

El-D2-1a Thantros-class Destroyer

About the Thantros Destroyer:

The Thantros Destroyer is a large, powerful ship designed to have maximum fire power and capacity for its size, a ship designed for stopping and staying power without wasting resources on needless speed or living capacity – as shown by the relatively low number of crew, with most of these highly resource effective S19s.

The Thantros was designed to be a purely military vessel, and designed not to be compromised by cost effectiveness like the Concordia, and yet to be more affordable and tactically focused than the Crataeis – the Thantros was a destroyer designed to destroy.

History:

Designed in [YE 29](#) the Thantros was designed in the context of the rising threat of Nepleslia and the Mishhu to the South – Elysia was feeling increasingly alone in the world and needing ever more powerful ships to fend off these threats. In this context the Thantros was designed to be the new heavy hitter of the Elysian navy.

Since [YE 34](#), all remaining ships of the class have been mothballed at the [Elysian Naval Arsenal](#).

Statistical Data

Organizations Using This Vessel: Elysian Celestial Navy Type: Destroyer. Class: El-D2-1a Designers: Veritas Orbital Shipyards Manufacturer: Veritas Orbital Shipyards

Crew: The minimum operational capacity is 3, at full efficiency it has 32. 4 bridge staff, 1 captain, 1 engineer, 1 medic and 25 multipurpose S19s Maximum Capacity: 32. The ship is not designed to carry anything more than its normal complement. Appearance: The Destroyer is a large but fluidic ship, with very few hard corners – the front comes to a rounded point and from here the ship begins to widen out into two ‘wings’ before tailing off again into a far flatter rear.

Length: 400 metres Width: 275 metres Height: 40 meters Decks: 3.

Performance Statistics

Speed (STL): 0.15c aux engines, with the possibility of exceeding to 0.3c in a straight line (using a short burst to increase speed and relying on space maintaining its kinetic force). Speed (SDG): .8 to 5,000c

using combined distortion system. Note: The SDG can still function (although at reduced efficiency) even in the presence of anti-FTL fields. Speed (Hyperspace Fold): 0.5 LY/min – 3 second per LY charge with a 20LY maximum. Speed (Aerial): Mach 1 in atmosphere (With shields). The ship has full VTOL using its STL Gravitic Drive the ship has landing gear and full VTOL capability.

Range: The vessel has life-support that can support the crew for six months. Lifespan: The vessel is designed to operate for thirty years with minimal maintenance before a refit is necessary. Refit Cycle: Infrequent.

Inside the Thantros Destroyer

General Features:

Throughout the destroyer there is a default which can be found in every area unless stated otherwise. On the floor there is a thin carpet, normally midnight blue and there primarily for the friction it causes. The walls are composed of a titanium-boride alloy, but are covered with a substance which looks like high quality plaster. In actual fact this is an advanced flame retardant and an ablative substance – if it is hit with high kinetic force or energy it ‘ablates’ and thus efficiently disperses the energy. Upon this plaster there are usually fresco’s, their subject matter depending on the area.

The ship is illuminated by a large number of LED lights on the ceiling laid out in Penrose tiles. There are internal sensors in all the rooms, undetectable to normal biological senses and yet recording electro-magnetic and biological data from all the occupants. In addition to this there is a PA system which makes it seem as though any sound carried through it comes from any or all directions. Gravity is maintained at a constant 0.3G in order to reduce energy expenditure, although the gravity can be increased or decreased at the captains orders, and can act in any direction. The gravity field can go up to 10G, and can be applied to a minimum of a ten metre area

The doors on the Thantros are operated by voice command or by placing the thumb onto a DNA reader on the left hand side of the door. The reader is a black reflective area of the wall around two inches tall by an inch wide. The computer will not accept data from a non-living finger, and will use its visual sensors to ensure that it isn’t obvious trickery (such as someone dragging a crew member to the door and using his finger). In an emergency any other skin contact will do.

