

Nepleslian Arms and Munitions "Cirrus" Class Research Station

1. About the Ship

The Cirrus Research Station is an enormous research-oriented starbase, sporting a large number of laboratories, research bays, testing areas, and many other facilities with which to use to aid in the pursuit of science. What truly makes this vessel unique, however, is that the schematics for the entire station were the result of the collaboration between [Democratic Imperium of Nepleslia](#), the [Freespacers](#), and the [CSEIA](#). [Democratic Imperium of Nepleslia](#) hopes that the discoveries and advancements researched in these massive stations will not only help [Democratic Imperium of Nepleslia](#), but the entire known universe as well.

2. History and Background

The Cirrus Research Station is a joint-effort between three cultures to create the perfect place for the pursuit of scientific knowledge. By combining the resources and technologies of the [Nepleslian Empire](#), the vast scientific knowledge and experience of the [CSEIA](#), and the advanced robotics and structured artificial intelligence of [The Free State](#), [Nepleslian Arms and Munitions](#) developed this station to create a safe, secure site for the furthering of scientific endeavor. Originally, the plan was to only include the brilliant minds at the [CSEIA](#). However, the advent of the [Freespacers](#) and their peaceful integration played well into the plan.

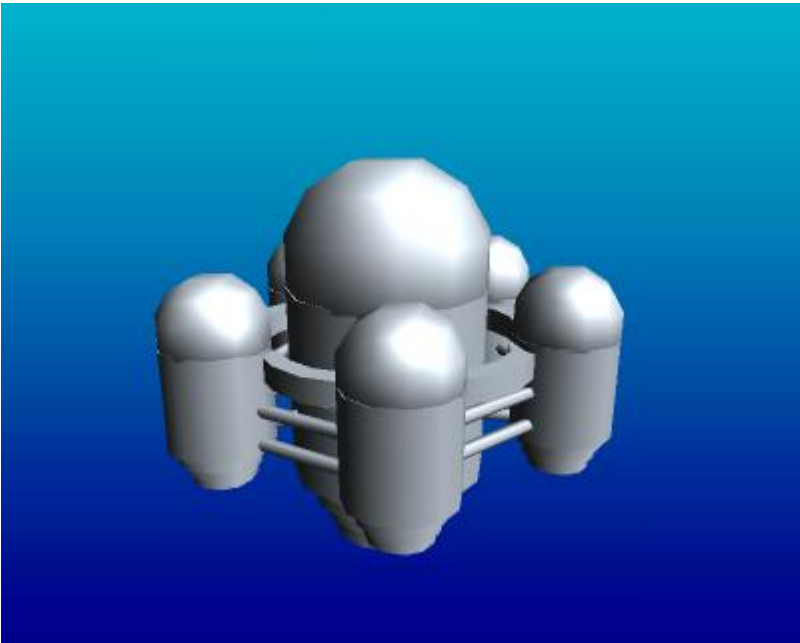
Nearly all of the facilities in the Cirrus Research Station are for the use of research and development, but there are also quarters for crew and scientists, as well as marine quarters for station-security purposes. The Cirrus is divided into sectioned facilities, each of which specializes in a particular area of research.

Renowned scientific mind [Cassefin Montreal](#) first proposed her design and endeavor to [Nepleslian Arms and Munitions](#). The idea was berated for its heavy use of both the [CSEIA](#) and [Freespacer](#) knowledge in conjunction with [Nepleslia's](#)...but after much petitioning, debate and general hassling, [Cassefin](#) convinced the minds at NAM that her dream to unite these three organizations and their vast knowledge of science could only be realized by the construction of a research facility that was designed by not one, not two, but three of the greatest scientific minds of the era. Grand Admiral [Robert Davis](#), taking special interest in the project, believed that such an endeavor would, perhaps in time, reap benefits that would far exceed the less-than-menial costs to produce and stock the facility...and [Nepleslian Arms and Munitions](#) was also all too ready to silence [Cassefin](#) and her protesting rallies and activist movements for funding and zoning permits.

Construction for the station, as per [Cassefin's](#) request, started immediately.

