# Station Omacron

Station Omacron is a Space Station in the Draco Eridanus system, operated exclusively by the Mining Guild. Its inhabitants include employees of the Guild, their families, civilians looking to work on the station, and lastly visitors.

## History and Background

Once The Mining Guild had made it to the system and discovered the asteroid field was a vast, untapped resource, they knew that they'd need a place to house their employees. The technological Brains of the Mining Guild, Aeta Kurosaki and Nyx Pine, came up with an idea to address this need. With the financial backing of Astrid Kurosaki, they used a combination of gravity generators and tractor beams to force a bunch of mined asteroids together to form a giant asteroid. With the use of further technology, they got it to how it should look before they began creating attachments and made their way inside. Inside, they used technology to add the specific areas of the station, like the residential area and the industrial areas which were reinforced.

As some time passed and with the Mining Guild's developing relationship with Yugumo Corp, The buildings were changed to new ones, and multiple Daikoku-Class Agricultural Ships were purchased, allowing the Stations food needs to be expanded on as well as moved to new better facilities. This also expanded the Station's size in terms of length and width.

With the Motoyoshi's Colonial Initiative, and their invitation to join for those who desired to. The Station's shipyards began working on creating a new capital class warship to serve as the new Delta Fleet's flagship. In addition, a new station was being created using the excess materials they'd harvested from the massive asteroid field. The new ship now named Durandium Phoenix eventually left the shipyard and went on its shakedown cruise, and eventually brought back genetic samples that were eventually transferred to the new Station's cloning areas for the creation of clones.

## About the Station

The Mining Guild's *Space Station Omacron* was built in order to offer the personnel of the Mining Guild a refuge for exhausted bones after a hard day's work. While the Mining Guild's Dragon-class Mobile Refinerys are capable of housing and maintaining their crew, they aren't meant as a long term habitat and can only contain a certain number of people. The Station was built so that it can house people and act as a convenient way-station for the trip to Sanctum.

### Key Features

In an environment where flying rocks can, and probably will, fly in a hazardous way without a moment's notice, an area using shields is a safe haven to protect the exhausted and the hungry. The Mining Guild

isn't a slave labor force, so it understands that their workers have needs. While the inhabitants feel that's what makes it seem so special, it's also one of its primary duties. Its second mission is to provide storage of goods from their Mobile Refineries to Black Wing Enterprises and beyond.

### Appearance

Station Omacron is a large floating structure in the middle of floating, broken-up rocks, that is made entirely out of asteroids that were forced together in a heavy gravity generator. Some of the rocks were carved to resemble a Nepleslian designed Space Station from the very beginning of the NDC's predecessor nation. There are a few protrusions at the tip acting as detection systems, cameras, and various other machines. At the bottom, multiple large docking centers extend from the sides and around the middle, each large enough to dock numerous vessels.[1)]

## Statistics and Performance

Below is the Statistical information about the Station.

### General

- Class: MG-Y Habitat
- Type: Station
- Designers: Aeta Kurosaki, Nyx Pine
- Manufacturer: Department Of Engineering
- Fielded by: Mining Guild

### Inhabitants

Crew: 3400 operators are recommended

Maximum Capacity: There are accommodations for 900,700 people in addition to the Stations crew.

| Population name | Numbers |
|---|---|
| **Original immigrant numbers** | 400,000 |
| **Employed by the Mining Guild** | 164,000 |
| **non Mining Guild employees** | 383,000 |

### DracoTown Infrastructure

Dracotown Infrastructure

### Dimensions

- Length: 2,500 meters[2)]
- Width: 4,400 meters [3)]
- Height: 5,000 meters
- Decks: 2,168 [4)]

### Damage Capacity

DRv3 Tier: DR T15

## Inside the Station

### Deck Layout

| Station Omacron Layout | Description | Size |
|---|---|---|
| **Red Sector** | Command and Administration | encompass 3 decks, 10 meters in all |
| **DracoTown: Habitat** | Residential, Medical, and Business | 2500 meters meters [5)] |
| **Industrial Sector** | Additional Mineral Refining, Industrial Complexes | 562 decks (60 meters all together) |
| **Engineering Sector** | Main Engineering, and Support Systems | 10-meter area |
| **Power Armor Storage** | Hard Materials Storage, Main Engineering, and Support Systems | 60-meter length |
| **Docking Bay** | Offloading, and on loading Personnel, and equipment | Docking Area: 200 decks (60 meters each) |

### Compartment Layouts

Below is the Compartment information about Station Omacron.

