

Frontier Asteroid Base

A Cheap and Stealthy outpost built inside stellar debris.

About the Ship

Key Features

- Cheap and Stealthy Early Warning/Ambush Outpost - Able to hold a small compliment of Star Fighters and Marines.

Mission Specialization

- Early Warning for System Defense. - Ambush Mission versus System Invaders.

Appearance

The Frontier Asteroid Base looks like a normal Iron-type Asteroid normally averaging 5 kilometers at the widest point, but can range from 1 kilometers to even the size of a planetoid (roughly 500 Kilometers in diameter). The facilities of a Frontier Base are buried deep beneath the surface of the particular stellar debris of choice but always have a launching facility or multiple disguised as recently-formed craters.

History and Background

Some of the earliest stations in [Jaspis](#), Frontier Asteroid Bases have been uses successfully since Abwehrans first began to expand into their home solar system. The most recent Frontier Bases can be found orbiting the outer edges of the [Jaspis](#) System. Both of them named Frontier I and II, they are the largest objects found in the outer debris belt that surrounds all star systems.

Though those are the most well known, there are dozens of such bases that can be found in the Inner Asteroid Field of [Jaspis](#), including a large planetoid roughly 500 kilometers in diameter known as "Fortress". The most recent design, the Ay-P4-4a has yet to see service since it is a recent update to a long line of designs.

Statistics and Performance

General

Class: Ay-P4-4a Type: Asteroid Base Designers: [Kaiserlich F&E](#) Manufacturer: [Abwehran Imperial Yards](#)
Production: Mass-Production Fielded by: [Weltraumflotte](#) Cost per Unit: 4,500,000 Credits (1,500,000 KS)

Passengers

Crew: 565 - 592

- 1 Base Commander
- 66 Command Center Personnel
 - 3 Operations Officers
 - 3 Chief Intelligence Analysts
 - 30 Communication Specialists
 - 30 Intelligence Analysts
- 255 Engineering Personnel
 - 9 Engineers
 - 6 Damage Control Specialists
 - 60 Armorers
 - 30 Machinists
 - 60 Mechanics
 - 90 Technicians
- 120 Medical Personnel
 - 30 Doctors
 - 90 Medical Technicians
- 120 Support Personnel
 - 90 Caretakers
 - 30 Duty Quartermasters
- 3-30 Boat Bay Controllers (depends upon the amount of Launch Bays)

Marines: 768

Pilots: 400

Maximum Capacity: There are accommodations for 1760 people. About 5000 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Note: These are Average Dimensions, they actually vary between asteroid sizes. Length: 5000 meters (16,404 feet) Width: 5000 meters (16,404 feet) Height: 5000 meters (16,404 feet) Decks: N/A (4 meters each)¹⁾ Mass 6,000,000,000 metric tons

Propulsion and Range

Range: In-System Lifespan: 100 years Refit Cycle: Every 20 years

Damage Capacity

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

- Hull: 180 SP
- Shields: None

Inside the Ship

Deck Layout

Since Each Frontier is different from one another, there can be no set Deck Layout. What can be said about the layout is that the deepest facilities will always be the Command Center and Engineering. Facilities in the Middle Layer would normally be Crew Quarters/Recreation, Medical/Science Facilities, and an Agricultural Section. The Upper Layer comprises of the remaining facilities with the Launch Bay disguised as a recently-made Crater.

Compartment Layouts

Agricultural Section

Like many of the Abwehran's Station designs, the Frontier Asteroid Base is self-sufficient in the fact that it has a huge Agricultural Section dedicated to the production of food and air. It also provides a park-like atmosphere for relaxation when off-duty.

Armory

See: [Large Armory](#)

Captain's Suite

See: [Standard Abwehran Captain's Suite](#)

Cargo Storage Areas

Instead of large cargo holds, the Frontier has several storage areas with separate, lockable storage units labeled 1-100 in each area. Large reservoir tanks holding water can also be found in these facilities. Each Storage Area is so large that conveyor belts and trucks are used to transport both goods and personnel. A Frontier normally has an average of twenty such storage units.