Organizations Using This Vessel: [Democratic Imperium of Nepleslia](#), [The Free State](#), [CSEIA](#) Type: Research Station Class: Na-H2-01a Designer: [Cassefin Montreal](#), [Circuitbreaker Peke Twenty-Two](#),

Arlander Pontstravi Manufacturer: [NAM Orbital Shipyards](#) Production: Very limited (A single station)
Appearance:



Crew:

By Faction	
Nepleslian	6200
Automata	3400
Freespacers	2000
CSEIA	400
By Function	
Scientists	9000
Support Staff	3000

Dimensions

(Note: All dimensions are of a complete Cirrus Station with all Modular Facility slots filled) Length: ~7,000m Width: ~7,000m Height: ~10,000m Decks: Varies Mass: Incredulous

Performance

Speed (STL): (Modular Facilities) .70c (Takes roughly two hours to safely accelerate to this speed) Speed (CDD): 10,000c Speed (Hyperspace Fold): 6 ly/min Range: Designed to merely remain in space Lifespan: Approximately 200 years Refit Cycle: Station is theoretically self-sustaining, constantly refitted by station personnel

5. Inside the Ship

Deck Layout

Central Station

The Central Station is the largest section of the Cirrus, and acts as a focal point and access point for all areas of the station. The Central Station is long, cylindrical and symmetrical, the lower section growing thinner. The Central Station is mostly used as a general access area, but also houses the main computer cores of the station, as well as crew quarters, power processing, propulsion systems and the Bridge. Each of the Science-Bay Modular Facilities are connected to the Central Station by a series of interlocking bridges, which are also used to traverse from section to section of the research station. Access to the separate floors of the Central Station is acquired through the use of a set of staircases and elevators placed around the facility.

Central Station Tram System

A large tramway track rings the Central Station, and also acts as the main docking point for Modular Facilities. When a Modular Facility is connected to the Central Station, the Tram System is attached to and can be accessed by the facility. The Tram is mostly used by personnel wanting to travel to the separate Modular Facilities without having to travel through the Central Station, saving time and a little energy.

The Tram System can be accessed by entering the Tram Station, one of which is located near the center of each Modular Facility. There is currently no way to access the Tramway from the Central Station...one will have to move to a Modular Facility to access it. There are two tracks that make up the tramway, which move in opposite directions in exact unison. When a tram is far enough away from a particular Tram Station, a walkway is extended so that personnel may access the opposite waiting area and the tram associated with it.

Tram Stations are basically rooms of moderate size, lined with benches, [BioNutri-Snack](#) and [Cassefin Reservoir Drinks](#) machines, with the tram tracks and extending bridge cutting the room in two. Each tram car is connected to the next through a standard coupling system. The inside of each car is roughly the same: the large sets of sliding doors open to a long, rectangular room. The inner walls are lined with cushioned seating, while the middle areas are laid open with two rows of overhead handles for securing the standing position. The walls of each car have a set of long, clear windows for a little scenic intrigue when traveling from station to station, although they are still thick enough to hold up should the tramway passages experienced loss of pressure.

Modular Facility

These large, mobile buildings are able to connect to the sides of the Central Station via the docking modules. When connected, the two share power generation, as well as computer processing and

information. The Modular Facility itself connects to the Central Station through a number of wide tunnels. These walkways also connect the Modular Facility to the Central Stations' main power cores, allowing the Modular Facility to siphon extra power from the Central Station when necessary. Access to the separate floors of each Modular Facility is acquired through the use of a set of staircases and elevators placed around the facility

Although mostly reliant on connection to the Central Station for optimum output and group FTL travel, each Modular Facility is capable of generating its own power via Fission-Fusion reactors. Each facility also sports its own propulsion methods through a small array of high output Ion-engines for more subtle movements, such as moving into position for connection to the Central Facility.

The layout for each Modular Facility remains relatively the same. Each deck of the facility holds the main lab area in the center, with a main hallway ringing the laboratory. These hallways contain separate smaller rooms every so often, such as restrooms or an occasional Security/Medical Station, as well as access to the stairwell and elevator systems used to travel from deck to deck.

The inside of each individual Modular Facility varies greatly, although each facility holds their computer cores, shuttle bays, drive systems and other necessary systems in the lower recesses of the building. In the upper reaches of each station are the Restricted Access laboratories. The upper recesses of each modular facility are lined with thin layers of [zanarium](#), which effectively protect the areas from outside examination through conventional sensor methods. The main office for each Modular Facility resides in the topmost section of the building. There are numerous space docks strategically placed around the facility, mainly used for the transportation of equipment and materials. Near the center of each Modular facility is the Tram Station, which allows for the use of the Cirrus Station Tram System.