Bridge:

The bridge lies in the centre of the vessel, given the construction mentality that it increased security with no decrease in efficiency – given that it relied entirely from information fed in by sensors. It is fifteen metres wide, round and with a series of concentric LED rings in the ceiling illuminating the room, and on the walls there are frescos of battle on both land and space – showing heroic victories and glorious defeat. At the front of the room is a large physical screen which usually shows either an image of what would normally be there if the wall and the rest of the ship wasn’t obscuring the view, or a 3D image of

the surrounding space. The floor is composed of two concentric circles – the outer circle which incorporates the stations is composed of a thin dark blue carpet, whereas the central one next to the captain's chair is composed of synth-stone.

Throughout the bridge is a complex two-way SQUID system. This system allows the computer to read the magnetic signals in the brain, and by concentrating on the vocal areas of the brain allows them to 'read' the conscious thoughts of the occupants, as long as the occupants have had some training to 'think' in the right way. In addition to this the bridge contains electro-magnetic manipulators which allow the careful manipulation of the brain – allowing for a two way interface, up to and including manipulating the senses and allowing the ship to 'speak' to the person through manipulating the hearing centres of the brain.

Volumetric projection systems within the bridge allow the creation of screens, effectively floating in mid-air. These can be used to display data and images, or to create consoles which can be manipulated with a finger. The visual screens are by default the size one foot by half a foot, although their size can be manipulated. They can be moved with a touch and drag system, and more can be created by clicking the fingers and thinking about what it is required. This volumetric projection system can also create 3D images of anything required, to a realistic level of detail.

Lying in the centre of the room and dominating it is the captain's chair. This chair is reminiscent of a throne, standing on a plinth one foot higher than the rest of the floor and composed of synthetic marble, high backed and with armrests crafted in the likeness of lions. Set within the chair is a red velvet cushion, and the synth-marble is comfortably warm. The seat is surrounded by default by a several volumetric screens – one showing the view from the front of the vessel, and another showing images of the interior of the vessel semi-randomly. Another constantly records the status of the vessel, and a fourth operates as a floating console. This console allows the control of any system on the ship. If the volumetric system fails the armrests slide open (although they appear to be seamless) revealing a physical console, focussing on tactical control.

To the left of the captain's chair is the tactical station. This consists of a reclining chair behind a solid table-console, which physical controls controlling shields, weapons and relations with the power armours and fighters. These controls are various squares and circles, the appearance of which is white marble on a surface of smooth black marble. When a switch is put on it glows a shade of blue – if increasing the power of something it glows stronger in proportion to the power. The console also has two physical view screens – one which shows the tactical data of the ship, and the other which is divided into smaller pictures covering the entire view as it would be from the exterior of the ship – these images can be expanded upon request. This is in addition to volumetric screens and consoles that can be created easily. Sitting in the chair also allows the two-way SQUID to operate to a higher degree of ability, allowing the seated person to control the weapons and shields with a thought, and if full interface is engaged as if they were an extension of themselves – they can actually see what they request as if it was through their own eyes (except more so, with data readings and in spectrums beyond the human's natural range). It also allows the person to see the battlefield as a whole, the movements and to get a better grip (with the help of the computer) over the emerging tactics and potentials for movement. Training is required to handle the ship competently this way.

At the front of the bridge is the pilot and navigation station. This is a reclining chair which is only fifteen degree's away from being horizontal, with a physical console that can be pulled across the pilots chest. These consoles can be used to modulate speed or to plot a course. However the preferred way to steer

(other than to use the SQUID) is to place the hands over the armrests and engage the manual interface. This means that whatever is done with the hands is mimicked by the ship, with the left hand roughly controlling the left side and the right controlling the right – thus if it is wished to turn right the right hand would be drawn back and the left brought forward – to go the hands are raised and so forth. Alternatively it is possible to engage a different system of movements – for example in which a circular movement turns the ship around fast. It is advised that the computer and the pilot arrange the exact system beforehand. However for best results the two-way SQUID is used in which the pilot can either control the ship with a thought or fly it as if it was their own body. This requires some training as not even Elysians are used to thinking themselves as ships in a 3D space and with the manoeuvrability a SDG drive allows. Creating volumetric projections screens is less common for this station, but still possible.

