

Big Green Starbase

The *Big Green* starbase is one of the [DloNs](#)' largest megastructures and military installations as of [YE 42](#) and is the home base of the [Nepleslian Star Navy's NSN 4th Fleet](#).

About The Starbase

The big green is designed to provide the [The Military Corps of the Star Military of the Democratic Imperium of Nepleslia](#) with a powerful and mobile installation located outside of its borders or in a key defensible position capable of not only housing and deploying an entire *assault fleet* of ships and [marines](#), but by doing so through a built-in [Na-S/S-03a 'Zvonock' Wormhole Gate](#) housed on the inside of the station that can link up with [DloNs](#) Zvonock gate network within hours from nearly any distance¹; Creating a key military installation able to funnel ships and logistics in and out of the DloN allowing for rapid deployment and support either to or from the station.

Key Features

- Massive starbase able to support and deploy an assault fleets' ships and marines in a short amount of time.
- Connection to Nepleslias zvonock gate network allowing deployment from anywhere within or outside of Nepleslian space.
- Multiple shipyards and facilities ensure that ships can be repaired, refit, or built as needed.

Mission Specialization

- Territory control
- Area denial
- Rapid-reaction deployment and reinforcement.

Appearance

The big green starbase encompasses a large tube-style base topped with a starfish-style head, with the head being encompassed by hundreds of docking arms and armored starship and fighter bays. These arms and bays don't count for any internal ship or fighter space but only the surface most level reserved for rapid defense ship and fighter deployment and for low-priority ships such as those docking on its exterior. Larger armored and shielded bays are also present and can accommodate starships within the station through multiple armored bulkheads, allowing for hundreds of more ships to be housed in the deeper confines of the station unseen that can feed on twelve massive armored starship deployment bays that can receive or deploy sub-capital grade starships up to heavy and battlecruisers or light carriers. The starfish is topped by miles of massive military-grade void antenna larger across than some small starships that allow some of the strongest optics and sensors in the sector that can detect and

transmit signals for hundreds of lightyears.

The base below the head is more cylindrical from the starfish and connects directly into it but is much simpler in its design. This cylinder contains twelve massive super-capital grade ship docks capable of docking some of the largest ships imaginable from immense colony ships to super-capital dreadnoughts with the rest of the cylinder being covered in missile and weapon bays and the bottom of the cylinder housing an interior housed Zvonock gate that is protected by not only the cylinders armor but also by a massive shutter-blade style gate and barrier shield.

Both the starfish and the cylinder, while being two different parts of the same body are interconnected and do not separate.

On the bottom of the cylinder are massive and imposing verticle slabs of [Nerimium](#) and [durandium](#) that encompass the movement plates that propel and move the station.

History and Background

Designed by [NAM's](#) X-tech division as one of many multiple hypothetical installations and projects the big-green project was undertaken in [YE 34](#) sometime after the end of the [Second Mishhuvurthyar War](#) when it became apparent that having the SMDIoNs' fleets caught unable to engage outside of their defensive lines and borders from large enemy ship numbers was unacceptable and that actions had to be taken to ensure the democratic imperium had uninterrupted access to deploy or even funnel ships and troops to or from its borders to another connected location.

The project itself began the following year in [YE 35](#) in the aptly named *stealthy spot* of the mist nebula by specialized contractors from NAM that included a massive pool of manpower pulled from the [NSMC](#) and [NSN](#); And was overseen by NAMs X-tech with special assistance and oversight from the [Star Military Intelligence Pacification Group Naval Detachment](#) to keep the entire project compartmentalized and on a *need to know* basis.

The stations' cost of both manpower and resources totaling close to some forty-trillion [DA](#) stalled the project several times for both economic and political reasons and more often than not had to draw from the resources of other projects and institutions; Such as the funds allocated to the modernization of the [3rd Assault Fleet](#) or the pool of funds set aside for the launching of new ships and fleets for the SMDIoN that more often than not brought the potential value of the station into question if it was not more economical to simply convert the project into something more cost-efficient or useful to the DiON in the current time of peace that it found itself.

