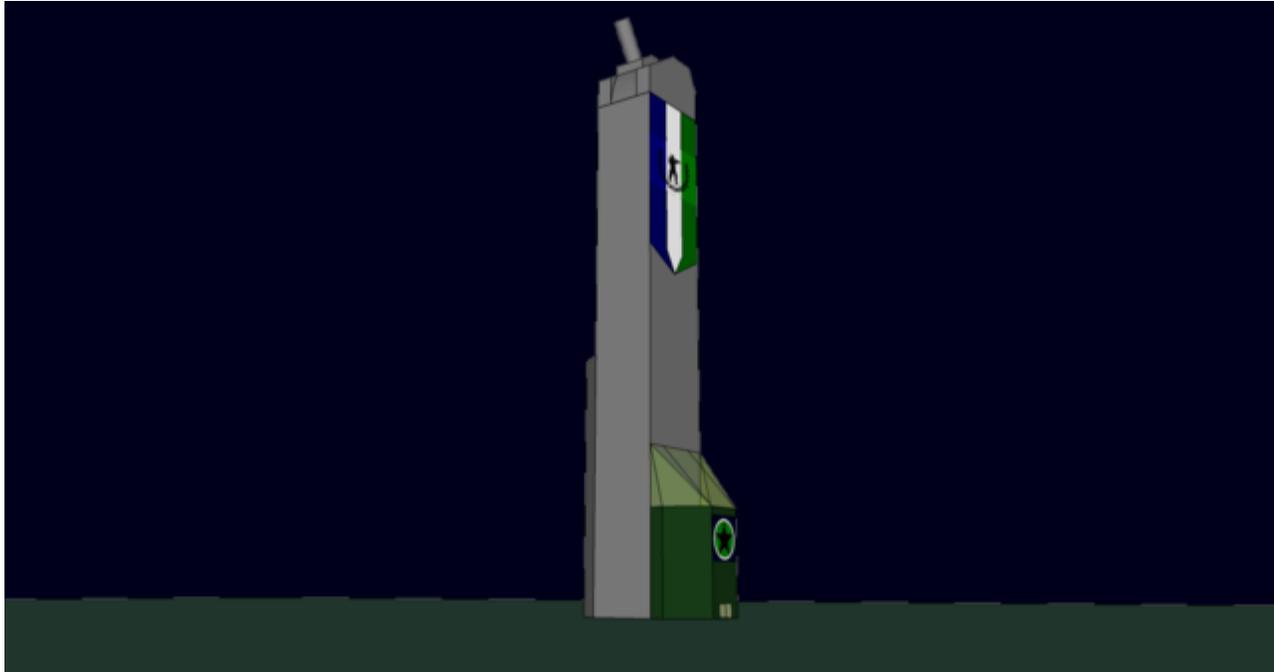


NAM DeepSix Planetary Installation

The DeepSix is a massive installation meant to serve as a bastion and command center for Neplesian forces garrisoned on planets. It contains a small yet efficient shipyard and docking bay, massive armories, and plenty of protection from marauding enemies. It is also designed to be able to fit large numbers of civilian refugees in the event of an attack on population centers. As they are meant to be bases rather than mobile ships, they are less “cookie-cutter” than starships, with much of the layout decided by the commanding officer. First available in [YE 30](#).



Yamatai's equivalent is the [Star Army Spire, Type 32](#).

Sections

Top

The “Top” of the DeepSix is the .6 km tall tower, the only above-ground portion of the base. It is 100 meters wide and 75 deep. There are 120 floors, each 5 meters from floor to floor.

Barracks

The primary sleeping quarters for military personnel in the DeepSix. There are 10 in the Top all together, spaced about evenly between the floors, with the first one being on the second. They are relatively posh compared to quarters generally found on SMOdIN starships, although not grand by any definition. The bunk area takes up about half of the floorspace, with the latrines and showers between it and the outside

wall on the right side of the building. The other half of the floor is devoted to a kitchen, cafeteria, and lounge space. The rooms have dark green, comfortable carpets (or tiles, where appropriate) and stark white walls.

Offices

Administrative hubs for the SMOdIN. These offices are where most of the immense volume of paperwork needed to maintain a military body as large as Nepleslia's are birthed, signed, filled out, or in some cases, thrown away in favor of pornography. 15 floors are given over to this function. The floors are mostly filled with cubicles, complete with desks, computers, and printers. Offices take up the front and left walls on each floor. A small but serviceable cafeteria is located on all office levels. A number of windows line the non-occupied walls, to allow some light in for the workers.

Primary Medical Centers

Three medical centers are present in the DeepSix. They follow standard NAM medbay design.

Fitness Centers

Marines need to keep fit, no matter what they're doing. As such, several floors are given over to service SMOdIN personnel for all their fitness needs. Weight rooms, running tracks, and at least one pool help keep marines healthy and ready to fight.

Landing Bay

This section of the Top is placed about midway up the building, and takes up about five floors worth of space. The left and right walls can separate and raise, opening them for transports, armors, and mecha to enter and depart. This area is generally used to receive supplies, personnel, and other items into the base.

Launch Bay/ Ready Room

Located just above the Landing area, with another about midway to the top, this area is essentially the same as a DD4 launch bay, allowing for rapid deployment of many marines. Armors and weapons are stored along the front and back walls, while launchers (Launching function is optional, and they can be opened into simple egress points easily) are on the sides. These bays take up two floors of space.

Recreation

A number of floors are given over to simply helping personnel based there to relax. These include food courts, commerce centers, movie theaters, and usually a large atrium.

Fire Control

Located on the top floor, under the Artillery assembly, this heavily armored room controls the weapons functions for the DeepSix. Only taking up half a floor (the rest occupied by equipment for the weaponry), the FC is filled with a number of computers and communications relays.