Bio-Organic Research and Containment

The Bio-Organic Research and Containment Facility itself deals mostly with the more biological aspects of science. While having many laboratories, holding cells and examination rooms, much of this facility is used for the artificial environment systems, which encompass a broad range of planetary environments with which to successfully integrate biological life into. Each habitat is chock-full of the various biological plant and animal life-forms of the universe.

The Cirrus Station itself is meant to be largely self-sufficient, and as such, many of the simulated ecosystems in the Bio-Organic Research and Containment Facility are used to produce oxygen and water for use by the rest of the station. Much of the [Freepacers](#) hydroponics technology was used as influence for many of the organic systems around this facility. [Cassefin](#) herself owns a large, restricted section of this facility for her own purposes, growing organic foodstuffs and maintaining her own personal water reservoir in order to produce and test her [BioNutri-Snack](#) and [Cassefin Reservoir Drinks](#) lines of healthfoods on the Cirrus population.

Automanufactory

This module is a slightly re-engineered version of the Automanufactories used aboard Freespacer

Motherships. These bays are highly configurable and can be used to assemble anything from small starships to toys, or in Cirrus' case, to produce the majority of the equipment needed on-site. Due to the readily available on-site equipment here normally used to maintain Automata this module also double's as the station's robots and engineering research laboratory, though the term laboratory is used loosely. This facility is usually in a permanent state of disarray, much to the chagrin of the non-Freespacer staff of the ship.

The labs are usually laden with various parts as the scientist staff goes about their work on building the better mousetrap, with numerous mechanical arms hanging overhead to assist in construction. Lots of flashing lights and shiny buttons, too. An off-shoot of the main room contains the Automata charging outlets and workshops, which is actually little else than a wall lined with cable sockets and spools of cable. A semi-permanent feature of this room is the overwhelming number of Automata and machinery various states of (dis)assembly. From the roof of the room hang an array of robotic arms, which are capable of performing a limited number of autonomous tasks when operated by SI controllers, along with several cluttered work benches for tasks that may require them.

Temple de Biomechatronics

The Temple de Biomechatronics is specially designed for the pursuit of innovations relating to both computer systems and bio-organic machinery. Nepleslia, well known for its large cybernetics market, as well as Freespace use for cybernetics, led to the joint-development of this laboratory. Science done in this module is mostly along the lines of the development of better and more specialized computer and artificial intelligence systems, as well as improved and more integrated cybernetics for both medical and commercial use. Most of this module is Freespace-designed, leading to many unnatural or rather odd design choices by the architects.

Chemical Analysis and Development

This particular modular facility deals with the creation, study and application of the various elements of the universe, ranging from newly-discovered elements, chemicals and ores to practical, new uses for existing ones. Most of the labs are chock-full of large chemical vats, windy tubes and plenty of glowing liquids.

The Chemical Analysis and Development labs have been predicted to have three times the waste output of the other modular bays, thus, most of the waste of the facility is siphoned to the Central Station waste processing plant to compensate. The [CSEIA](#) "Hot Lab" design was adapted in this area for safety measures. All sector doors are protected by a triple blast door system with hazard sensors housed in the administration building. The individual testing labs are completely self-contained, with none of the standard water or air connections with the rest of the station. The structure and bulkheads of the facility are lined with special composite fibers that help contain explosions within the structure. Reinforced walls with self-sealing liner helps prevents leaks into the rest of the structure in the event of damage. But despite the advanced safety technology used in the construction of the facility, the submodules of this section have to be replaced more often than any other section of the station.

Aeronautical Construction and Experimentation

The design of this aeronautics facility is markedly [Nepleslian](#) and [CSEIA](#) in origin. The Aeronautical Construction and Experimentation Facility appears markedly different from the other Modular Facilities, what with its outward appearance being littered with long protrusions. These protrusions are, in fact, space-docking arms which are used to transport personnel and equipment to the area of open space near the facility, which aids in the construction of the larger, more complex equipment for testing purposes. These construction arms also can double as a resupply point for space-faring vessels, such as the [NS-LFS-1CIV Red Hill Class REVISED](#) transports the Cirrus Station uses for heavy transportation.