Delays and funding issues aside the station was completed in the closing months [YE 42](#) where after a brief political battle in regards to whom ownership of the station should be offered to best utilize, and who could best optimize and enhance its capabilities when the station was literally *seized* the following year by the new [Grand Admiral](#) of the reformed [NSN 4th Fleet](#); [Lysander Calloway](#), and his forces when the new fleet arrived en-mass and simply intimidated the protection detail of ships and marines into allowing them to dock with the station and simply began taking over the inactive installation with no time or effort to seek senate clarification or permission as the 4th Fleet simply began offloading essential personnel and supplies to take command of the station reinforcing the *"No nonsense, No politics"* attitude and actions of their grand admiral; Who, when brought before inquiry reminded the senate and

investigators that the SMDIoN not utilizing any and all assets at its disposal to protect and enforce DIoN borders due to political squabbles that would likely hold the station in limbo for likely the next half decade was unacceptable.

In the end, grand admiral Calloway was sanctioned by the senate for the blatant power-grab resulting in the majority of all the 4th Fleets capital class ships being withdrawn from the 4th Fleet but was otherwise allowed to, and officially billeted the command over the station; Marking it as the new home as the 4th Fleet to this day.

Statistics and Performance

General

- Class: Citadel
- Type: Station
- Designers: NAM
- Manufacturer: NAM, X-tech
- Fielded by: NSN/ 4th Fleet

Passengers

330,000 individuals ranging from the many branches of the SMDIoN operate the station ranging from the crew, engineers, security, service, leadership, etc. The station can, however, be manned by one-third of that number and possibly even less with decreasing performance of functions.

Maximum Capacity: The station has allocated a billet for 1.7 million souls to hold the temporary and semi-permanent staff awaiting deployment. Over a million additional individuals can be housed in cryosleep long-term for various reasons or purposes numbering a total capacity of 2.7 million souls.

[Junker](#) drones inhabit the inside and outside of the station in uncounted but immense numbers and are not counted as part of the crew. These drones perform passive repairs and maintenance on a station simply too large to maintain with even the massive crew on hand.

Dimensions

- Length: 204 kilometres/127 miles at the widest point of the starfish
- Width: 204 kilometres/127 miles at the widest point of the starfish
- Height: 231 kilometres/144 miles from the base of the cylinder to the top of the starfish (not including antenna length)

Propulsion and Range

Big Green, while a station (and a massive one at that) is capable of not only propulsion and movement but is also FTL capable to ensure it can remain mobile in wartime and always be where it is needed either within or outside the DIOs borders. This comes at a cost, however as the station moves at such slow speeds and through FTL with the same grace and presence of a wrecking ball that gives off a massive signature; Making it easy to detect when in FTL as massive as it is.²⁾

It is completely plausible that the station is detectable from dozens of lightyears away when in FTL on even the most outdated of sensors, giving a sensor signature not indifferent to a massive clustered war fleet (albeit considerably slower).

- Continuum Distortion Drive: 1,000c
- Hyperspace Fold Drive: 0.1 ly/m
- Sublight Speeds: 0.010c
- Range: Indefinite
- Lifespan: 40-75 years

Damage Capacity

DRv3 Tier: T-15 Heavy capital Shields: Heavy capital³⁾

Inside the Station

Deck Layout

The deck layout for the station is seemingly endless and uncounted by all but the original designers and the boldest of its own engineers, being as massive as it is. For most the deck layouts are compartmentalized to certain areas and sections of the station for convenience sake and look much the same as a large map of a metro area surrounding a massive city.