### Station Control

The Station’s Control Center is a vast area, said to encompass three decks or more. As a few of the Mining Guild's personnel were once Yamataian, there is a little of Yamatai to the theme, with additional Nepleslian design elements. A priority is given to Separa’shan to allow them ease of movement.

#### Upper Level

The uppermost level holds the office of the Station’s Commander of Defense, CEO’s office, and the

Overseer's supervisor. Basically, this level is the Office level for those who control the Station and its affairs.

#### 2nd Level

The 2nd level of Station Control is much wider than the upper level and has a lot of workstations. Some stations were recreated versions of Standard Damage Control Stations besides other technology inspired by Yamatai. It is here where the internal operations for the Maglev Rail System, ship traffic, communications are located. The emergency service and security dispatch is also located here.

#### Floors

The flooring is made with a substance that's comfortable to walk on, but also easy for the Separa'shan to travel over, and there were multiple foods and drink dispensers throughout the 2nd level.

## DracoTown Area

As big as Station Control was, the area dubbed DracoTown area is larger. If a city and a mall were to mate, then this would be the result. The Habitat is arrayed in a similar pattern to station control in terms of levels. In the middle of this area is a pillar which serves as an elevator from Station Control downwards to the other levels. This is somewhat in the border that separates the Square from the rest of the buildings.

### Habitat Environment

All Mining Guild ships and the Space Station have a dedicated Life Support system, which aids in cleaning the air that the organics breath out as well as the water needs of Organics, is also present, though some features can be turned off if appropriate.

The station and the homes within use Space Heater to keep everyone nice and warm, especially for the Separa'shan and other cold blooded inhabitants.

#### Sky Feature

The habitat's ceiling uses technology that makes it seem as though there is no ceiling. Instead, it appears as if there is a gigantic hole in the station's top allowing for the viewing of the Nebula above. At night the sensors that do this shut down so that the inhabitants can get some sleep.

Because of the levels and distances, some of the places appear to view the ceiling/sky closer to themselves. Only those in the Square would view the ceiling/skies at their true distance. There is a light rail system here, that would take an inhabitant anywhere they want to go. This is also a way for an

inhabitant to get to the higher levels using the system since the rails raise from the ground ending at a station a floor below each level.

# Central DracoTown

Within the Square and a kilometer away from the elevator is a large ornate fountain that periodically shoots water like a geyser towards the ceiling/skies above. The fountain's water is a two-foot deep plunge, and in the middle area is a transparent diamond-coated fixture, which has water falling over it. The fixture covered an invisible force field containing plasma which fills the fixture and emits multiple hues of various colors which affect the water and the reflection.