Theoretically, the Aeronautical Construction and Experimentation Facility could create its own vessel...but it does not have the resources to do so on-station, and the construction yards are mainly used to build and test new engines, anti-gravity fields and other experimental pieces of equipment that require more room than the Modular Facility can accommodate.

Armament Development and Evaluation

This facility deals with the more lethal aspects of scientific advancement...namely, the weapons and weapon systems both familiar and unfamiliar to [Democratic Imperium of Nepleslia](#) and her acquaintances. Although mostly of [Nepleslian](#) design, much of the [CSEIA](#) “hot lab” design was borrowed as well.

In essence, the entire Armament Development and Evaluation Facility is one giant “hot lab”. The facility is completely self-contained, with none of the standard water or air connections with the rest of the station, instead drawing them from its own sources on the Engineering Deck of the facility. All sector doors are protected by a triple blast door system with hazard sensors housed in the nearly every room. The structure and bulkheads of the facility are lined with special composite fibers that help contain explosions within the structure. Reinforced walls with self-sealing liner helps prevents leaks into the rest of the structure in the event of damage. There are a number of smaller Hot Labs located in segregated areas around the hull of the facility, as to not endanger the inner facility should an accident occur.

Even with all of these precautions, the Armament Development and Evaluation Facility is still possibly the most dangerous area on the Cirrus. High security clearance and strict safety regulations are always in place.

Miscellaneous Layouts

The Grand Atrium

The Grand Atrium is located in the center of the Central Station, and is the information center and main access point for the entire station. The Central Station’s main docking bays all connect directly to the Grand Atrium, so this massive room is usually the first thing newcomers to the Cirrus Station will see. The

first floor connects directly to the Central Station docking bays, while the two upper levels give direct access to the bridgeways towards the Modular Facilities.

It is a very elaborately decorated room that spans three floors, the upper levels overlooking the central area, ringed by balconies. The Grand Atrium floor is fairly sparse, save for a few information kiosks and some decorative vegetation, paintings, wall and free-hanging murals, etc. Built into the very centermost areas of the floor and ceiling, however, is a powerful state-of-the-art holographic system, which can fill the room with whatever images the controller may desire. When not in use, the holographic system displays a scaled-down version of the Cirrus Research Station, floating aimlessly in the center of the Atrium, viewable by all floors.

Because of the large amount of personnel the Grand Atrium is able to hold, The Grand Atrium is often used as a massive meeting area when the Station Administrators need to deliver messages to the station staff. The holographic system is often used in unison with these speeches, to further capture attention or to give personnel a more vivid picture of what the speaker is trying to describe.

Security/Medical Stations

Located around the station are a series of rooms which deal specifically with the Cirrus Station Security teams. These rooms have a threefold purpose to security staff. They act as a sort of break-room for off-duty security teams, containing a table or two, a set of chairs, and [BioNutri-Snack](#) and [Cassefin Reservoir Drinks](#) vending machines. The Security/Medical Stations also contain basic medical supplies and analysis equipment, mostly enough to deal with most minor injuries expected around the station. Most of the medical systems are operated via a robotics assembly, thus the lack of need for too many medical officers to stretch the budget.

Perhaps the most notable use for the Security/Medical Stations is the Pneumatic Equipment Delivery System. Located along one of the walls of the room are a series of large, clear tubes that can transport, when requested via a nearby panel or AI-construct, can send a Cirrus Station Security team member their specialized [CSS Suits](#) and issued weapons, as well as anything else the team member has placed in the Pneumatic Delivery System storages.

Control Center

Located at the top of the Central Station, the Control Center has its hands in nearly all of the Cirrus Station. The Control Center houses the station controls, communications arrays, as well as the main computer core itself. This area is restricted to all but the highest of security clearance, and as such is kept relatively safe from the rest of the Cirrus Station.

Pneumatic Delivery System and Storage

Running throughout the Cirrus Station is a series of pneumatic tubes which are accessible at many points of the station interior. The primary use of this system is the quick and efficient transport of smaller items, which travel through the pneumatic system in clear cylindrical-canisters. Usual items transported include

new sets of clothing, lab coats, small tools, security team uniforms and weapons, and occasionally a snack delivery of [BioNutri-Snack](#) foodstuffs. Accessing the Pneumatic Delivery System is as simple as asking a handy Station Intelligence construct, or using the small panel on the side of each Delivery System access point.