This layout places the most utility on the outer sections of the station and decks while the innermost parts are built not unlike a colony station connected all by extreme high-speed tram and rail sections. These inner decks and colony sections stretch for tens of miles, each containing micro-city compartments containing much of the following each:

- Barracks
- Utilities
- Medical facilities
- Mess halls
- Recreation facilities
- Engineering and fabrication facilities
- Aetheric or fusion generator facilities or batteries
- Ammunition bunkers
- Civilian comfort centers such as movie theaters, bars, various shops, restaurants, etc.
- Science and research-based laboratories and centers

- Multiple wardrooms for the large crew compliment
- Cryosleep facilities
- Personal fitness facilities such as gyms and even pools
- Communications and video centers
- Bathrooms and showers
- Multiple escape pod bays
- Cargo and supply storage spaces

Etc. with the list continuing on near endlessly to encompass any number of things required for the operation and sustainment of not only the station itself but also the crew⁴⁾

Compartment Layouts

Bridge/Command center

The station contains multiple command and control centers within its structure with each one controlling different sets of tasks in relation to the operation of the station from the issuing commands to their segment of weapons batteries to overseeing the different departments of their portion of the station they are responsible for. Each of these centers is subordinate to the main command and control center in the *starfish* of the station and have their own dedicated AI to reduce the input of lag from orders to operation.

While each command center is equivalent in size and utility to a starship bridge the main command center that controls the overall stations' orders and acts as its bridge is a massive hall akin to a throne room of workstations full of hundreds of bridge crew that ends up on a dais with a central command seat for the station's acting admiral who looks over all other workstations around it with its own integrated display screens able to pull information in realtime from all across the station and issue orders manually that might otherwise take too long to travel down the chain of command.

Bellow this throne are lesser but still high-ranking officer stations for the wing-commander of all the station's fighter assets, the NSMC commander in charge of the stations combined marine and security forces, the IPG intelligence liaison, and even a station for an admiral equivalent to oversee star navy assets.

The main command center also sports a massive holographic table in the ceiling that displays relevant information on demand and is controlled by the multiple ACE AI of the station.

Armory

While an armory might be standard in most any station, the sheer size of not only the station but also the crew makes a central armory an impossibility. Hence each marine billet has access to their own private armories in the station. In addition to this for security reasons, there are multiple weapons lockers located near vital locations across the station that number in the thousands. These simple lockers are placed to arm crewmen, marines, and security personnel for various reasons.

Each locker contains the following:

30	Close Quarter Weapon, 12 Gauge & 12 gauge ammunition
20	Styrling Auto Twelve & 12 gauge ammunition
20	Styrling Ripshot & ammunition
40	ESG "Easy Sub-Machine Gun" & ammunition

Captain's Suite

Over *five hundred* captains_suite are installed in this station to house not only the ship captains and their executive officers and high-ranking officers of the NSMC and IPG but also VIPs. They are scattered across the station but are at all times within easy access to the ship docking bays inside and near the surface of the station but are never in harm's way.

The Captains Suite is the premium room for any high-ranking officer. It is akin to a small suite-style apartment with two to three rooms, these rooms come stocked with many amenities and essentials.

Upon entering, one comes into the captain's private office. This is where the captain meets with crew members privately and does office work. It comes with an ornate wooden desk with several drawers, a desk lamp, a luxurious rolling chair, and two regular chairs. Simple wall hangings and decorations are provided since not every captain in Nepleslia can readily provide furniture and decorations. These can all be replaced if the officer has sufficient personal funds.

Behind this office is a door that leads to the captain's bedchamber. It is a grand room, usually lined with gaudy decorations and cheap purchased imitations of famous artwork. All bedrooms come with wooden flooring as well as a few simple rugs and carpets. The main highlight of the bedchamber is the large, four-poster bed that could easily accommodate two or *more* occupants.

These decorations can all be replaced at the captain's personal expense.

A small weapons locker is provided for the often expensive personal weapons and armor of a high-ranking captain.

Off to one side of the bedroom, usually, the far right corner is a small private bathroom. A shower, sink, mirror, and toilet are all that is provided. A private and armored elevator that connects to the main corridor outside a ship-bay is very common.

Admiral's Suite

The Admirals suite is similar to the captains_suite in most respects to the Captain's Suite except that it is larger in size and over one hundred of these suites are present on the station for various high-ranking officers and VIPs.

Cargo Storage Areas

There are multiple cargo holds in each section of the station, each one can hold many times [huge standard container's](#) worth of cargo. This space is usually given over to food and other perishable supplies. To keep food fresh, all of these cargo holds are refrigerated and kept in a vacuum until they are needed. Replacement parts and mechanical components are also stored in airtight containers. These spaces can also, however, be given over to any type of storage including for military or misc goods.