| **Frontside** | **Backside** |
| --- | --- |
|  |  |

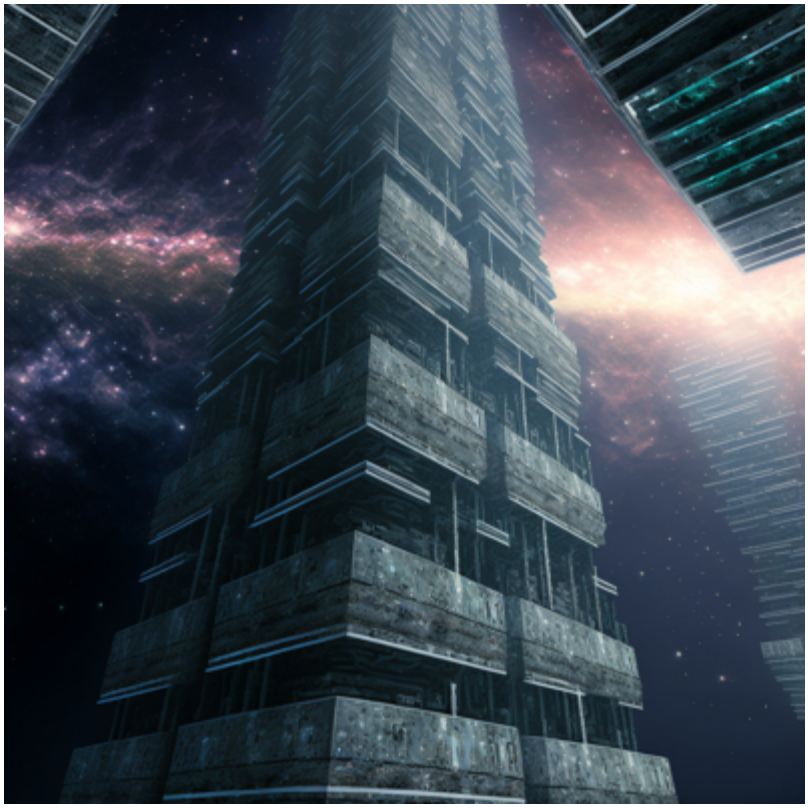
6)

## Central Station

When newcomers or returning individuals arrive in Station Omacron, and go up to enter the City, Central station is part of where they end up. It’s a massive station where the light rail cars stop to pick up passengers to go anywhere in the City. The floors are white marble stone, though it's covered by a substance that kept its appearance, but prevents scrapes, scuffs, and other damage caused by robots, and people walking. White Marble stone pillars seem to hold the station up and the station is primarily underground like a subway station on the planets.

# Mining Guild Headquarters

The Dracotown Mining Guild Headquarters is much larger than the Obsidian City branch of the company. This is because Obsidian city had a limit of space, while with DracoTown they could build and set how they wanted things. The Building is a tall skyscraper of steel and metals. Which like the main Medical center, allows the building to be visible in Dracotown's skyline. Though it's interior is arrayed like the other Headquarters.[7)]



## Principle Station

Principal Station is the stop for government employees, including those who do oversight of the law enforcement officers. It is also where those working in Mining Guild's Corporate building stop to go to work. There were also a few city blocks that contained restaurants and other shopping-related buildings that can be traveled to by going to the Principle Station. It follows the same design as the other Stations in terms of Marble stone design. The station is primarily underground like a subway station on the planets.

