

Neshaten Guard Station

The [Neshaten](#) guard station is a security checkpoint found on many medium sized and larger vessels, but also includes stations and ground bases and serves not only to secure areas but also for places where disruptive people or criminals are taken to be jailed.

Because of the high-risk of terrorism that the Neshaten often encounter thanks to groups such as the [Netrunu'marol](#), the Neshaten had to adopt a means of protecting their military and civilian assets and to try and reduce the threat of terrorism as much as possible. Thus, the Guard Station was created to serve this means. The Guard Station is staffed by Marines.

Most ships or stations will have multiple Guard Stations, depending on importance.

It is broken up into a several sections.

Command and Control

Usually found 'only' on stations and large vessels, the Guard Station's CnC is where security based reports are sent to and acted upon depending upon severity. The room is shaped like a box with an overlay of a ship or stations interior and alert indicators showing where to dispatch security or marines to.

Dispatch Room

Found usually on medium sized vessels and also attached to the CnC found on larger vessels, the Dispatch Room serves a similar purpose to the CnC except that it's smaller.

Deployment Room

The deployment room is where marines and security personnel armor up for emergencies or when something happens board the ship or station, soldiers grab their weapons and armor and make ready. The deployment room is often married to the armory, there is no segregation in this room, which means male and female marines and security personnel are in the same room getting dressed and ready either for the day or for an emergency.

Brig/Jails

The brig is where criminals or disruptive crewmen are brought in order to either cool down or await transport to the home world. The brig usually has ten cells, each with metal bars and energy fields to

prevent escape. Most ships have more than one, and most stations have a dozen.

Security Room

One of the most important areas of the Guard Station is the Security Room, found usually in very important areas such as the entrance to the War-room, Military Restricted Areas, VIP Receiving Hangers, and munitions supply places.

The room includes x-ray scanners, along with other types of scanners to sniff out for explosives. The security room is constantly manned, with an eight man fire-team usually nearby ready to act in case of a breach.

Armory

Usually located right next to deployment room, the armory is where all weapons and armor is stored. It's made out of shock-resist armor plating. On stations, the armory will have several [A1-35 Creniya Light Tank](#) that help to repel possible boarders.

Monitoring

The last area of the Guard Station is the monitoring room, dedicated to monitoring security cameras located through most stations and on some ships. The monitoring room is one of the most secure areas, usually requiring crews to pass through a security room before entering.

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Last update: **2023/12/21 04:24**