Entire segments of the station's interior are dedicated to the sheer logistical needs of the station and can span for entire miles and be filled with anything from spare parts, to foodstuffs, to precious metals and raw materials. As such the station is nearly self-sufficient in its supply and logistic needs even when operating a full assault fleet out of it.

Crew Cabins

The station has accommodations for 330,000 of its crew and several magnitudes beyond in number in form of standard [crew cabins](#) for its crew and is the standard berthing for enlisted personnel.

Cabins are often separated depending on their location in the station, the military branch they are assigned to, and can span entire segments of the station like near never-ending apartment blocks.

Crew Recreation

Crew Lounges are scattered across the station but are most common on the decks nearest the crew's cabins and furthest from essential stations. There are lounges for both enlisted and for exclusive use by officers. In addition, large [wardrooms](#) are present in just as great a number so that different areas of the station can house relevant meetings and spaces without needing to travel great distances.

Other services for recreation are also present on such a massive installation and include the likes of movie theaters, hologram projection chambers, InterNEP cafes, restaurants, theaters, stadiums for sports and activities, gyms, training fields, game centers, brothels, etc.

Service

Mess Halls

A number of large mess halls that house an equal number of galleys in this station are located in each section of the station. Their considerable size can seat several thousand at a time for needs of daily meals, large briefings, and triage due to the sheer crew size of the station. Nearby but far enough so as not to get in the way of a rush of hungry enlisted is a more private and compact officers mess near each enlisted mess hall, containing a single long hardwood table for the officer cadre to sit at and discuss. The officers' mess is segregated from the enlisted mess by a set of double doors and soundproof walls and have a private entrance from the kitchen to receive food without having to wait in lines.

Both the officer and enlisted mess halls contain several screens showing relevant data and information transmitted by the ACE AI as well as holographic projectors to manifest the ACE in holographic form when

the need arises.

Galley

A sizable and impressive kitchen is presently attached to each mess hall to house individuals trained in the culinary field at numbers equivalent to feed the large crew of their section of the station and are often drawn from billeted marines with the cook occupation to offset their manpower. Large island tables for work surfaces, Entire walls of ovens, Steamers, Kettles, Tilt Skillets, Fryers, Stoves, and other such culinary devices are present with dishwashing and sanitary spaces enough for a number of washers to keep up with the pace of thousands of hungry souls daily. As well as the utensils required to cook and prepare them.

In addition, Several freezers and coolers are present and labeled for their purposes from deep freezing perishable rations to coolers and produce chillers to even a wine cooler for officers and enlisted alcohols.

Finally, a deep berthing space is allotted under each kitchen for emergency rations and storage and is temperature-controlled. In case of disaster or emergency, this space and those of the other temperature-controlled spaces in the galley can be used to store the dead until they can be cloned in the medical bay.

Engineering

The station features large engineering sections located throughout the station with quick and easy access to all parts of the station's main corridors and thoroughfares through a private series of high-speed trams and railways. The station engineers are responsible for the maintenance of the station's mechanical and electrical systems as well as the [AI](#). Damage control teams also congregate here for assignments during battle.

Maintenance conduits run through the station for thousands of miles and are only accessible through sealable bulkheads. These conduits can either be really hot and stuffy or extremely cold and possibly airless. As a result, most crewmen wear [EVA suits](#) where possible into the cold areas. However, for access to the hot and humid areas, most crewmen choose to strip down. These conduits are often used as highways for the station's junkers to travel to damaged areas of the station.

Medical Center

The stations [medbays](#) are located in each section of the station and not far from each med bay for the convenience of the crew. It borders on the main mess-hall in case of emergencies to hold and triage wounded and use the tables for operating theaters.

