

Netoshen

Netoshen is the capital of the [Kingdom of Neshaten](#), located on the planet [Nesha Prime](#). The city is designed as a fortress, taking nearly eight hundred years to get to the state it is in today. The city is separated into five sectors; each sector is separated by a high defensive wall.

City Tax¹⁾	2.5%
City Income²⁾	1,839,298,000 Rn
Population	984 million
Primary Industry	Weapons, Electronic Components
Secondary Industry	Starship and vehicles
Average Seasonal Income³⁾	376,000 Rn

The walls are easily accessible for citizens and military alike, allowing citizens a grand view of the city. The walls themselves on defensive emplacements that are recessed into the walls themselves so that they don't present an eye-sore to the populace, only the emplacements located in the corner towers aren't recessed. The walls are also designed in such a way that one is always higher than the one behind it. This allows for weapon emplacements to always have a clear line of sight, which also makes defending the city easier.

All walls have multiple gate access points, and movement isn't restricted, even to the palace. However, some areas of the palace are restricted to just the royal family, as are some areas of each district that are open only to the military.

Roads spiderweb their way through the city, however, there are several main roads that 'circle' around the city in each sector along with four primary roads that slice through the sectors. These primary roads end at the palace and circle around it, resulting in the palace being the center-piece of the capital. These four large roads are comprised of eight lanes, each road moves out in a particular direction. The roads move straight out in a North, West, South, and East direction. The secondary roads, known as the primary roads for each sector, move off from the main road.

The Secondary roads are only four lanes. From there, other roads spin off from them, some are two lanes, others only one.

Sector One (Outer Wall)

Sector one, which is the outer wall, the outer wall is the longest wall that was ever built and rings the entire city. This section houses the cities farming communities, from wheat production to fruits and vegetables, everything is grown and cultivated in section one.

The wall here is the shortest wall in the capital, standing at only twenty feet tall. The wall isn't solid and instead is designed to easily allow wing to move freely into the farming community, in short, some areas of the wall are lower than others. Only the areas that have turrets on them are the ones that stand at twenty feet.

Sector Two (Inner Wall)

Sector Two is the industrial area of the city, located between sector one and sector three. The industrial sector houses all manners of production, manufacturing, and processing facilities for food and mined minerals. Most of the buildings are clean industry, with little pollution.

The wall that divides sector one and two stands at almost forty feet tall, twenty feet taller than the wall that guards sector one. Unlike sector one's wall, sector two's wall is solid state and only has access points at eight different locations for vehicles. However, there are nearly a hundred pedestrian access points along the wall's inner and outer surfaces. These points can be closed easily by an automated system in the event of an invasion. Visible turret emplacements are located once every two hundred feet.

Sector Three (Inner Wall)

If Sector Two houses the industrial, sector three houses a combination of residential and commercial. This is the location where citizens go for entertainment; there are theme park, movie theaters, raceways, restaurants, and all sorts of other types of commercial infrastructure. Most businesses are homes in themselves, where people live at their businesses and rarely commute to a house.

The area is carefully set up, to allow a clean flow of traffic through the area; the commercial area also houses a lot of the cities access points to the underground transportation system. Sector Three is location of the headquarters for the Mass-Transit Authority, but also holds the headquarters for the [Yuina'cema Merchant Family](#) and [Nis'henon Media Group](#)

The wall separating sector two and three is sixty feet tall.

Sector Four (Inner Wall)

Comprised almost entirely of residential areas, section four is perhaps the cleanest area of the city. This area also has the majority of the city's schools and educational facilities, with some schools located near the wall. There are parks and man-made lakes, along with some commercial infrastructure such as stores.

the wall separating sector three and four is eighty feet tall.

Sector Five (Inner Wall)

The location of the palace and the majority of the cities military forces. Sector five is a heavily guarded area of the city; it houses the Royal Palace but also has military related facilities including a space-port for military starships and a small training base.

Civilians are permitted access to the palace, but they aren't allowed near the military base and even the palace access is limited to only the first few floors and the guest landing pad along with the four terraces.

The wall separating the sector five from sector four is one hundred feet tall, it is also the strongest wall in the capital - though comprised of the same material, it has a lattice interior that helps reinforce it. It's also the only wall that has recessed turret emplacements located within the wall itself.

