

Galactic Horizon's Abyssal Nomad

The Abyssal Nomad is a one-of-a-kind light cruiser designed and developed by [Galactic Horizon](#) to act as the company flagship and promote the business on its travels. Armed with the very best technology the company has to offer, it acts as both a mobile lab and merchant ship for the group as well as a pseudo headquarters away from home.

About the Ship

The Abyssal Nomad was originally proposed in mid [YE 40](#) when the company was still based on [Planet Osman](#) as a way for the business to promote itself. The construction of components and prototype testing was delayed several times however by a string of unfortunate events, starting with the disappearance of [Kryss Black](#) during the exodus and ending when the company transferred to the [Kingdom of Neshaten](#).

Once the move had been completed the project was restarted and eventually completed in mid [YE 41](#), marking the beginning of the company's venture into space travel without having to use rental ships. With the new avenue of limitless space travel at their disposal the ship was further modified after the initial plan to make it solely dedicated to merchant work. Many spaces which had previously been set aside as living quarters were redesigned into smaller but no less functional R&D labs in which small teams could continue their work with all the same information access as though still in the HQ.

Key Features

The Abyssal Nomad is the only ship designed exclusively for Horizon, as such it was built to suit their needs. Included in the cruiser are a number of rooms dedicated for R&D work as well as fabrication of small-scale models, in this way the crew can continue their work away from the HQ.

The other main feature of the ship is its ability to act as a mobile warehouse and store for Galactic Horizon goods. To accomplish this, extra space was set aside within the ship to act as the warehouse.

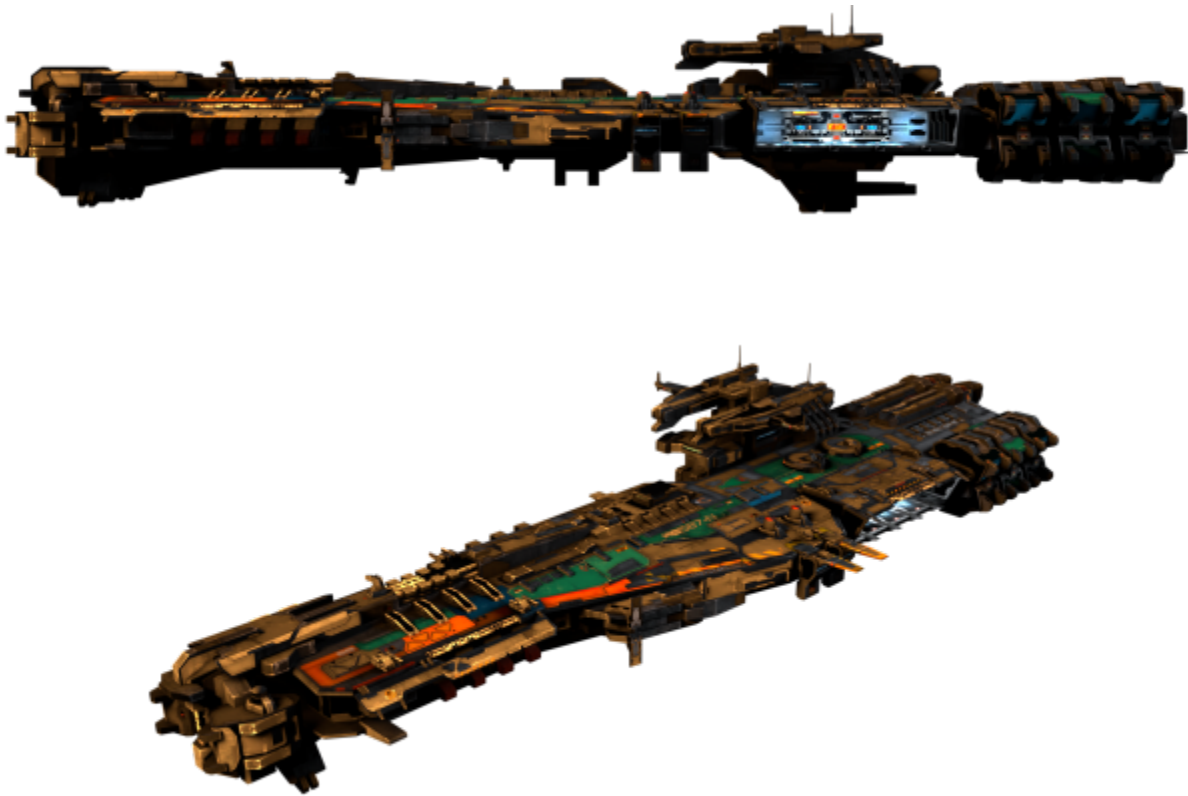
Appearance

The Abyssal Nomad follows in the design trend established by the Skyhawk with an unrefined overall exterior aesthetic. The cruiser resembles a long rectangular prism with the bridge raised up on stilts which can be closed off in the event of hostile takeover and even destroyed. The front third of the craft is slightly narrower than the rest of the hull and contains the majority of the escape pods throughout several decks.