Each one of these med bays acts like a hospital and is larger in size and is able to house and treat hundreds and even thousands at a time for not only the daily health of the crew but also in times of battle can treat wounded and dying individuals in its many triage and surgical centers. Each med bay has a large morgue, incinerator, freezer, pharmacy, etc. And a central and private armored industrial elevator that leads directly to the stations central cloning bay that it can reach in minutes using high-speed

gravity elevators to travel the dozens of miles of station relatively smoothly and without jostling critical or endangered patients.

Cloning bay

A massive bay in the core of the station larger than most sports centers contains rows upon rows of thousands of [Twinmaker](#) cloning vats in near-endless lanes to revive or treat wounded marines and crew. This bay borders not only a massive morgue and freezer large enough to fit a small starship but also an adjacent medbay dedicated to treating and preparing recently revived crew with treatment and both physical and mental therapies.

Passageways

The station features standard [hallways](#). These can be sealed off in sections with [airtight doors](#).

Power Armor Bay

The near-surface of the station and nearest to the marine billets has several armored and shielded powered armor bays that are deployed from catapult style launchers. These ensure that if the station is under threat that marines can deploy not only to its surface to counter borders but also into the void for combat.

Each power armor bay contains the following to outfit its marine security detail and any additional marines it carries:

NAM Terratech General Combat Armorsuit - "Hostile"
Aggressor Heavy Assault Armor
M10 Raider Light Armor
NAM Terratech High Mobility Assault Armorsuit - "Slayer"

Hangar

The station contains dozens of hangars on its near-surface and each taking up to three decks. Two decks are used for vehicle storage and maintenance while the last is for arming, preparations and launch. When the craft is ready to launch, they are moved into a large elevator for takeoff. Landing-strip style bays are adjacent with shielded and armored doors to receive craft back

The exterior elevator doors are indistinguishable from the rest of the hull until they part and can be blown away on explosive bolt hinges if too damaged to otherwise open.

Systems

Power

The station is powered by up to fifty [Checkmate Aether Reactor](#) that are spread across its central interior. While some go to the day to day power needs of the station, many are purposefully dedicated towards offensive systems such as weapons, sensors, shields, shield boosting, repairs, and powering the [gate](#); All to ensure none of these systems are ever without power should one generator be over-encumbered.

Each reactor is also used to pre-charge nearby banks of hundreds of [Antimatter Batteries](#) that can be used as emergency power sources or removed to use in weapons or as ammunition in that which uses them.

The aether reactors are not the only power source and each reactor has backup [Heavy Fusion Reactors](#) as secondaries and backups for emergency use or to augment the aether reactors in the case anti-aether waves ever somehow remove any number of reactors. The backup reactors under full stress can power the station at full combat conditions for several hours or for several days of normal use.

Damper Field Generator

A by-product of antigravity (repulsion) technology, the [damper shield](#) has been heralded as the best defense against scalar electro gravitational pulse weaponry, which is notorious for its ability to destroy ammunition, electronics, and organic life forms. While scalar EM waves penetrate conventional shielding because they can travel wherever gravity can go, the damper field uses a low-power antigravity field that negates the force of gravity and consequently provides an effective shielding system against scalar EM weapons systems.

Shield Systems

The station has an indomitable and multi-layer [shielding](#) system to guard it against all forms of known warfare. The stations' main shield encompasses the entire mass of the structure in a massive bubble-style shield of immense proportions that causes spatial distortion to warp space around it and alter the course of laser, missiles, etc. that are headed for the station.

The second set of shields project from the cone of the station and project individual and massive tower-style shields that while they do not directly connect, cover the majority of the station's cylinder and its crucial interior enough to keep the incoming fire from causing damage while allowing friendly ships and fighters to weave in and out of the gaps between the shields and keeping the enemy equivalent from having the freedom of movement so long as they stay up.

The second set of shields have an entire set of dedicated Aether reactors set aside to power their needs and can be overcharged to well above their normal threshold for long durations of time, meaning that should one segment of the shield fall even if overcharged the others still remain; This setup makes the station a bulwark of near invincibility so long as the stations' significant power reserves keep pace.