Other points of interest

Netoshan has several points of interest, including, but not limited to just the [Tri'crova Palace](#).

8km/4.9miles North-East of the city lays a fenced-off stretch of sand and craters where there used to be a long-forgotten bunker network, in EE005v/YE 43 a [brief yet devastating skirmish between Division 5 Personnel and Kingdom Fall members](#) resulted in the destruction of a superweapon, bathing the area in low yet still dangerous levels of radiation. Military vehicles are sometimes seen moving to and from this restricted area, doing their best to clean up the area and make it safe again before filling it in, though the fences still remain and any non-authorised personnel wandering too close are detained for their own safety.

Yuina'cema Merchant Family Headquarters

The headquarters for the Yuina'cema family is six stories tall and is a glass building, the building towers over the commercial district, being one of the largest in the area. Its roof is a [bonantical garden](#). It also has an exterior landing pad large enough for a small shuttle to land on.

Located around the headquarters are the families construction facilities used to make the many weapons it has designed over the years, there are also lavish living quarters for in-house workers (workers who live on site). The headquarters is the only area of the property that is open to citizens; the rest of the property is open only to military and employees. It is protected by a ten foot tall fence with razor wiring and a perimeter guard; this is because of its military contracts with the Kingdom. It is one of four family businesses that have a military security force.

Bore'us Garden

Bore'us Garden is a large park that is located in sector two, it's an area most people go to for relaxation and comfort. The park has lakes and playgrounds along with a small restaurant for people to eat at. The garden is most famous for the array of artificial boulders suspended in the air above the centre of the lake and the vibrant plants strung between them, representing the Shukaren desire to keep the bonds between their people strong, regardless of bad-actors who may wish to rip them apart.

Royal Palace

The [Tri'crova Palace](#) was once known as Trovasa Palace, named after the first King. It was renamed to Royal in ER 344 by King Selo'va Nin'ana. Some still call it Trovasa, but in reality, the Royal Palace is often times referred to by the last name of the royal family followed by the word 'palace'.

It is the center of attention in the city, with a vast garden that completely surrounds the palace.

Lero'ka Space Elevator

The Lero'ka Space Elevator is a very large complex that is located just within sector one's wall. The complex is responsible for transporting people and supplies to an orbiting station above, which orbits over the capital. The complex is very old, built in ER 533, but still a reliable means of getting into space when speed isn't an issue. The complex is kept together by eighteen space tethers, all located in a synchronized fashion around the complex, half of the tethers are within sector one - while the other half are outside of the sector. Farmers are paid by the Kingdom to have the tethers on their property.

Military Headquarters

The Neshaten Volunteer Military makes their headquarters in the capital. The headquarters is a five story tall structure located in sector three; it takes up a large amount of property. Parts of the facility are open to the public, but the majority is closed down and restricted. The headquarters also has its own spaceport for military starships. It has a series of hanger that handle repair and refit work. There is also buildings intended for officers and enlisted personnel.

There is a network of tunnels that connects the headquarters to the palace.

Shukara Armaments and Manufacturing

[Shukara Armaments and Manufacturing](#) is the primary shipbuilding and military hardware manufacturers for the Kingdom and the military, it's HQ is only two stories tall, with most of the important aspects of the building underground. This place houses the majority of the companies scientists and designers, all housed in the underground facilities.

Neshaten Information Network Headquarters

[NIN](#) Make's it's headquarters in the capital, it's a four story buildings with multiple wings located in a circular fashion. The building has its own private security force, as a result of three terrorist take overs that occurred in its past.

Order of Marius Grand Temple

The Grand Temple is an area where people can go for services, whether it's during the day, or during the night - the temple is always open. It's the largest of nearly thirty eight temples in the entire city, and the center for the order's operations. The Grand Temple is always open.

It is the center-piece for their religion, known as *Kurieste*

There are multiple levels for the Grand Temple, but only the first three are open to visitors, the rest are closed and only those who are part of the order are allowed access.

Underground Tunnel Network

The capital has two series of elaborate tunnels that were built, and still being built, as the city expands and are used for emergency purposes. The first set are used by the capital's defense forces to move around undetected but can also be used by the citizenry in the event of an emergency or if the capital is ever attacked. The tunnels are designed to feed out into the capital's outskirts but also lead to safe houses located in various areas. These tunnels are patrolled by the military, there is a dedicated tram system to help move people around quickly, but this tram system is only used by the patrolling group - citizens should use the above ground transportation or the subway system instead of the tunnel network to move around the city. Much like how there are safe houses, there are also armories that dot the network, all armories are connected to their above ground counterparts.