Maintenance

Maintenance crawlspaces run throughout the installation. Mostly nondescript, other than the frequent "flushings", when the base plasma generators discharge through the system to clear out any unwanted guests.

Bottom

Command And Control

A large, well-equipped command center for Nepleslian forces. Although the command centers vary with the tastes of the Commanding Officers, they universally contain a very powerful communications suite (encrypted radio, laser, quantum, and subspace transmission capabilities), a huge holographic display unit, and oftentimes a minibar.

Evacuation Area

A massive, carpeted room to serve as a shelter for civilian refugees, as well as adequate culinary, medical, and washroom facilities for up to 40,000 people.

Manufacturing

A large military factory is built into all DeepSix bases. The center of it is dedicated to the manufacture of the massive artillery shells, with the rest dedicated to production of Powered Armor, ammunition, and other weapons and vehicles. A smaller subsidiary section also serves as a repair center for various damaged equipment. A freight elevator parallel to the artillery piece is capable of lifting armor and light vehicles from the factory to the launch bays, or down to the Shipyard.

Shipyard and Tunnels

The second largest room in the facility is the shipyard, occupying the lowest piece of the base. A dedicated manufacturing suite, supplied with materials from the general manufacturing section, is capable of constructing and maintaining light Nepleslian vessels, as well as all Nepleslian air- and light spacecraft. Several tunnels connect the shipyard to the surface, and all are heavily guarded by [NAM Twin Plasma Turrets](#) with monoeyes for surveillance. The tunnels are self-building, capable of constructing up to a mile a day. Most commanders generally choose concealed, secluded areas for their shipyard egress points. When not in use, the tunnels are closed immediately and flushed with plasma.

Cloning Labs

A relatively small facility with multiple large cloning tanks. They are almost exact copies of the cloning labs on the [Shaika Assault Carrier](#)

Systems

Fortifications

All DeepSix installations come with a massive amount of Starship-grade armor plating. Above ground, 4 meters of Leptonium cover the structure. Windows are constructed from transparent Durandium. The underground section increases the armor thickness to 50 meters. Installations can be optionally outfitted with high Nerimium walls around the central building.

Top: 40 SP Bottom: 50 SP Walls: 30 SP

Defenses

The DeepSix, on top of being a planetary base, is also designed to provide terrestrial support to orbital battles.

Curbstomper-Variant Torpedo Launchers

There are two large anti-ship torpedo launchers on the side of the building, with the loading tubes extending down into the primary base. They are based on the [NAM Na-LRMS-XX "Curbstomper" Long-Ranged Missile System](#), although slightly larger and with several features making them competitive when launched from a planet. The first are a series of electromagnetic mass drivers, which propel the torpedo to a speed high enough for both orbital exit to be attained and for shooting the missile down to be extremely difficult.

The second new system is a powerful energy pulse released in the torpedoes flight path shortly before

launch, strong enough to burn away the atmosphere in its way, allowing speeds that would otherwise destroy it, as well as, in the case of a direct launch, weaken the target for the strike. The entire assembly is well-shielded against scalar and conventional attacks by an independent Damper Field system and a secondary internal electrostatic shield.

Artillery

The DeepSix's upper section's center and top double as a massive rotating artillery piece. The engineering section in the lower areas produce massive nuclear shells, which mass drivers are able to deliver to any point in a 25,000 km radius. The weapons are, at default, 60-megaton pure fusion nuclear weapons. However, they can be produced with yields as high as the multi-gigaton range (not to be deployed anywhere near the base, of course) and as low as half a kiloton, for more surgical strikes. Shells, depending on payload, range anywhere from 200 to 1300 millimeters wide. The weapon can also be fired into orbit to help against enemy vessels, although this function is not nearly as useful as the torpedo launchers.

Shells are MDR5-Tier 11, Medium Anti-Starship

Point Defense

One hundred and fifty [NAM Twin Plasma Turrets](#) line the DeepSix, providing anti-personnel, armor, and missile support. They are coordinated by the base AI.

Turrets are MDR2

Systems

Power Generation

- [Na-HFR-01a Heavy Fusion Reactor](#), 4
- [Na-ZPER-02b Hyperspace Tap Reactor](#), 2

Hyperspace

Building a massive command structure takes time, money, and resources. In the middle of a war, building one on a front world takes far more of each of those things. With this in mind, the Deep Six is equipped with a massive hyperspace fold drive. When orbital supremacy has been achieved, Nepleslian ships open up a hole in the gravity well of the planet, and allowing the Deep Six to insert itself via hyperspace onto the target piece of land. Its use is two-stage. First, the drive sends a massive burst of energy through, which explosively clears the earth where the structure is due to occupy, and then follows with the station itself. At least twelve dedicated High Ground suites focused on the area are required for this to work, as well as a working comm uplink between the Deep Six and the ships. If either is lost, the

fold drive will not activate.

Communications

Type	Range	Availability	Speed
Radio	.5 AU	All Personnel	1c
Laser	1 AU	All Personnel	1c
Subspace Pulse	3 LY	Officers, Special Permission, IPG	.75 LY/Min
Quantum	30 LY	CO/XO, Special Permission, IPG	Instantaneous

ECM

Noisemaker

A NAM Noisemaker module is in place to help scramble assaulting forces' radars, to assist in defense.

Computer

- [Advanced Command/Combat Executive AI](#), 2 cores, one for administrative (core in top level), one for military purposes (core in lower level, in CnC)

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

Permanent link:
<https://wiki.stararmy.com/doku.php?id=faction:nepleslia:buildings:deepsix>

Last update: **2023/12/21 04:23**