## Commercial Center

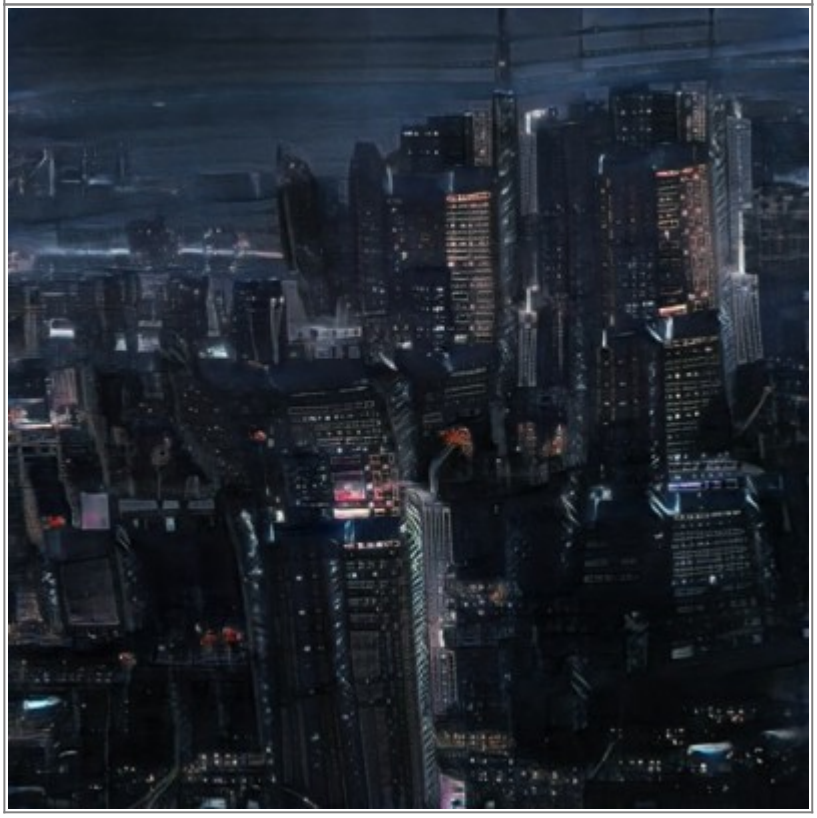
Across from the border are small restaurants and bakeries to provide food, laundry buildings for cleaning, and then schools and hospitals. Closer to the merchant district are a few Galactic Horizon Stores, Origin Marts as well as Black Wing Enterprises stores, though carefully placed so that it doesn't affect the

competition. In addition there were Kiosk Console Lines here for shopping requirements.

There are also few cultural learning centers and dojos, for those wishing to train in Yamatai's Martial arts. Onsens can also be found to soak in the hot tubs traditional to Yamatai. Other recreational areas are also present that might appeal to Yamataians or other species.

Nurseries and hatcheries[8)] can also be found in the Commercial Habitiat to take care of the Station's young. Lifewares is also located here.

**DracoTown Commercial**



### Corp Plaza Station

The Corp Plaza Station is the main hub transit station for all corporate buildings in the city, as well as where other businesses are located. The station is primarily underground like a subway station on the planets.

### Takeda House

In addition to Housing, Takeda House locations have also been approved for locations in the city.

### Mining Guild Emporium

- Mining Guild Emporium

#### Tokyo Fresh Markets

- Tokyo Fresh Markets

### First Avenue Station

This station is located within First Avenu, east of Corp Plaza Station about a block away from it and the Mining Guild's Branch Headquarters. Unlike the Corp Plaza, Med way, Principal, and Central Station First Avenue Station is smaller, primarily only a platform with an open concept above group type station.

#### Second Avenue Station

The Second Avenue Station like the street follows the First, and it is due east of where the First street ends. Like the other station, it is smaller, primarily only a platform with an open concept above group type station.

## Medical Center

The DracoTown Medical Center is a massive building visible on the capital's skyline. It is on a raised platform, allowing for visibility, especially for those inside as well as outside. It is located on Third Avenue, though it has its own station for emergencies. The Medical Center is the main hospital in the city, but there were multiples scattered around and close to the residential areas.

All areas in the interior and exterior are brightly lit, clean and sterile, ready to serve. Whether the patient is organic or synthetic, Human, Separa'shan, Elysian, clone with animal physiology or Gynoid and androids it wouldn't matter here, the medical staff will treat their patients with respect, and help them recover so that the patient whoever they may be can get back to their lives and their work.

### Med Way Station

The Med Way Station is the station where those needing medical attention can go via the system, and they will immediately get there, though of course for extreme cases, they'd have the The 505 Emergency Medical Vehicle taking them there as they take care of them. The station is primarily underground like a subway station on the planets.

### Clone Development Center

The DracoTown Cloning Developing Center is a facility set up in an formerly abandoned Medical center, and it uses facilities that use Gram-class Cloning Facility and Pine-Oaklen BioSynthetic Foundation Laboratory technologies to create clones if need be.

#### Third Avenue Station

The Third Avenue Station is in the middle of the Third street, and like the Second, it follows where it ended.

## Cultural Areas

As a way to honor the Species that were a part of the Mining Guild. The Architects of the City had decided to allow special **Cultural Areas** for these individuals.