Antiphase Shield

A byproduct of having such massive shields, a nearly blinding aetheric signature, and near-endless power reserves has allowed an inadvertent system that so long as the stations massive aetheric signature remains present (and it will so long as it has power, which it has a lot of.) the station projects a kind of *strobe* effect towards teleportation and other advanced movement technologies from locking onto its interior and works against such systems the same way a floodlight in a pitch-black room; The source of the light is clear but identifying anything beyond it is nearly indiscernible.

Radiation Shield

The station is equipped with a Mercurite shielding system, which is capable of blocking most forms of electromagnetic radiation. This is useful for blocking electromagnetic pulse-type weapons or damage from proximity to stars and suns.

Armored Hull and Hull Integrated Systems

The station, massive as it is, is covered in entire kilometers thick of angled layers of [Nerimium](#) armor plating on its exterior over critical sections of the station, and beneath that armor is a layer upon layer of [Durandium Alloy](#) that has been treated to absorb damage from the likes of energy weapon blasts that may have passed through its nerimium skin. Tampered with this are layers of nickel iron, titanium, and even more durandium; Finally, the stations' superstructure is reinforced by a combined Nerimium/Durandium framework that runs through the station. This frame allows the station to absorb more kinetic force and gives it more durability under fire as compared to other armor layouts.

It is considered hypothetically impossible to penetrate any one section of the hull in any effective amount of time with any weapon below anti-capital grade through both the shields and armor. With the various sections of the station also independent of one another and critical sections being not only spread out but having multiple backups the station is formidable enough to hold its own even without its ship and fighter compliment until reinforcements can arrive through its gate.

While the armor of the station and its size may make it seem nearly indestructible it is still quite possible to damage it through conventional means as damage passes through the various layers of armor. As such the exterior of the station may never seem to change much due to its size but its inside layers and armors often take damage as armored plates bend and buckle and pass on energy and kinetic force down.

NCS

A [NAM Nano-Constructor System](#) is installed in the hull and is capable of repairing or reinforcing critical areas of the stations' hull. Like any repair system, it cannot be at full capacity everywhere at once even with the stations' massive power capabilities. Its most important role is to close any hull breaches created during combat and due to the massive surface of the station is controlled almost exclusively by

one of the stations ACE-AI.

Multiple armor sections of the station also contain hidden pods of [Junkers](#) drones that when damaged will traverse the inner armor and exterior of the station to provide quick and hasty repairs until the station can be set to drydock and repair. The junkers are entrusted with repairing the considerable mileage of the station under the guidance of one of the stations ACE where it would be pointless to have damage control crews try to search for damage over such distances.

Rapid Launch Bays

The exterior is equipped with hundreds of launch bays, which are forcefield-contained openings in the hull. The bays make it possible for powered armor to fly out into space at their convenience.

Unidirectional Gravitational Plating

[Unidirectional Gravity Plating](#) plating in the *starfish* emits a pseudo-gravitational field that is attracted to the plates on the floor pushing everything on the station' down'. This creates a false sense of gravity that permeates the station.

Communications Systems

The station contains quite possibly one of the most powerful communications suites in the kikyo sector. Antenna longer than some capital ships and an immense power bank ensure the station can receive or send signals and transmissions through even the most sophisticated of jamming attempts, they cover the basics (subspace and radio) and provide an acceptable amount of security. In an emergency, the communications system can act as a low-resolution sensor system by using the receiver to pinpoint radio or subspace transmitters much in the same way that human ears pinpoint sounds.

Communications			
System	Transmission Type	Range	Interceptable
Radio	EM	7 AU	Yes
Laser	EM	130 AU	No
Subspace	Subspace	300 LY	Difficult
S-Transceiver	Subspace	520 ly	Very Difficult

Computers and Electronics

The station has an AI core housing not one or even two but *ten* [Advanced Command/Combat Executive AI](#) units. The ACE serves to compliment the crew and conduct cyberwarfare against enemy vessels.

The ACE AIs' can project a physical sprite by the use of multiple holographic projectors in various parts of the station.

The sheer size of the station and its needs requires the use of so many AI, allowing for orders and actions to be taken across the incredible distances across the station near-instantaneously and allowing complicated tasks to be delegated to oversight by one or more AI such as monitoring repairs over the entire station, damage control, dispatching, tactical control, targeting, etc.