To the front-right of the bridge lies the sensors station. This again consists of a reclining chair behind a physical station, this one specialised to be used for engaging and processing the information that scanning brings in. The colour complexion of the physical console is one of dark green marble with red outlines for the sensitive portions. A physical screen shows a 3D of the surrounding area with the full ‘useful’ data laid upon it. The sensor station uses a large number of volumetric screens in order to focus in more detail upon a certain section of data, more accurately on an area of space and so forth. Due to the potentially chaotic situation on the bridge it is preferred if much of this is done through thinking requests to the computer. For trained users the two-way SQUID is used, although with the sensors this is used to help the occupant manage enormous amounts of data – and while this can present a considerable advantage over those that don’t use the system, without training this can completely overwhelm the user – preferably the ability to multi-task and have multiple trains of thought at the same time.

To the back-left of the bridge lies the communications section. This is, again, a reclining chair behind a physical table-console which consists of controls regarding opening up channels of communications and techniques by which to encode and decode messages. The colour scheme of this console is dark blue with glowing light green as an outline of the sensitive portions. There are two physical screens – one which forms a screen for video-communication and the other which displays a 3D display of the surrounding area. Volumetric screens can be created in order to open up more communication windows or to show received messages. The computer is capable of reading the thoughts of the occupant and making them appear at the other end of a communication as his or her real voice.

Corridors:

The corridors of the Thantros are two metres wide and are laid out in the form of an octahedron. Every ten metres and at every junction there is an emergency door – used to both restrict the loss of atmosphere in the eventuality of a breach, or to restrict the movements of invaders. These doors are composed of four-inch thick carbon-boride. These doors can only be opened once the captain has given permission, and then require either the reciting of a code or DNA identification. The walls are usually plain cream.

Bridge Crew's Quarters:

The Bridge Crews Quarter on the Thantros is somewhat Spartan. The room is five metres long by four metres wide and contains two bunk beds and two wardrobes. The bunk beds have a metal frame with rounded edges with a foam mattress, tear-resistant sheets, a pillow and a duvet for ease of use. The sheets, duvet and pillow are all dark blue. Underneath the lower bunk are two containers which can be used to contain clothing or personal effect. The cupboards are created out of synth-wood and consist of two columns of four drawers – normally each occupant gets a column and an under-bunk container each. The room contains an electro-magnetic alarm which slowly and gently rouses the brain into awakening for the correct time. The synth-plaster of the walls is a combination of white and blue swirls, and the floor has carpet slightly thicker than that of the corridor.

S19 Quarters:

The Seraph component of the crew have no requirement to sleep and so serve the ship in a permanent shift – they have no psychological need for a break or a rest. S19 also have little need for storage space as they have no personal effects, indeed no personal objects at all. As such the quarter is devoid of beds and has only twenty-five columns of cupboards around the walls – each with changes of clothes for the Seraph. These are necessary since even creatures that don't sweat occasionally need to change their clothing. These cupboards are attached to the wall and are similar in appearance to a filing cabinet.

Engineer and Medics Quarters;

The Engineer and medic reside in the same room. Given their higher status they have somewhat better accommodation – each has his own bed and a combined cupboard/wardrobe, and a small working desk although the size of the room is the same as the bridge crew's quarters. Each bed is composed of a solid metal frame supporting a foam mattress (normally shaped for the occupant's maximum comfort) with a higher quality sheet and a feather duvet and pillow – the medic's is a shade of dark green, the engineer's is gun-metal. The cupboard/wardrobe is made of synthetic wood and consists of six drawers underneath a wardrobe (which is closed with a latch in order to prevent it coming open in turbulence. There is additional storage spaces under each of the beds within sliding compartments. Each bed has screens built into the wall next to it; the engineer's bed (which is to the right) has screens providing constant data-read out on the ship and alerting the engineer if there is anything untoward. The medic's screens monitor the crews biological condition and alert him if anyone's condition deteriorates. When not in use these screens fade so they don't provide enough illumination to make sleeping difficult – they light up only when touched or when the medic/engineer is alerted. The same electro-magnetic manipulation system wakes the engineer or medic up when there is alert, or when the computer is told to. The walls are adorned with pictures of anatomical diagrams (on the medics side) and mechanical image (on the engineers side) – at the centre there is a picture of a Seraph. The carpet is of middling thickness – the medics half is green, the engineer's half is gunmetal.