These areas are

### Separa'shan Groves

The Separa'Shan refugees fleeing the Kuvexian war, were allowed to create special groves which contained Lissragyd Tree, in the Cultural Area of Town. Here, the refugees were able to continue their cultural legacy, for their children, and those descended from them. It remained there and kept maintained even should the refugees want to return to Essia as an homage to the resilient Separa'shan.

### Senti Burial Forges

Senti Burial Forges are holy sites, due to their connection between the realms of the living and the dead, and their task of producing the steel that makes up most of their society. As a sacred area for the Senti the Senti Representative worked with the architects and builders to choose an area that was appropriate, and as a religious site, this area is given respect by the rest of the Dracotownian population.

As a location, it is between a Separa'Shan grove and the lift that would immediately take a person to the lower industrial areas of the Station at a respectful distance from each other. As such those going to the industrial sections will likely see the forges and the groves before they go down.

#### Lift to Industrial Levels

## Residential

The lower level has hotels and apartments close to the Commercial area and the DracoTown Hospital, which is the Station's primary medical center. Additional Residential areas are set on levels that are 1000 meters high above the other buildings in the Commercial District.

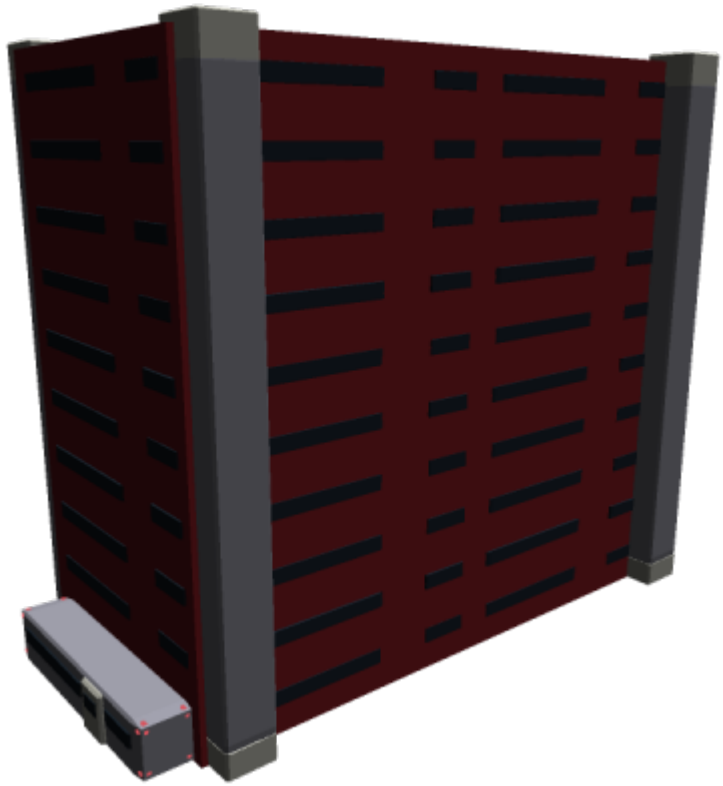


## Level 2 (Apartments)

The second level is exclusively apartments. There are 63 meters distance between the railing that prevents falling off the level and the beginning of the apartments, with a pathway between them, and a rail system that allows for quick travel if the inhabitants don't have a bike of any kind. Each apartment is a large building with balconies of its own that allows for viewing of the 'ground level'.

There is technology to block excess noise from the lower and upper levels so that the inhabitants can sleep. This technology does not prevent Elysians or others with wings from flying from the lower or upper floors.

Due to space, the apartments here are more for single families' households or couples who don't have kids. DracoTown uses SSCC-XL Living Complex For their apartments.[9)]



**Upper Level Stations**

The upper levels within the city part is primarily residential, starting with Level 21 being Apartments, Level one, through to the top most level has which has its own station. Level one Station is built like a subway, where passengers go downstairs and there's the car arrives.

