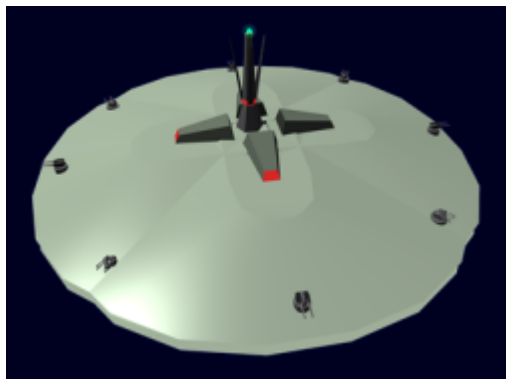


# Kisaki - Military - Habitat Module

This module is intended to provide facilities specifically for use by the [Star Army of Yamatai](#) on the [Kisaki Starbase](#).



See the [Kisaki - Habitat Module](#) for description of common features.

## Statistical Data

### General

Organizations Using Module: [Star Army of Yamatai](#) Class: Military Nomenclature: Ke-H4-M3101e Type: Kisaki-Habitat Module

### Crew and Accommodations

Crew: 100

## Inside the Military - Habitat Module

There are thirty decks in the module; this page only refers to those decks unique to this module.

Deck	Sections
Six	Power Armor Bay, Armory
Seven	Power Armor Bay, Armory
Eight	Fire Arms Training
Nine	Fire Arms Training
Ten	Mess Hall, Galley
Eleven	Reserved

Deck	Sections
Twelve	Reserved
Thirteen	Reserved
Fourteen	Reserved
Fifteen	Fire Control, Command and Control, Security office, Transit stations (6)
Sixteen	Fire Control, Command and Control, Security office, Transit stations (6)
Seventeen	Medical, Fitness facilities
Eighteen	Medical, Fitness facilities
Nineteen	Magazine
Twenty	Magazine
Twenty-one	Reserved
Twenty-two	Reserved
Twenty-three	Cargo Bay
Twenty-four	Cargo Bay
Twenty-five	Cargo Bay

### Armory

The *Military Module* features a [Standard Star Army Armory](#). It is located next to the Power Armor Bay on decks six and seven.

### Command and Control

The Command and Control area is used by the [Star Army of Yamatai](#) personnel to monitor mission activities in the region of space the starbase is located in. It allows them to track vessels and stellar objects.

### Dining Hall and Galley

This facility is located on deck ten.



#### Dining Hall

This is large [dining hall](#) designed to provide meals for soldiers working in this module.

#### Galley

The [galley](#) is large enough to provide meals for the soldiers.

## Firearms Training Area

The *Military Module* has a Firearm range designed to allow the soldiers to maintain proficiency with [Star Army of Yamatai](#) most common  [sidearms](#),  [submachine guns](#), and rifles. (See [Star Army of Yamatai small arms](#)). It is located on decks eight and nine.

## Fire Control

This space is dedicated to operating the Module's weapon systems. Volumetric displays provide an overview of the area, and allow the weapons operators to track targets, and fire the weapons.

## Fitness Area

Located on decks seventeen and eighteen of the module is the fitness area. This large area is designed to help keep [Star Army of Yamatai](#) personnel physically fit. The fitness area contains an assortment of exercise machines: weights, treadmills, etc. Part of the space is configurable, for various activities; such as group calisthenics, practicing katas, martial art matches, other competitive sports.

## Power armor bay

The *Military Module* has a [Standard Star Army Power Armor Bay](#) capable of handling 25 suits of power armor. It located next to the Armory on decks six and seven.

## Magazine

The *Military Module* has a magazine to store its arsenal of [Ke-Z1 Series Anti-Starship Torpedoes](#). The standard magazine is inside a [Zesuaium](#)-armored, cooled, static-free vault that spans decks nineteen and twenty. The magazine is a restricted area, and can only be accessed by those with permission from the ship's captain. The magazine contains robotic arms that store the torpedoes into their racks, and loads then into the autoloader system. The magazine can store twenty-four torpedoes.

## Autoloader

The autoloader is used to transfer the torpedoes from the Magazine, torpedo launchers. The autoloader system has two tracks for each tube to transfer torpedoes. One is used for delivering a torpedo and other is a return path for use when changing the torpedo. The autoloader system performs a visual clearance check to ensure that the tracks are unobstructed before moving torpedoes.

## Medical Center

This module features a medical trauma center featuring both trained staff facilities and [Autonomous Medical Treatment Center](#) units. It is located on decks seventeen and eighteen.

## Reserved

These sections are for mission specific customization.

## Security Office

This is where [Star Army of Yamatai](#) security personnel responsible for the overall station support operate out of. It has the following items:

- offices for the security personnel
- Arms locker
- Interrogation rooms
- Brig

## Weapons

The *Military Module* is the only Habitat Module that is armed. The [Heavy Turrets](#) are mounted on the top and bottom of the module located at the cardinal points. The [Anti-Mecha Cannons](#) are located between them.

## Weapons Damage Ratings

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- 2 [Ke-Z1 Series Anti-Starship Torpedoes](#)
- 4 [Heavy Dual Anti-Starship Gun Turrets](#) (Tier 11, Medium Anti-Starship)
- 8 [Heavy Quad Anti-Mecha Cannons](#) (Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (



: Staff needs to determine which)/Tier 9, Heavy Anti-Mecha)

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