Though, perhaps more interesting, are second set of tunnels that are used by the capital's Elite starfighter squadrons, these tunnels are large enough for starfighters to fly through and permit them access to eight different exits located around the capital. Ideally, the tunnels are used only to deploy the fighters during emergencies but can also be used not just by them but also emergency services vehicles. These tunnels are always patrolled, to ensure no one is using them to transport illegal contraband. This second set of tunnels also has an entrance near S.A.M.'s Dungeon Complex, to allow damaged fighters easy access to repair facility without comprising the complex's secrecy. Only the starfighter pilots themselves know where S.A.M.'s actual entrance is.

Zones

A zone is an area of the city that has some type of a restriction, this can either mean areas where ships can't people, citizens can't enter, or an area where only the military is permitted.

Military Zone

A military zone is an area of the city open only to military personnel and their ships. For the most part,

the entire capital cities airspace is under a military zone, where only authorized ships are allowed to enter the space. These ships include military vessels and licensed civilian ships, such as shuttles and liners but also traders, cargo-ships, and some freighters.

When an unknown ship enters the military zone, it is tagged by the cities defense forces and tracked by the various defensive emplacements located along the cities outer wall - deemed it's first line of defense. The turrets won't fire until the ship doesn't respond to communications requests.

The military zone also extends out to sea.

Citizen Zone

A citizen zone is any area of the city open to citizens, citizens can come and go as they please. There are a number of specific citizen flight paths to move through the military zone, that gives citizens that are not licensed to go through the military zone, the ability to fly to the capital unhindered. These zones all lead to the local spaceport and all of them take ships on a path where they will never fly near the Tri'crova Palace.

Transportation

With how large the capital is, it would be impossible for a single citizen to be able to move from one sector to the other just by walking. The capital has three different modes of transportation, two of which are operated by the Mass Transit Authority.

High-speed Shuttle

Webbing it's way through the capital are high-speed shuttles, these are shuttles using [Maglev](#) technology, although the Neshaten have been researching some more advanced, but currently, Maglev is the technology that's been used for nearly four hundred years and perfected upon as the years pass.

There are six separately dedicated lines, each sector has its own dedicated high-speed shuttle service, then there is a shuttle service that operates between all five sectors.

The average time it takes a high-speed shuttle to get from one side of the city to another is thirty minutes, this is moving in a straight line.

Underground Subway

Located under ground is a subway system similar in scope and size to the high-speed shuttles, with the exception that the subways don't have to worry about the defense walls. Similar to the high-speed

shuttles, the subway also web's its way through the city, with the exception of sector one, due to environmental concerns related to the farms.

Like with the high-speed shuttles, the subway also operates using [Maglev](#) technology.

Taxis

Although more commonly used to move between cities, there is a taxi service that doesn't involve using the high-speed ground shuttles or the subway. However more rare, these taxis can move people anywhere within the city, but unlike the subway and high-speed shuttles which are low-cost to use by citizens, taxi's aren't and have a higher cost associated with them.

Economy

The cities economy is driven entirely by private businesses and its very large weapons and electronics industrial complexes along with starship and vehicle plants, which export almost 60% of their produced goods to other locations of the Kingdom, this exportation results in almost 42% of the entire cities income, this allows the city to charge a rather low tax on its citizens which in turn means that citizens make more money from their jobs and also means they have a lot of disposable income.

Tourism to the city accounts for an additional 31% more income to the city, with the remaining 27% coming from taxation. The city possess internal contingency plans in the event of a market crash which would reduce the value of exported items. Out of the 1.8b Rn that is made seasonally by the city, only half of that is actually spent by the city for infrastructure and maintenance while the other half is put into an emergency account in the event of disasters or to pay for military defenses.

Places of the SARPiverse

Place Categories	city
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1)

Citizens pay a very small income tax due to the large amount of income the city makes from local businesses and industry

2)

Per Season, this is the total amount made by local businesses that the city gets through taxation

3)

The amount that an average citizen makes per season

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