The middle of the craft supports the two main Albatross laser cannons with one topside and another on the underside, 4 Shooting Stars are dotted around each to protect from fighter attacks, the other 8 machine guns are spread evenly between the front and rear of the craft on top and bottom. 6 Orbit Jumpers are spread in an even line along the topside while the remaining two are at equal intervals on

the underside.

Unlike the rough exterior, the craft's interior is sleek but comfortable, the halls are a soft cream rather than stark glaring white making them easier on the eyes when illuminated. Each room follows the same general design of function over form while the living quarters are free for individual decoration.



Statistics and Performance

The Abyssal Nomad is not a combat vessel and its performance indicates this, the speed and agility of the craft falls within the average range and its combat potential is far less than any military or mercenary cruiser.

General

- **Class:** First Class
- **Type:** Cruiser
- **Designers:** [Galactic Horizon](#)
- **Manufacturer:** [Galactic Horizon](#)

- **Fielded by:** [Galactic Horizon](#)
- **Nomenclature:** GH-C1-3X

Passengers

- **Crew:** 20 operators are recommended, 10 are required.
- **Maximum Capacity:** There are accommodations for 100 people. About 250 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

- **Length:** 310 meters
- **Width:** 60 meters at shuttle bay, 45 meters standard
- **Height:** 32 meters at bridge, 17 meters standard
- **Decks:** 6 (1, 5 meter deck and 5, 3 meter decks)

Propulsion and Range

- **Falcon Tunnel Drive:** 0.2ly/m
- **Cirrostratus Ion-Grid Propulsion Drive:** 0.150c
- **Range:** 6 months standard, 9 months if overstocked
- **Lifespan:** 30 Years if serviced regularly
- **Refit Cycle:** Every year

Damage Capacity

SARPV3 Tier: Tier 12

Inside the Ship

Deck Layout

The rear third of the ship is taken up entirely by the shuttle bay and engineering department with each compartment spanning the entire width of the ship and height of all 6 decks. This allows enough room within engineering for the large reactors and the shuttle bay is given room to store reserve vehicles.

- The 6th deck is dedicated entirely to storage of both ship supplies and Horizon equipment for promotion and sale during the ships journey.
- The 5th deck is taken up by various rooms to keep the crew occupied and healthy including exercise rooms, recreation centres and simulation rooms which can be programmed to run various puzzles and scenarios. In addition the escape pods are also located towards the front of the ship on

this deck.

- The 4th deck is taken up by crew and passenger quarters with enough rooms to comfortably fit an upper limit of 100 people with 2 per room, there is enough space in each room to fit another 2 people in an emergency however. There are escape pods located near the front and middle of this deck.
- The 3rd deck is taken up by the specialised labs and fabrication rooms for the Horizon crew with enough stations to accommodate for 50 people working at once.
- The 2nd deck is taken up by the executive suites and wardroom, there is also a large kitchen attached to the wardroom with a walk in fridge and freezer designed to hold supplies for a week of cooking at a time. There is a large service elevator that connects the kitchen to the lower storage deck, it does not stop at any other deck.
- The 1st deck is the smallest in the ship and solely contains the bridge and sensors, this deck is removed from the main body of the ship and stands on two 'stilts' that contain both stairs and fast elevators. This deck can be cut off from the ship via blast doors within the elevators during hostile encounters or outright detached and used as a small escape craft. It also contains a self destruct function to avoid Galactic Horizon information falling into enemy hands.

Compartment Layouts

A basic description of each major compartment and room within the Abyssal Nomad.

Armory

While the ship is not a combat or military specific vessel, it does still contain an armoury fully stocked with Horizon and some [New Dusk Conclave](#) equipment for security personnel to use if necessary. In the event of hostile boarding or ship to ship combat this armoury is opened to all security personnel to arm themselves.

Bridge

The bridge contains seven stations; a captain's chair, two navigator terminals, two pilot seats and two on-site engineer terminals. All ship defences are automated via the integration of the [Dusk](#) AI system.

Cargo Storage Areas

The lower deck of the Abyssal Nomad is dedicated to storage, the forward portion being for ship operating supplies and vital cargo while the rear portion has been set aside to carry Horizon products for promoting the business and selling during its travels.

Crew Cabins

Each crew and passenger cabin is equipped with two single beds, two clothing cabinets that contain both a coat rack and drawer set and two personal lockers. The rooms can be divided in two by a privacy curtain if required.

Crew Recreation

As the ship often conducts long missions, crew recreational facilities are of the utmost importance or so Kryss claimed when she had mini fridges added to each of the rooms. Within the recreation deck there are a collection of multi-purpose game tables, lounging areas, sleeping pods, VR game stations and an indoor pool. There is also a bar which is opened during the artificial evening time.