Each ACE has its own name and is dedicated to a certain aspect of the station to offset the complex workload of the thousands required to staff and man the station. These ACE include:

- Power (energy, power, generators, etc.)
- Strength (Weapons and targetting)
- Veil (Communications, electronic warfare, sensors, etc.)
- Mercy (life support, crew health and mental status monitoring, etc.)
- Colossus (Shield control and calibration)
- Harbormaster (Ship coordination, dispatch, and control)
- Overlord (Station oversight and crew dispatch and control)
- Matrix (Statistics/information flow control and processing)
- Cheif (Junker control, damage control, engineer dispatch, etc.)
- Bittersweet (Master AI, controls all other ACE and delegates processing authority across them)

Sensors

Subspace Mass Sensors

Subspace mass sensors instantly detect mass readings and movement of objects up to 10 AU (930 million miles) distant from the station. The readings are used both for early warning and navigation when traveling at sublight speeds. The readings are not very detailed and cannot detect objects of less than 60,000 kg.

Black Veil

A black veil is utilized by the station and complimented by the addition of having multiple ACE-AI' to help with its electronic protection and detection from hostile ships and forces.

see [Na-M/V-E4100 Black Veil Electronic Warfare Suite](#)

Multi-dimensional Density Scanner

Designed for a quick inspection of ships the multi-dimensional density scanner takes precise gravitational readings at various points in space using a combination of a gravity sensor and the ship's own hyper pulse drive. The result is a quick 3d mapping of an object or planet surface with density measurements displayed.

Tachyon Scanners

Tachyon Scanners detect the disturbances in the gravitic characteristics of normal space caused by the passage of ships traveling through hyperspace. Tachyon scanners also reduce the effectiveness of enemy missile jamming systems.

Emergency Systems

The station boasts a fire management system for damage control monitored by one of its ACE, and numerous [escape pods](#) and shuttles for evacuation and/or escape across its surface.

Likewise, the station contains a considerable amount of [Na-EP-01a "Scapegoat" Escape Pod](#) across the inner hull and enough to evacuate 70% of the crew if all are undamaged. For all others, it is dutifully expected those not having evacuated on onboard starships to either be dead or fighting their stations to the very end.

Finally, compartmentalization throughout the station allows an ACE or individuals to seal any compartment, hall, or otherwise location with seal-able blast doors to stop air leakage, breaching, boarding, or fire. In the case of the latter; Fire, emergency equipment is always on hand to deal with non-ammunition or plasma-based fires with the two exceptions often needing air to be vented from the compartment to staunch.

Life Support

The station is able to generate and recycle its own air throughout the station and can house its own interchangeable atmosphere that can be changed to suit individual species depending on the compartment or room. When cutting off the station often retains enough breathable air for entire weeks due to its sheer size and oxygen content if none is exposed to vacuum. Emergency generators, however, ensure that emergency power and air are always the first things to stay online in the case of reactor damage unless that power is otherwise required for shields, weapons, or communications.

Propulsion

Unlike most SMDIoN vessels the station's sheer size is considered immovable by current thrust-based technologies without causing considerable structural damage to the station itself and by virtue of being considered almost impossible to decelerate in any period of time considered safe or acceptable.

As such it uses a rather simple if ingenious design of using massively upscaled [Unidirectional Gravity Plating](#) in the form of massive, near-indestructible slabs of Nermimum and Durandium on the bottom of the station given ample power to generate gravitic fields capable of literally *pushing* or *pulling* the station to appropriate sublight speeds without the risk of damaging or wrenching apart the structure of the station.

These plates, due to their size and sheer thickness of material and armor are considered almost

indestructible and are left unshielded. They are relatively safe to fly around but the constant gravitic field around them and the entropy it causes can cause short-term damage to ships caught in the field for too long.