## Level 3 (Suburbia)

Level 3 is a level for suburban life. As with Level 2, there are 63 meters distance between the railing that prevents falling off the level and the beginning of the homes here. Level 3 contains neighborhoods geared towards larger bigger families and Overseers who are in charge of mining operations. There are pathways, bike trails, and a rail system here for quick travel to areas where an individual’s home might be. There’s a person in charge of home assignment here much like the apartment level. Nicer amenities, including pools, can be found in these larger homes.

As with the other residential levels, noise reduction technology is present to make things comfortable for the level's occupants.

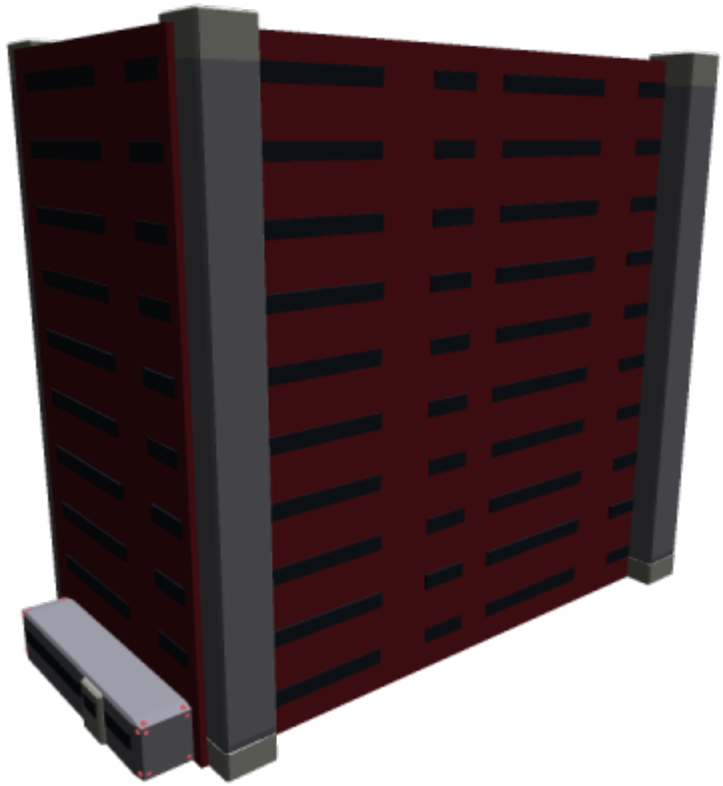
**Suburbia Stations**

The Station for the second level is open concept like most Avenue Stations; this was to allow those people living in the suburbs to get to their homes easily enough. Though considering the size, there is

still travelling time.

## Level 4 (Cyborg Apartments)

The layout of this level is similar to that of Level 2. The apartments in Level 4 are geared towards Cyborgs, but with a more tech twist to accommodate the need for repairs and maintenance that they can do alone. DracoTown uses SSCC-XL Living Complex For their apartments.



### Mid Stations

The Station for the Fourth level is a subway concept like most Avenue Stations; like the second level. This is this was to allow those Cyborgs living on the level, to get to their homes easily enough. Though considering the size, there is still travelling time.

## Level 5 (Synthetic Ward apartments)

The homes in Level 5 are a bit different, because these are designated for the AI, Androids, and Gynoids robots with no organic parts to them. While their minds may be as sentient as organic, their bodies aren't, and their needs may not include bathrooms or food. The living accommodations are typically small, studio apartment-sized rooms with recharge pods and a living room area. While other necessities are met on a case-by-case basis, the apartments are considerably more spartan compared to those used by fully organic crew.

There is a communal shower area for those that got dirty from their work.

#### Yolus Stations

Yolus Stations are primarily for the technicians going up as the structures here, are massive complexes containing Synthetics these are individuals who prefer not to use an organic body. Those Synthetics leaving their homes to go to work where ever that would be can also use the station.

