

# Military Orbital Space Station

A defending behemoth, the MOSS is often seen as the defenders of the realm.



## About the Ship

### Key Features

- N/A

### Mission Specialization

To be a central hub for the security of either a section of a system or an entire system.

### Appearance

Two rectangular structures, one over the other, connected by a large tubular structure running horizontally between them. It is all surrounded by a massive ring structure that hold the majority of the docking facilities.

## History and Background

Developed and built only a few years before the Pirate War, the Military Orbital Space Station was created to attempt to deal with the rising threat of piracy over all. With these littering the Jaspis system, traders and miners would always have the Weltraumflotte within a few AUs reach.

These behemoths played a critical role during the War as they constantly kept watch of their control zones and provided regular havens for damaged warships and fleeing civilians. Today, the MOSS is seen as a silent defender who had outlived much of its purpose now.

## Statistics and Performance

### Statistical Data

#### General

Class: Ay-P2-1a Type: Military Operations Hub Designers: [Kaiserlich F&E](#) Manufacturer: [Abwehran Imperial Yards](#) Production: Limited Production Fielded by:

- [Weltraumflotte](#)

#### Passengers

Crew: 300,000 operators are required. Marines: 300,000 Maximum Capacity: There are accommodations for 1,000,000 people. About 10,000,000 people can fit aboard in an emergency, but the ship would be extremely cramped.

#### Dimensions

##### Central Spire

Diameter: 12.5 kilometers (7.8 miles) Length: 50 kilometers (31 miles)

##### Residential and Industrial Sections

Length: 37.5 kilometers (23 miles) Width: 13 kilometers (8 miles) Height: 6.25 kilometers (3.8 miles)

## Docking Ring

Diameter: 50 kilometers (31 miles) Width: 12 kilometers (7.5 miles) Thickness: 6.25 kilometers (3.8 miles)

Decks: 17,187 (4 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: 120 Ship SP
- Shields: N/A

# Inside the Ship

## Compartment Layouts

### Agricultural Sector

The Agricultural Sector is located in the central spire and span across nearly a full third of the decks.

### Command Sector

The Command Sector is located in the center deck of the central spire.

### Control Center

The Control Center is located in the center of the Command Sector and comprises of a triple ring pattern centered on the computer core. Each ring contains 20 seats with an operator controlling a twentieth of the MOSS' control zone. The first ring is dedicated to sensors and communications, the second ring is dedicated to weapon systems, and the third ring is dedicated towards operations of strike craft and infantry.

## Docking Ring

A 50-kilometer ring rotating around the central spire, this ring holds all docking bays and ports available for any ship designed by Abwehran Imperial Yards. A few bays are dedicated towards ships of non-AIY design.

## Engineering

Taking up a full two decks, Engineering contains twelve [Heavy Water Fusion-Fission Reactors](#) with twenty-four fusion reactors for back-up and nearly 200 batteries collecting energy from solar panels lining the MOSS' armor.

## Industrial Sector

The Industrial Sector is the entire bottom box of the MOSS. This contains a massive factory complex and four shipyards built in.

## Residential Sector

The top box of the MOSS, the Residential houses all personnel for the station itself. Any remaining personnel are to remain in the ships.

## Recreational Sector

A few decks of the Central Spire are dedicated towards the recreation of soldiers including gyms, lounges, bars, and a variety of other activities.

# 6. Ship Systems

## Armored Hull and Hull Integrated Systems

The MOSS is built using the [Tri-Layer Armor](#) system in combination with standard military [hull](#) and [framework](#).

## Computers and Electronics

## CU-23 Multipurpose Computer System

A powerful and robust computer system using the [standard military processors](#) connected via [Molecular Circuitry](#) to connect to the various Data

Storage and Displays on board.

### Detection Systems

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

### Communications Systems

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

## Emergency Systems

## Life Support Systems

The essential air/water filtration system 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 system available are a series of fusion thrusters to keep the station in orbit.

## Shield Systems

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

## Weapons Systems

### Ion Cannon

Nearly one hundred units strategically placed all over the MOSS.

- Primary Role: Anti-ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: 4 SDR
- Range: 20,000 Kilometer effective range
- Rate of Fire: One Stream per 5 minutes
- Payload Unlimited due to production capacity

## **240mm Laser Cannon**

Nearly one hundred units strategically placed all over the MOSS.

- Primary Role: Anti-ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: 3 SDR
- Range: 1 AU
- Rate of Fire: One pulse per second
- Payload Unlimited

## **160mm Laser Cannon**

Nearly one hundred and fifty units strategically placed all over the MOSS.

- Primary Role: Anti-ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: 3 SDR
- Range: 1 AU
- Rate of Fire: One pulse per second
- Payload Unlimited

## **80mm Laser Cannon**

Nearly two hundred units strategically placed all over the MOSS.

- Primary Role: Anti-ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: 2 SDR
- Range: 1 AU
- Rate of Fire: One pulse per second
- Payload Unlimited

## Long-ranged Anti-Ship Missile Launchers

Nearly one hundred Launchers strategically placed all over the MOSS.

- Primary Role: Anti-Ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: Dependant upon warheads (see [Missile Technology](#))
- Range: 1 AU
- Rate of Fire: One every 6 seconds
- Payload Unlimited due to production capacity

## Short-ranged Anti-Ship Missile Launchers

Nearly one hundred clusters strategically placed all over the MOSS.

- Primary Role: Anti-Ship Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: Dependant upon warheads (see [Missile Technology](#))
- Range: 3,000,000 KM
- Rate of Fire: One every 1.5 seconds (tubes can be group fired)
- Payload Unlimited due to production capacity

## Short-ranged Anti-Fighter Missile Launchers

Nearly two hundred Clusters strategically placed all over the MOSS.

- Primary Role: Anti-fighter Battery
- Secondary Role: Clearing hazardous obstacles
- Damage Rating Value: Dependant upon warheads (see [Missile Technology](#))
- Range: 3,000,000 KM
- Rate of Fire: One every second (tubes can be group fired)
- Payload Unlimited due to production capacity

## Gatling Laser Cannons

Nearly four hundred units strategically placed all over the MOSS.

- Primary Role: Anti-fighter Battery
- Secondary Role: Secondary Anti-missile
- Damage Rating Value: 3 ADR
- Range: 180,000,000 Kilometers
- Rate of Fire: 64 pulses per second
- Payload Unlimited

## Anti-Missile Laser Emitters

Nearly one hundred units strategically placed all over the MOSS.

- Primary Role: Anti-missile Battery
- Secondary Role: Pin-point cutting
- Damage Rating Value: 1 ADR
- Range: 4,000,000 Kilometers
- Rate of Fire: one five-minute stream per 10 seconds
- Payload Unlimited

## 7. Vehicle Complement

### Fighters

- 500,000 Strike Craft

### Shuttles

- 300,000

### Other Vessels

- About 40,000 various craft can be held.

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

Permanent link:  
[https://wiki.stararmy.com/doku.php?id=faction:abwehran\\_star\\_empire:technology:spacecraft:military\\_orbital\\_space\\_station](https://wiki.stararmy.com/doku.php?id=faction:abwehran_star_empire:technology:spacecraft:military_orbital_space_station)

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