Fabricator

Several powerful and varied nepleslian built fabricators are installed around the station and stored with appropriate materials on hand to suit their needs. Such fabricators and their uses are installed in the following and limited to:

Engineering	Parts, tools, utilities, etc.
Armory	Casings, batteries, weapon parts, armor parts, etc.
Vehicle Bay/Hangar	Vehicle/craft armor and system repairs, etc.
Maintenance	Varied.
Med Bay	Surgical and medical tools and utilities.
Galley	Utensils, china, glasses, knives, culinary tools, and devices.

Any other fabricators are installed on a case by case basis and their uses are situational. In the event of an emergency, engineering can unlock the restrictions on any fabricator for repairs on the ship so so long as the proper materials are on hand to draw from.

Weapons Systems

While heavily armored and shielded, the station was never truly intended for frontline combat. Regardless however the station has its fair share of *bite* in typical nepleslian fashion and can hold its own even without the aid of its fleets.

Perun Railcannon

See [NAM "Perun" Main Battery Railcannon MBR-01a](#)

Amount:	6
Tier:	T-14 medium anti capital
Location:	360 degrees around the base of the stations cylinder
Range:	1 AU
ROF:	4 rpm

Svarog Mass Driver

see [NAM "Svarog" Anti-Ship Mass Driver AShMD-01a](#)

Amount:	8
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Tier:	T-13 Light anti capital
Location:	360 degrees around the stations cylinder
Range:	.5 AU
ROF:	12 rpm

Antimatter Blaster

see [Nepleslian Antimatter Blaster](#)

Amount:	25
Tier:	T-10 Light anti starship
Location:	located around the station to fire 360 degrees in most any direction.
Range:	300,000km
ROF:	60 (30 per barrel)

Plasma Lance Cannon

see [NAM Plasma Lance Cannon](#)

Amount:	10
Tier:	T-12 heavy anti starship
Location:	located around the station to fire 360 degrees in most any direction.
Range:	800,000 km
ROF:	20 Second Beam, 'Lance' 12 Rounds Per Minute/Every 5 Seconds

Twin Plasma Turret

see [NAM Twin Plasma Turret](#)

Amount:	15
Tier:	T-11 medium anti starship
Location:	located around the station to fire 360 degrees in most any direction.
Range:	600,000 km
ROF:	30 rounds per second

Mines

The station contains an impressive compliment of [NAM-SW-E230-X 'Sand Lane' Semi-Autonomous Disposable Lasing Node](#) and [NAM-SW-E227-X 'Sand Lane, M' Semi-Autonomous Disposable Lasing Node, Miniature](#) in it for anti-ship minefield deployment to deny enemy ships ease of access through systems the station occupies.

Amount:	60(20 normal, 40 mini)
Tier:	Variable

Location:	Keel
Range:	Variable
ROF:	60

Shuttles

The station contains thousands of [Na-S/Sh-01 Zachitnik-class Shuttle](#) due to its size to easily traverse its large exterior and to ferry crew not only between areas but between the station and exterior starships that are undocked in system.

Fighters

The station is swelled to capacity with a number of fighters and bombers for not only its own protection but to re-supply its fleet when in demand. Fabricators and engineers are always present to build more on-demand should the materials be preset.

The number of fighters and bombers present does not represent the number the station can field, only what it has in storage or capacity.

- x1,500 [Na-F/A-6\(b\) "Sabre" Multirole Fighter/interceptor](#)
- x500 [Na-F/A 02 Hammerhead-Type Strike Bomber](#)
- x300 [Na-F/A-7X "Goliath" Fighter/Assault-Bomber](#)

OOC Notes

[Charmaylarg](#) created this article on 2020/07/23 14:53.

- [Approval Thread](#)

Places of the SARPiverse	
Opened/Settled (YE)	YE 42
Risk Level	safe

¹⁾

even outside the kikyo sector

²⁾

I am not good with speeds. The station is intended to be extremely slow in and out of FTL for its size. Feel free to suggest more appropriate speeds to accommodate this

³⁾

Has ability to overcharge significantly for short periods of time

⁴⁾

If you can think of something, it probably has it. Use this for flavor and RP purposes without worrying if it was listed or not. Its a MASSIVE station after all

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