Command Center

The Frontier Command Center is more like a combination of a starship bridge and a Central Intelligence Center with the design comprised of a sphere reaching a radius of 10 meters. In this sphere, ten chairs located on a central platform are placed facing outward with their own consoles. These chairs are for sensor/communications operators, each responsible for a section of space in the Frontier's detection range. A second platform is located just underneath the first with ten more seats which are for intelligence analysts. Above the first platform is a much smaller platform which contains the Base Commander, the Strategic Officer, and the Chief Intelligence Officer.

Computer Center

Though many of the older model Frontiers used multiple CU-23 Computer Systems networked together to perform as one huge supercomputer, the newer Frontiers are actually to be run but a dual-linked system of two CU-24 Quantum Computers. This is also back up by three more pairs of equally powerful systems and again backed up by the usual 20 CU-23's networked into a supercomputer. All of these systems are in moderately large facilities dotting the Frontier's interior.

Crew Quarters

See: [Abwehran Standard Barrack-style Quarters](#)

Crew Recreation

Crew Lounge

See: [Abwehran Standard Lounge](#)

Gymnasium

See: [Standard Large Warship Gym](#)

Damage Control Center

See: [Standard Damage Control Center](#)

Engineering

A frightfully large cylindrical facility with low-gravity that is located deep near the Base's Core, the Frontier's Engineering Section contains the following equipment:

Equipment

- 5 [Heavy Water Fusion-Fission Reactors](#)
- 10 Standard Fusion Reactors
- 20 Solar Batteries

Fabrication Center

Next to the Engineering Section, the Frontier's Fabrication Center is much like a factory as opposed to a ship-based fabrication room. With automated facilities monitored by expert Machinists, the Fabrication Center can produce vast quantities of repair materials and spare parts if and when necessary.

Galley Section

Kitchen

See: [Abwehran Standard Kitchen](#)

Mess Halls

See: [Standard Officer Mess Hall](#) See: [Standard Enlisted Mess Hall](#)

Launch Bays

Large, cavernous facilities that hold squadrons worth of fighters and dozens of shuttle craft at a time. Each vehicle is attached to the cavernous walls via clamps and scaffolds in order to fit as many craft as possible. For some of the large Frontier Bases, it is even possible for Escort-type Warships to dock in these facilities.

Laundry Rooms

See: [Abwehran Standard Laundry Room](#)

Maintenance Conduits

Small passageways that technicians have to crawl through, they are large enough for an adult Abwehran male to crawl on his hands and knees.

Medical Center and Laboratory

See: [Abwehran Standard Medical Bay](#)

Passageways

Standard spartan and utilitarian passageways are used for everyday foot traffic, while transportation between the various facilities is done via high-speed trains.

Ship Systems

Armored Hull and Hull Integrated Systems

Planetoids and Asteroids are hardly objects that could be armored easily. Therefore, the outer most armor is the actual crust of these pieces of stellar debris, hence why Abwehrans chose debris of metallic/rocky content as opposed to those made of dust and powder. Facilities in the Frontier Base, on the other hand, all have their own [Tri-Layer Armor](#) to protect them in the freak case something should get through the crust of the stellar debris.

Computers and Electronics

See: [CU-24](#)

Communications

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

- [Station Subspace](#)

Detection

- [Station Gravatronic Radar](#)
- [Infrared Spectrometer](#)
- [Imaging Scanner Package](#)
- [Station Subspace Mass](#)

Emergency Systems

With its mission dealing in ambushing and early warning, the Frontier Base has no escape pods to save its crew. It is compartmentalized in the freak case of a breach, but other than that the crew must rely on rescue ships and its own shuttle complement to save themselves.

Life Support Systems

The Frontier relies on its own Agricultural Sector to provide its crew with breathable air. Water, however, is delivered initially to create a vast reservoir that could fill a moderately large lake. It is then filtered via an efficient water treatment plant and sent to all facilities via kilometers of pipeline.

Vehicle Complement

(Per Launch Bay)

Shuttles

- 30 [Schiffchen](#)

Fighters

- 300 Fighters (Various)

Other Vessels

(Optional)

- 2 Corvette-sized Vessels
- 1 Frigate-sized Vessels

1)

Launch Bay is 100 meters in height.

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

