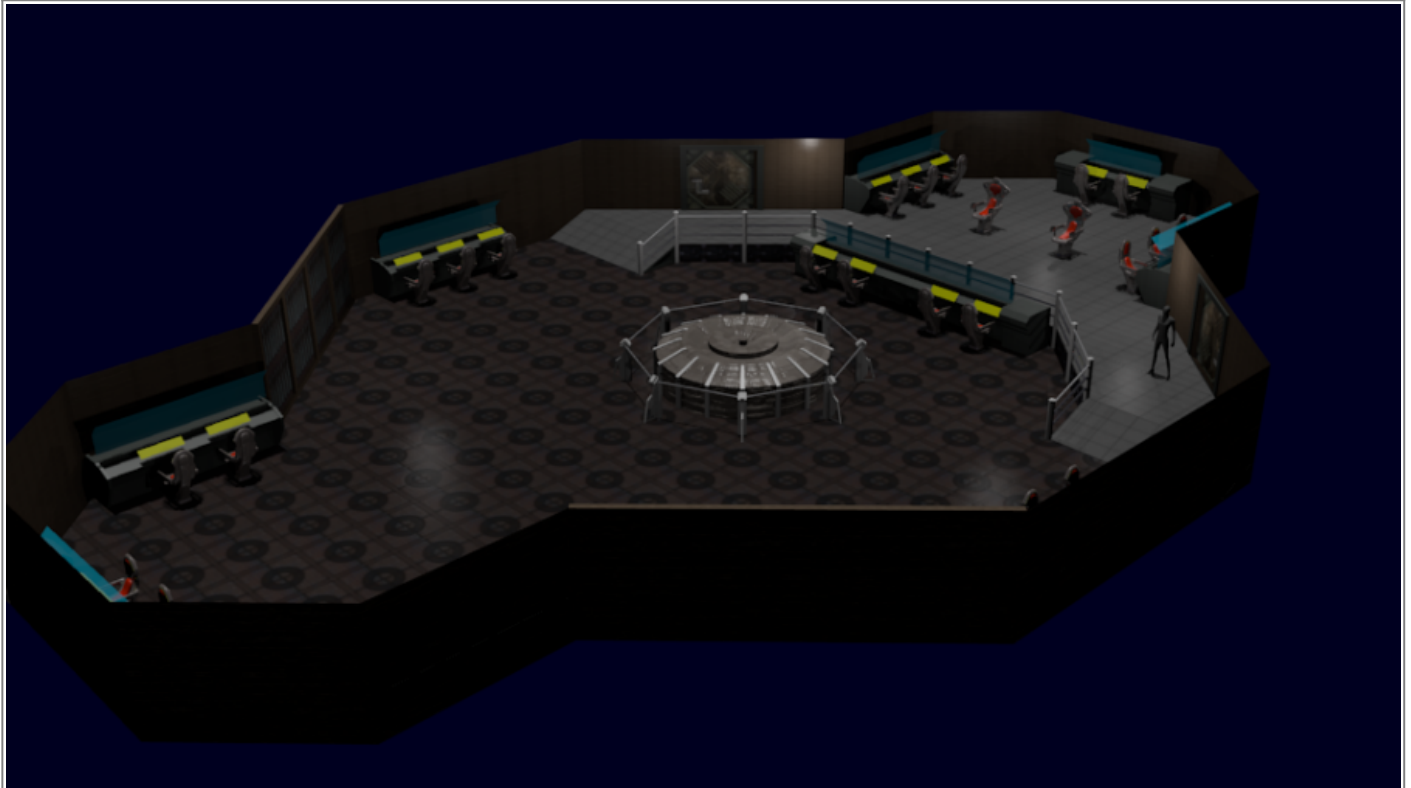


Neshaten Fleet Bridge

The [Neshaten](#) Fleet Bridge is the primary command and control of medium to large vessels. It's a fairly decent sized room that is comprised of two levels, each of which serve their own specific purpose. This bridge was first used on the [La'zerus Class Carrier](#).

The fleet bridge operates in complete zero-g and has room for many additional terminals, it is designed to be upgradable.



!Work In Progress!

Level Descriptions

Each of the two levels is separate from one another in that they operate different parts of the ship, with the second level not only possess the captains and XO's chair, but also the only two doors into the bridge.

The floor for the first level is comprised of a brown metal tile with elaborate designs on it while the level is a gray metallic tile, both have indentations in them so that when a ship is in atmosphere the crew will easily be able to on the floor.

The room uses dim lightning for illumination, due to the Neshaten's nocturnal nature, the lighter is only there to help their eyes adjust.

There are fire suppression nozzles in the ceiling located over each console bank and several over the

central holographic display. There are damage control stations in the walls on the first level, with a medical kit located under two terminal banks in the first level and two on the second. There are also two repair kits as well, located one on the first level behind the forward terminal bank and another located on the second level behind the eastern bank.

First Level

The first level of the Fleet Bridge has eight terminals, each terminal can be specifically chosen to control some aspect of the ship, including weapons, sensors, and communications. The center of the room also has a holographic map that can be used by the first floor crew to monitor anything that might be going on outside of the ship, such as firefights.

There is a ramp-way that can be used to move to the second level during times when there is gravity.

Second Level

The second level is the largest floor of the two tiered fleet bridge, it has sixteen terminals, ten of which are specifically designed while the remaining six can be configured for different tasks. Out of the ten specifically designed terminals, four are for aviators, two are for science, and four are for flight control.

Terminal Information Types

A list of information related to the various terminals used with the fleet bridge, all terminal utilize the [Interactive Display Terminals](#). All stations come with comfortable seating to make a soldiers job easier.

Weapon Terminals

Terminals that are designed to control the ships weapons, including any turrets and missile and torpedo systems; weapons are also responsible for identifying and targeting of enemy vessels, but also, for tracking of enemy ships and determining their locations and where they are headed.

Science Terminals

Responsible for all science related activities onboard ship, such as scanning anomalies and investigating strange readings. They have access to any of the ships sensors, whether basic or complex.

Ships Safety Systems

Ships Safety is paramount and this particular terminal is responsible for monitoring a ships onboard

components and the various sections of a ship to ensure all crew are operating in safe environments but also ensure that any damaged systems are responded to a timely manner, thus this system serves as a ships damage control system.

Aviation Terminals

Aviation control over the ship, including all thruster control systems and engines but also fold-drive navigation. Aviation also carries the responsibility of firing any of the ships forward weapons.

Mission Control

The mission control terminal is responsible for planning current and future missions; the MC has access to holographic terrain maps and can actively track teams and their progress while on the ground.

Flight Control

The flight control carries the responsibility guiding friendly craft into a ships hanger or fighter bays but can also be used to help control traffic around a ship. On ships that have a [flight control center](#), this terminal is only used in the event of an emergency or when the FCC is being overloaded. On ships that lack a flight control center, or whose operations don't center around fighter or command and control, the terminal is usually only used when a ship is landing and departing to help control traffic in the area.

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