The delivery system itself is connected to a vast storage system in the Center Station's engineering bays. Space for storage is limited, however, so the Head Administrator has placed rules on the Pneumatic Equipment Delivery System on what sort of items and the amount a single person can store. She regularly goes through the storage every day to ensure that her rules are followed by the letter...and to give rule breakers a little surprise in the next usage of the delivery system, should she discover them.

Cassefin's Personal Quarters

[Cassefin Montreal](#) holds claim to a large luxury suite near the Control Center, which takes up a fair amount of space, according to the layout of the station. This area is also lined with [zanarium](#), and the entrance is protected by a quartet of turrets...apparently, she likes her privacy. However, what the odd-ball scientist has in her grand quarters, or what the space is being used for is still currently unknown to anyone but [Cassefin](#) herself.

Cargo Storage Areas

The Central Station, as well as each modular facility, is equipped with multiple loading and unloading cargo bay space docks. These are used for the transport and storage of the materials that each modular facility will be using, as well as transported completed works to the Central Station for finalization before being sent planetside to negotiate the terms of the product. These space bays are large enough to accommodate the standard cargo vessels that [Democratic Imperium of Nepleslia](#) is familiar with. Most of these are found around the Engineering decks, but a few of them reside in the upper reaches of the Central Station, for the purpose of unloading personnel, rather than materials.

Scientist/Crew Quarters

The ship personnel and scientist living quarters are grouped on two decks within the station. The area is fashioned in a miniature atrium design, with the rooms circling the inner walls of the area, the top floors of rooms accessed by a ringed balcony that overlooks the Crew Recreation center in the middle, while the bottom circle of crew quarters directly connects to the recreation area. At four points around the center are a set of staircases and the Central Station elevators.

The rooms themselves are not initially remarkable, with little more than a cot, desk and toilet/shower combination set in a decent amount of space. Any and all personnel that fall into the category of Scientist and Crew Member have been allowed full creative freedom to use their allotted room as they please. As such, each room is markedly different, depending on the occupants taste. Many of the scientists have taken advantage of this and have set up their own personal labs in their quarters...with the permission of

the administration board.

Marine Quarters

While the ship Scientists and Crew were given freedom to customize their rooms as they please, the Marine sleeping and living quarters are essentially a single large room, lined with quadruple-bunk-beds and adjoined to a basic communal bathroom facility. Nothing spectacular here, at all.

Crew Recreation

In the center of the Scientist and Crew Quarters decks is a small, open area atrium-like structure, which gives access to both decks via a small staircase. In the center of this atrium is a large lounge area, containing sets of comfortable sets of posh furniture, four large-screen HoloVision sets, and, of course, a couple [BioNutri-Snack](#) and [Cassefin Reservoir Drinks](#) machines in the corner.

This is just the default setting, however. Using a [CSEIA](#)-made system of nanomachine and holographic construction, virtually any form of recreation can be placed into the recreation area. All a user has to do is talk to one of the many Station Intelligences and order something to be constructed for them. Ping pong tables, running tracks, karaoke machines...virtually anything. However, as per common [CSEIA](#) safety protocols, it is recommended that the general area you wish the new recreation activity to be in be completely devoid of other station personnel at the time of construction. Refusing to do so will result in a rather nasty mess.

Engineering Decks

The lower recesses of the Central Station and modular facilities contain the space station systems. Although most of the modular facility engineering decks differ depending on content, each engineering deck contains a basic waste/water recycling systems, Pneumatic Delivery System Storages, station drive systems and the hybrid power plants. Also, while the Central Station computer core is located up at the top of the Central Station near the bridge, each Modular Facility houses a computer core specialized for that sections use, which is located in the engineering level of the facility.

The Central Station engineering deck also contains access to the Cirrus Stations' only Powered Armor Bay. Access to the Engineering Decks is usually gained via the maintenance elevators or bulkhead-protected staircases, with proper security clearance.

Passageways and Corridors

The station corridors are based on the tried-and-true design common to [Nepleslian](#) space-faring vessels...thus, not entirely new in design. They are lined with glossy white duraplast tiles and brightly lit through the fixtures over-head and lining the bottom walls. Probably the only mentionable aspect of the inner passageways is the stark-white color and general large size of them, which could be unsettling to

some. Miscellaneous machinery and access consoles litter the walls and corridors, as well as a handrail on each side should the corridor lose gravity functions.

