

Amatsuotome Command Bridge

The [Amatsuotome](#) was a ship built specially for fleet command and control, and therefore, needed a special bridge to accommodate its duties.

Overall Layout

The Amatsuotome Command bridge is comprised of two levels. It is entered from the rear via two doors, placed equal distances from either wall, and from one another. Flanking the upper level on either side is a wide, sweeping stairway that leads down to the lower level. The upper level has a railing to keep crew from falling to the lower level.

The roof is comprised of a large dome, which is embedded with volumetric projectors, making the ceiling and upper walls into one large, continuous wraparound viewscreen, the perspective of which may be manipulated by the commander, but usually centers around the view from the observation deck. This screen can also display other information, such as incoming communications, data readouts, and text documents.

The floors of the bridge are covered in rich, polished black marble, which is uncovered except in the case of the stairs, which have grip strips and low-emission lighting to make sure they are visible and safe to traverse, even if the Bridge is darkened.

Upper Stations

The upper level is the command level, and contains the Captain's control center, the Executive officer's control center, and the Admiral's control center, as well as a volumetric war table, which is capable of projecting an interactive three dimensional map of the space surrounding the Amatsuotome. This level also contains stations for various functions of the ship, sensors, communications, intelligence, fire control, as well as the main engineering control interface.

Admiral Station

The Admiral's Command station could most easily be described as an office with a view of the bridge. It contains numerous controls and screens, which allows the admiral to oversee everything from the ship itself, to the fleet it is in command of, and just about anything else that can be accessed from the bridge.

Captain's station

The Captain's Command station is similar to the Admiral's station, but is a bit smaller, and more dedicated to the supervision of the ship itself, as opposed to the fleet at large.

Executive Officer's station

Again, the Executive Officer's station is like a smaller version of the Captain's station, and is dedicated to the supervision and coordination of those on the ship itself

Fire Control stations

There are several fire control stations, including one main station that oversees the others. Each of these stations is dedicated to a specific weapons system located on the ship, allowing for precise fire control and targeting designation to be overseen and administrated.

Intelligence Officers stations

The Intelligence officers stations are specialized for running through incoming information very quickly, as well as to sifting through battlefield transmissions. It is designed to help the officers organize data and send it to where it is needed the most.

Inter-ship communications stations

Essentially a call-center, these stations allow the ship to handle a vast number of communications coming from hundreds of sources simultaneously, shifting, coordinating, connecting, and transferring calls and information streams to where and whom they are needed as needed.

Main engineering control station

This station is the head office for Engineering, where every function of the ship can be monitored in detail. The head of the engineering department heads the group in charge of this station, helping to make decisions about work needing to be done and issuing orders that facilitate the maintenance and repair of the ship.

Main sensor stations

The Main Sensor stations are where the ship receives and processes information about its environment, whether it be other ships, objects in the area, planetary and other celestial bodies, or spatial phenomena, it is all taken in, filtered, and displayed in this area.

Navigation

Navigation is the area from which the ship is steered, and its courses plotted. Information from multiple sources, those being sensors, Intelligence, communications, fire control, and command, are all taken into account here to direct the craft where it needs to go, how it needs to go. While the Captain has the final say in the course of the ship, this is where it is decided and enacted.

War Table

The War Table is a large volumetrics display table which is used primarily to display a three-dimensional, real-time map of a battle. the map is generally centered around the ship itself, but can be manipulated to show more details of specific areas, and can zoom in and out anywhere within the ship's sensor range. it is also capable of, given a data stream, remotely viewing sensor data from other networked craft.

Lower stations

The Lower Level is the main control level, which controls more of the activities within the scope of the ship itself. This level has stations which control the deployment and operation of power armored troops, as well as stations for shuttle control, fighter command, and the command and control of ships docked with the Amatsuotome.

Docking Command

The Docking command station is essentially an air traffic control station. Using a combination of sensor data from both the Amatsuotome and the incoming ship, it is designed to help coordinate the docking and disembarking of craft from the docking ring, and the hangars, as well as from the construction bays.

Fighter Command

These several stations are each dedicated to a squadron based on the Amatsuotome-class. They take communications and sensors data and relay it to and from their assigned squadrons, as well as issue orders and oversee inter-squadron communications and coordination.

Internal operations

The Internal Operations control stations are designed to keep the veritable city within the Amatsuotome-class running smoothly. essentially an administrations hub, it is responsible for the running of the tram system, internal communications and data streaming, as well as coordinating the ship's security details when necessary. This branch acts largely independently from the other commands in the ship, and its only purpose during battle is to issue warnings to those within the ship.

Power Armor Command

Similarly to the Fighter Command, these numerous stations each coordinate one of the ten divisions housed aboard the Amatsuotome-class. They are capable of coordinating both space-based Power Armor operations, and land-based Power Armor Operations, and handle the administration and coordination of the Power Armor units.

Shuttle Command

Similar to the Docking Command section, the Shuttle command is specifically dedicated to the coordination of small craft such as shuttles, and is tasked with coordinating the shuttles with the other sections, such as docking command, fighter command, and Power Armor command.

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