## Other areas of Station Omacron

This Section isn't included in the City limits but rather is on levels underneath the City.

### Engineering

The Engineering section is vast and takes some inspirations from Yamatai, Neplesia, though it is a lot more New Dusk Conclave in terms of the power core and so on. There are multiple Plasma Generators giving power to the Station at large.

### Industrial

The Industrial Section of the Station is a large area, which almost rivals the Habitat Section, because of its size. Originally it was split into two to cover the farming and technology needs, but when Yugumo Corporation creates the Daikoku class Agricultural ships, the mining Guild will purchase 5 of them, and all farming will be moved to those ships, The Industrial Section builds smaller technology, such as the tools needed for the Station's maintenance or mining efforts, and the Power Armor they use. There are a few Honeycomb Fabricator to aid in building things.

### Farming Ring

The Mining Guild has Constructed a large ring around the Station exterior with Airlocks, on the North, south, east and west positions of the rings themselves which have the Daikoku class Agricultural ships attached to them making the station seem larger.

### Power Armor Bays

Within the Station, between the Docking bay and the Industrial Section, is a deck meant specifically for the Mining Guild's Power Armor. This means there are a lot of Power Armor bays with accommodations for more than just ANTs.

There are technicians who work in shifts to make sure these Power Armors are working well.

#### Docking Bay

The Docking Bay is a large structure jutting out of the giant asteroid-station. It serves as the only way for anyone to enter the station proper and is large enough that it’s capable of sheltering some of the Mining Guild’s ships, with room for hundreds of Stork Personnel Transports.

An airlock port is also present for the Mining Guild's larger vessels, such as the Dragon-class Mobile Refinery, and Magpie-class Industrial Cargo shuttle .

## Ship Systems

This section shows the information about the other info about the Station, mostly its electronic and defenses.

### Armored Hull and Hull Integrated Systems

The hull structure is composed of a combination Durandium and ADNR (Aggregated Diamond Nanorods).

It has a layer of a flexible gel that can fill in the space between the layers of graphene-sandwiched Osmanium spread throughout the hull. The gel is also very resistant to kinetic forces, absorbing and spreading outward impacts throughout the jiggly substance. The gel is resistant to excess energy exposure (including magnetics) due to being composed of silicon-based materials and traces of rubber-like matter; it is not, however, immune to electromagnetic pulse weapons - it's simply more resistant than usual. Lastly, the gel is highly absorbent to heat - and will radiate it off over time - due to its composition.

This is within a shell of Aegium, which also makes up the support structure deeper within.

### Computers and Electronics

The computer that is installed on the Station Omacron is a King type AI. The Station designer, Nyx Pine, thought that the King AI might be suitable until she could get something better, thus the AI came with the King type Sensors. The Station’s AI are also linked to the other Mining Guild’s AI.

The inhabitants use The New Dusk Conclave Standard Communication Systems, including the King Type communication system for alternate messages.

The ceiling above the heads of those living in the Habitat area of the Station will have technology that performs an illusion of an 'open' ceiling with a view of the space beyond. Those on observation areas near the hull will be able to see through the Anti-Reflective Transparent Constructs (ARTCs) type

windows.

## Emergency Systems

A bank of 40 BW-PC-1B "PowerPak" act as emergency power source in the event that the BW-PC-1A Plasma Core's power cores die. This will ensure that comms, life support, and sensors continue to receive power for three weeks.

## Life Support Systems

All Mining Guild ships and the Space Station have a primary External Respiration Kit system is also in place to aid in cleaning the air and water as needed by the station's organics. If appropriate, some features can be turned off.

The station and the homes within use Space Heater to keep everyone nice and warm, more so for the Separa'shan and other cold blooded inhabitants.

NH-O-1 "iBot" Maintenance Drone can be seen flying throughout DracoTown, as well as the rest of the Station, as they work to make repairs as needed. Apparitions are visible on the outside Observation areas of the Station itself.