The bridgeways that connect Central Station to Modular Facility, or Modular Facility to Modular Facility, are a bit different. They are a bit smaller in width and height, when compared to the in-station corridors, and have a translucent duraplast glass lining running completely around the main walkway. The only lights in these passageways are the dim floor lights, and the light allowed in through the duraplast glass from the Cirrus Stations exterior. The walkways themselves consist of two conveyor walkways traveling in opposite directions, flanking a middle, stationary lane in the center. There are handrails on the sides of the walkways, should the corridor lose gravity.

Automated Security

[Cassefin](#) has ensured herself that every inch of the station is monitored by the Central Station computer core's extensive camera system, which covers EVERY room in the station. These cameras are hidden from view, most of the time, and are usually placed in the air ducts or other out-of-reach places. Outside of each high-security section of Cirrus Station sits two pairs of automated turrets, two ground panel turrets and two ceiling panel turrets.

Environment Systems

Each room of the Cirrus Station is outfitted with the designer atmosphere system common to most space stations. The system analysis and filters out unwanted airborne agents, constantly pumping out clean, cool oxygen drawn mostly from the Bio-Organic Research and Containment facility. The Environment systems also maintain temperatures and artificial gravity by room.

Power Armor Bay

There is a single, relatively small powered armor bay near the engineering deck of the Center Station. The bay is standard fare...armors are lined and stocked against the walls, with a launch tube system on the farthest wall. A few mechanical arms on the ceiling take care of most of the autonomous actions and repairs required on the armors. This part of the ship is kept locked at all times, for 'safety' reasons.

Shuttle Bays

One large shuttle bay on the Engineering deck of the Central Station houses a large amount of transport shuttles, for the use of transporting heavy equipment and other miscellaneous items to and from the modular facilities. Each shuttle bay sports a number of heavy moving equipment, as well as numerous docking arms for the shuttles.

6. Ship Systems

Armored Hull and Hull Integrated Systems

Not wanting to waste funding on expensive military-grade armor plating, [Nepleslian Arms and Munitions](#) commissioned the [CSEIA](#) to produce large amounts of their unique Energized Tungsten alloy, which is the main component in the structure and super-structure of the entire station.

The Cirrus Station possesses no active repair systems, but rather relies on maintenance crews of [Junkers](#) or [Wolverines](#) for large repair needs around the station.

DR Value of Hull: 5

Junker Hive

A large collection of [Junker](#) hives is located in the engineering deck of the Central Station. [Junkers](#) are autonomous drones with an insect-like behavioral programming provided by the [Freespacers](#), and are led by the Cirrus Station's Synthetic Intelligence system. These helpful little robots scurry around the station making miscellaneous repairs to the more out-of-reach components of the ship.

Computers and Electronics

The Cirrus Station houses a large amount of supercomputers and data processing plants, which are always in constant use due to the nature of the research vessel. Instead of clumping all three cultures' computerizing methods into a single entity, the designers instead opted that three main computers were to be constructed, one from each of the three organizations involved, which would then be linked together into a single, powerful super-network.

In addition to housing the supercomputer core, this section of the Engineering Deck also stores the AI systems for the ship. This includes several hundred [Savtech - Janes'](#) (which are more or less used as glorified secretaries or personal assistants), and an overseer [Freespacers Synthetic Intelligence](#) unit.

Emergency Systems

The custom environment system is also programmed to act in many emergency situations...for example; fires can be dealt with by simply sealing off the particular area of offense and removing the oxygen from the room. Hazardous chemical agents can be absorbed and quickly filtered through the ventilation shafts. Nearly every corridor in Cirrus Station is outfitted with thick bulkhead doors, which can be automatically shut should the threat of ship depressurization or containment failure present itself.

“Vogel” FTL System

The Cirrus Station uses the experimental ‘Vogel’ FTL system to warp space around the station for a variety of functions. Pieces of the Vogel are used to generate the station’s interdiction shield and to support its point defense weapon as well as in part of the power system. The Vogel is an important part of the station and damage to it can often render many other systems inoperable.

For FTL movement the Vogel FTL system is used that combines both point to point ‘hyperspace’ travel with conventional space distortion FTL travel. The system has a considerable amount of control over the shape of the space distortion bubble used to move the station and can expand or contract this bubble to include or exclude other objects. This function is fairly new and being tested for its performance, while at the same time is crucial to the station as the Modular Facilities do not possess Vogel Drives and rely on the Central Station's to attain FTL travel.

