mission Specialization

To be a trade and resource gathering hub of a section of solar system or an entire solar system.

Appearance

A large circular center with two box-like protrusions thrusting out of the center in a triangular formation.

These box protrusions then that large docking centers extending from them, each docking center large enough to hold numerous vessels.

History and Background

Designed and built in AF 140, the Civilian Orbital Space Station, or COSS of short, was created once industries began to develop in the Jaspis System. With a variety of research, mining, and trade going on, it was really only a matter of time until the need for hubs for such activities grew.

Statistics and Performance

General

- Class: Ay-P1-1a
- Type: Civilian-Operated Trade and Transportation Center
- Designers: [Kaiserlich F&E](#)
- Manufacturer: [Abwehran Imperial Yards](#)
- Production: Limited Production
- Fielded by: [Civilian Space Administration Agency](#)

Passengers

- Crew: 18,000 operators are required.
- Maximum Capacity: There are accommodations for 2,000,000 people. About 6,000,000 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

The Civilian Orbital Space Station is defined by two major areas, the Central Disc and the Docking Areas.

Central Disc

- Diameter: 45 kilometers (28 miles)
- Height: 11.25 kilometers (7 miles)

Docking Areas

- Length: 17 kilometers (10 miles)
- Width: 14 kilometers (9 miles)
- Height: 4 kilometers (3 miles)

Decks

- Command, Residential, Commercial: 1406 (4 meters each)
- Agricultural, Industrial: 562 (10 meters each)
- Docking Area: 200 (20 meters each)

Propulsion and Range

- Lifespan: 300 years constant use
- Refit Cycle: Once every 50 years

Damage Capacity

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

- Hull: Tier 15
- Shields: N/A

Inside the Station

Agricultural Sector

Taking up the top 281 Decks between the Residential and Command Sector, the Agricultural Sector provides both air/water purification as well as food for the entire station, making it self-sufficient.

Command Sector

The top deck of the massive station, the Command Sector houses all command systems on the entire station.

Commercial Sector

A space that takes up the middle 703 decks of the central disc. These hold both specialty stores, shopping malls, and office facilities.

Control Center

The brains of the station, the control center is a large facility with space for ten sensors/communications operators and a watch commander. Arrayed in a circular position, this allows each operator to control a

tenth of the circumference of the station's control zone. This room is found in the command sector.

Docking Areas

Dedicated to the three boxes with pylons, these are where hundreds of civilian vessels of various types and sizes can come to dock.

Engineering

A massive section holding four large [Heavy Water Fusion-Fission Reactors](#) and nearly twenty standard fusion reactors as back-up. There are also forty massive batteries set up to solar panel arrays on the outer armor as emergency power sources. This room is found in the center of the station and extends from the second deck to the 749th deck.

Industrial Sector

The bottom 281 decks of the central disc are dedicated to factory and research facilities. The Industrial Sector has its own docking facilities to take on raw materials for processing.

Residential Sector

Taking up 703 Decks in between the Commercial Sector and Agricultural Sector, the Residential Sector houses all station personnel and visitors.

Ship Systems

Armored Hull and Hull Integrated Systems

The COSS is built using a two meter thick, iron armor in combination with standard civilian [hull](#) and [framework](#).

Computers and Electronics

CU-23 Multipurpose Computer System A powerful and robust computer system using the [standard civilian processors](#) connected via [molecular circuits](#) to connect to the various Data Storage and Displays on board. **Detection Systems**

- [Station Gravatronic Radar](#)

- [Infrared Spectrometer](#)
- [Imaging Scanner Package](#)

Communications Systems

- [Radio](#)
- [Station Laser Communication](#)
- [Sound-Powered Telephones](#)

Emergency Systems

Life Support Systems

The essential air/water filtration systems are provided by the Agricultural Sectors of the ship and city capable water treatment facility. Gravity is created by [Unidirectional Gravity Plating](#).

Propulsion

The only propulsion systems available are a series of fusion thrusters to keep the station in orbit.

Shield Systems

The COSS has a [Hazard Shield](#) system to protect it from radiation.

Vehicle Complement

- 4000 [Schiffchen](#)
- Around 400-1000 vessels of various size

OOO Notes

- [Approval Thread](#)

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