Engineering

The engineering department is located at the rear of the vehicle, with the ships [Phoenix Fusion Generator](#) array consisting of 3 interconnected generators. Regardless of the mission or time there is always two engineers manning the station with space for another 2 to sleep and refresh themselves nearby in a special active duty quarters. The entire engineering department can be jettisoned from the rear of the craft in the event of critical reactor malfunction, after which the ship will engage reserve power for life support and SOS beacon use only.

Executive Suites

A step up from the crew quarters, the Abyssal Nomad contains 20 executive suites designed to suit up to two people in stylish comfort with a separable double bed to accommodate for couples or individuals and en-suites included. These rooms are usually given to important figures or in some cases high paying passengers.

Medical Centre

The Abyssal Nomad has an on-board medical lab located on the 3rd deck amongst the other technical laboratories and fabrication rooms. The medical lab is equipped with enough beds to accommodate up to 20 people at once and is staffed by 2 medics at all times.

Power Armor Bays

Located on the 6th deck beside the shuttle bay, two small armour bays hold a variety of Horizon issue powered armours ranging from the [Orbital Reentry Carapace](#) all the way up to the [Zytone Heavy Combat Armor](#). These bays do not open directly to the outside for the ship however and personnel must exit

through the adjoining shuttle bay.

Shuttle Bays

The Nomad has a single shuttle bay near its rear which takes up space from all of its decks and is 60m in depth with a 45m width. These measurements were designed to allow up to 3 [SkyHawk Shuttles](#) to be comfortably stored with space to suspend another three above them in standby. However any suitable shuttles or other vehicles can be docked here if desired.

Wardroom

The wardroom located on deck two spans for nearly a third of the deck's length to allow enough space for the entire crew to dine together, equipped with a large kitchen at the front end with enough space for up to 10 active cooks at once.

Ship Systems

The following is a list of all the systems included within the Abyssal Nomad.

Armoured Hull and Hull Integrated Systems

The primary hull material used in the craft's construction is the unique resource known as [Skusten](#) for its natural heat shielding properties. This is used for most of the front and underside plating for superior heat resistance during entry of an atmosphere, other materials used in construction include [Nerimium](#) along with some reinforced steel alloys for internal support structures.

Computers and Electronics

Both of Horizon's active AI units, [Dawn](#) and [Dusk](#) are included within the ship as fully functioning versions and between themselves are able to operate almost 70% of the ship however they are never given full control without a dire circumstance coming into effect. While they cannot project any physical or visual form they can be summoned from any public area¹⁾ via voice commands, only ship staff may give direct commands.

Emergency Systems

A smart fire suppression system and airtight bulwarks are included to combat on-board fire and even

some unwelcome boarders by cutting off oxygen to specific rooms or sections of each deck individually. The [Phoenix Generators](#) are all protected by an excessive amount of EM shielding for the maximum amount of protection to EMP's to avoid sending the ships tri-reactor engine into a critical meltdown.

Life Support Systems

Onboard the ship are several large scrubber units to help recycle and maximise efficiency of oxygen consumption as well as artificial generators, there is also large reserve tanks for filling shuttles and suits in an emergency. Each room and section has its own climate control settings which can be changed easily to suite personal needs.

Propulsion

All necessary propulsion is handled by the large rear [Ion Drives](#) with "FTL" travel being accomplished via harnessing of a wild wormhole using the [Falcon Tunnel Drive](#).

Shield Systems

The Nomad uses the Horizon standard dual shield system with a basic anti-weapons shield at Tier 12 and the [Environmental Starship Shield](#) as an implemented secondary, only switching between active shield types when needed depending on the circumstance. Both shields cannot be active at once nor can parts of each be combined to form a super shield.

Weapons Systems

- [Albatross Anti Starship Laser Array](#): 2, DR 10
- [Orbit Jumper Missile System](#)²⁾: 8, DR 9
- [Shooting Star Machine Gun](#): 16, DR 6

Vehicle Complement

A brief list of vehicles that the Abyssal Nomad is usually stocked with, however this can change depending on the situation and required task of the ship.

Shuttles

The shuttle bay is able to fit up to 6 [SkyHawk Shuttle](#) with a row of three standing by and another row of three suspended from the ceiling as spares.

OOO Notes

[club24](#) created this article on 2018/12/17 23:45.

3D model bought from [CG Trader](#) with owner permission granted for non profit use by [CGPitbull](#)

Approved [here](#).

1)

areas not including sleeping quarters or ablutions

2)

equipped with [Galactic Horizon Long Range Striker Missile](#)

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=corp:galactic_horizon:gh-c1-3x_abyssal_nomad

Last update: **2023/12/21 00:57**