Shield Systems

The Cirrus Station employs a larger, starbase version of the [Nepleslian Arms and Munitions](#) Combined Shield System, which is essentially a lumped-together version of the common shielding systems found in [Nepleslian](#) Military technology. The CSS includes a physical barrier and electrostatic barrier, which can be extended and conformed to several different definitions at the cost of the energy to move them and the lessening of their effectiveness over a larger span.

The Cirrus Station also employs the station-grade High Ground Interdiction System which allows it to generate a .3AU interdiction field or a .1AU anti-gravity field that will either stop or aid FTL travel respectively. The Interdiction mode allows the station to protect itself against FTL actions as well as disrupt shielding based on certain FTL technology while the anti-gravity mode protects the ship against Scalar weapon attacks. Both modes can not be active at the same time however.

DR Value of Combined Shield System: 9

Weapons Systems

The Cassefin Cannon

The Cassefin Cannon is basically a mass driver on an incredibly massive, unprecedented scale, named after its creator. The cannon itself is a massively powerful railcannon, roughly 1,500 meters long, and 850 meters wide...completely dwarfing most star-faring vessels. The Cassefin Cannon orbits around the station using a set of short-range gravimetric drives and tractor fields build into the back end. This main station weapon fires mass-driver rounds, spanning roughly 400 meters in length and 325 meters in width. The shells for The Cassefin Cannon are built in the Aeronautical Construction and Experimentation production yards, and are guided into the cannon through gravity manipulation and mechanical assistants...which, at the moment, takes a considerable amount of time.

The Cassefin Cannon is clearly an experimental weapon in the prototype stage of evaluation, and has not fired a single round as of yet. Even the definite purpose of The Cassefin Cannon is relatively still up in the air...although, station personnel hope to deduce this as test-fires for the massive weapon are conducted. Cirrus Station personnel hope to perfect the weapon over the course of time, if initial results prove worth the effort.

Currently, the first testing of The Cassefin Cannon is slated fairly soon, with the first shell being a roughly-carved asteroid gathered from space, cut to fit into to Cassefin Cannon's barrel. Cassefin has affectionately dubbed the first shell and its determined time of launch - Project: Planet Cork. Expectations are high.

- Primary Role: Undecided: Possible Anti-Ship weapon
- Secondary Role: General amusement
- Damage Rating Value: DR 1-8 (Depends wholly on ordinance fired)
- Range: Theoretically unlimited in space
- Rate of Fire: 1 per the time it takes to build another shell (which could take a whole week, at the least), or roughly 20 minutes to guide a new shell into place.
- Payload 1

Montreal-Class Defense Turrets (x1,500)

Developed by the Head Administrator of Cirrus Station, the Montreal-Class Defense Turret is a mixture of mass-driver-propelled solid ordinance and heavy positron beam turret technology. Each turret is ringed by ten large long-barreled mass drivers, which fire small charges roughly the size of a large soda can. Charges include solid tungsten rounds, high-explosive charges and anti-matter charges. In the center of the ring of mass-drivers lies a slightly larger positron cannon.

The use of the turret itself depends on the function it needs to perform...for smaller targets, it only needs to use the mass drivers to whittle things down, while larger targets warrant the use of the positron cannon. These two weapons are attached to a rotational sphere, which gives the turret roughly a full 180 degrees of firing sight. The Montreal-Class Defense Turret is still in the experimental stages, and is largely defined as still being a prototype. These turrets are placed strategically outside of the Cirrus Station and Modular Facilities.

- Primary Role: Anti-Craft, Anti-Armor
- Secondary Role: Clearing space debris
- Damage Rating Value: Ranges from DR 5 to DR 7.
- Range: Mass Drivers: Theoretically unlimited in space , Positron Cannon: Roughly 20,000 miles
- Rate of Fire: Mass Drivers: 10 per second , Positron Cannon: 1 beam every 3 seconds
- Payload Mass drivers: roughly 2000 rounds before needing new ordinance storages , Positron Cannon: roughly 400 shots before source of positrons is spent.

7. Vehicle Complement

200 Miscellaneous Powered Armors 300 [Wolverine Utility Mechs](#) 50 [Red Hills](#) 30 [War Horse Heavy](#)

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