### Waste Disposal

Waste is transferred to a large tank where a huge magnet slides over the ceiling; metal items are picked up by this and are transported to a new tank. It is then where an advanced sorting system sorts the pieces into proper holes. The metal is smelted, and merges into what would normally be a giant ingot, had it all not been separated again before it entered the molds. The metal is sent to the various factories of the New Dusk Conclave to be made into new items.

Manure is dropped into large barrels that are transferred to farms or factories that can turn it into fertilizer. Broken electronics are taken apart, the metal joins the other metal, and the other materials follow suit in their respective compartments.

### Other Life Support Systems

Besides the other Life support, some aqueducts transfer water, and flushing toilets, and working sinks. The water is quadruple filtered so that nothing, not even microbes, can contaminate water. The Salt in the water is sent to a different area where it is made for a new purpose. This allows the Settlers to drink water should they need to.

## Shield Systems

The Station uses a dual shield system as its primary shields which uses Paladin Barrier System and CSW-S1-S1 "Ancile" Multi-Layer Shield System. This shield system create a six-faced barrier. protecting the Station from all sides.

In adition to the primary shields, it uses other shield types as well, such as

- Electromagnetic Shielding
- Gravitic Shielding
- Navigational Shielding

### Electromagnetic shielding

The Electromagnetic shields are particularly good at deflecting the charged particles in many beam weapons. The shield created is a six-faced barrier.

### Gravitic shielding

Gravitic shielding are effective against kinetic weaponry and collisions. This shield also serves the special purpose of counteracting graviton beams. The shield created is a six-faced barrier.

### Navigational Shielding

Not intended for, or effective at, defense against starship weaponry, navigational shielding protects the ship against navigational hazards, such as fast-moving small masses and slow collisions with large masses. The deflectors allow for safe maneuvering without raising the profile of its sensor signature as much as the defensive shielding.

## Weapons Systems

The Station is armed with multiple weapons:

### Main Weapons

- Albatross Anti Starship Laser Array: 01, DRv3 Tier 12, heavy Anti-Starship

### Secondary Weapons

- Albatross Anti Starship Laser Array: X8[10] DRv3 Tier 12, heavy Anti-Starship

### Tertiary Weapons

As part of the Station’s Tertiary starship weapons, Station Decacron uses four Cerberus Cannon which were strategically placed with one on the top and bottom of the station’s sphere, and the left and right side of the station. DRv3 Tier 10

### Fourthary Weapons

Fourth Set of the ship's weapons was Shiva which had one on the rings. With the potential to be DRv3 Tier 13

### Defense Weapons

Along the side of the ship were 3000 Origin Point Defense Weapons which is set at DRv3 Tier 9. It also has access to a King Type Cyberwarfare system.

## Vehicle Complement

- 500X Personnel Transport "Stork"
- Can support up to one hundred Mobile Refineries, and Magpie-class Industrial Cargo shuttle

### Non Mining Guild Ships

The Mining Guild has opened a new docking bay which is meant to support non-affiliated ships for either trade or business purposes, or for visits. Also possible for emergencies.

### Agricultural Ring

- x5 Daikoku-Class Agricultural Ship

## OOC Notes

Charaa created this article on 2019/10/05 22:20.

- Approval Thread

| **Places of the SARPiverse** | |
|---|---|
| **Opened/Settled (YE)** | YE 41 |
| **Place Categories** | space station |

[1)]

Art was created by Charaa using Doga.

[2)]

+2200 meters for Daikoku-Class Agricultural Ship add ons

[3)]

+1295 meters for Daikoku-Class Agricultural Ship add ons

[4)]

+18 for Daikoku-Class Agricultural Ship add ons

[5)]

31.0685596118667 City Blocks

[6)], [7)]

Art was created by Wes using the Midjourney Bot

[8)]

for Separa'Shan eggs

[9)]

Art created by Toshiro

[10)]

other than the main gun, There were two additional Albatross laser array on either side of the main guns, and 6 on the rings. Three at the top, three at the bottom.

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