Captains Quarters

The captain's quarter is far more luxurious than the others on the ship and twice the size at ten metres long by eight metres wide. The room contains a bed, a wardrobe, a chest of drawers, a writing desk, a beverage case and a book case. The bed is a four poster bed carved of an Elysian dark-wood intricately carved with vines. The sheets are dark blue silk and it is the only bed in the ship that doesn't have a duvet – instead an S19 makes the bed every day. The pillow contains high quality feather-down (it has been rumoured that some captain's use Elysian down), and suspended from the frame of the bed are silk curtains. The wardrobe is to the left of the bed and is also made of Elysian dark-wood, this one with an almost life size (and very almost accurate to life) carving of a male patrician on the right door and a female patrician on the left door. The chest of drawers is to the right of the bed and is made of the same wood, consisting of eight drawers, each with an elaborate carving of an landscape. Next to the chest of drawers is the beverage cabinet – which has doors of synthetic-glass (while being as hard as steel), its frames carved with grape on the vine – within it is a wide selection of Elysian wine and other beverages, all kept within padding as so to survive turbulence. Opposite this is a walk in closet which contains the captain's personal possessions – most usually a selection of his personal weapons or memorabilia. At the front of the room is a large dark-wood writing desk, carved with the scenes of Elysian Legends as well as various holy symbols.

Within this room there is complete two-way SQUID coverage allowing the transmission of thoughts, and volumetric projection systems allowing the creation of screens, consoles or 3D images of great complexity. The walls have frescos of the highest detail on the ship, depicting great battles of the actual or mythical past, the floor is of black synth-marble and the ceiling is composed of a single picture depicting an event of single-combat between two brothers. The illumination for the room is provided by the volumetric projectors creating a form of ambient light, with no obvious origin point.

Medical Bay:

The Medical bay of the destroyer is advanced, as one would expect from an Elysian ship. As befits an Elysian ship, the Medical Bay is both an advanced room of healing, and a laboratory.

The walls are lined by three large capsules on each of the walls other than that which contains the walls, for a total of nine capsules. These capsules look like smooth eggs composed of chrome metal (actually chrome plated carbon boride) and a transparent glass like substance, filled with a pale-green liquid. These pods have several purposes, the most significant being that of healing whoever is placed inside. The liquid medium is a generalised healing substance, but after scanning the occupants DNA, stem-cells are created, engineered to work faster than normal stem-cells and capable of repairing almost any wound. Any injury which is not the loss of limb or organ can be repaired within five or ten minutes – regeneration of limbs or organs from nothing can take several hours. To get into the capsule a red panel at its centre is pressed, which causes two 'glass' screens to slide open and then leaning back into the liquid – which causes one to float into the centre. Unless ordered not to it then causes unconsciousness. The liquid causes a constant bubble of oxygen in front of the occupants mouth, allowing them to breathe. The capsules also contain a Soul Transfer system which automatically scans (unless ordered not to) the occupants mind whenever used – saving it in multiple armoured locations around the ship. The capsule can completely create a new body based on scanned DNA or genetic data given by the computer, capable of creating a new body in around half an hour. This is actually faster than healing a very serious wound. The capsules can also be used to create a Seraph in around ten minutes (the Seraph's own

regeneration abilities greatly speed up the production), their brain being supplied by a base stored in the computer. It should be noted that this is actually considerably slower than that of Yamataian ships. Waste heat is channelled away through the fluid, as is any biological waste which is produced during the residence. These capsules can also be used as a brig – it is almost impossible to escape if the computer is told to restrain the occupant. Between these capsules there are magnetically locked dark green and chrome cupboards containing an enormously diverse collection of medical equipment. Within the centre of the room there are four rather large medical beds, each of which is equipped with complex medical scanning equipment as well as a forcefield projector which can restrain the occupant as an additional brig or while the doctor is operating. At the back of the medbay there is an air-tight five inch carbon-boride door which can only be opened by the Captain or the medic – behind this is the laboratory with several dissection tables which have automated needles, knives, and saws for doing complex dissection work. This can be used for either science or torture – it is equally adapt at each. Also in the laboratory is equipment to experiment on organisms as well as to manipulate genetic material.

Engine Room:

The engine room of the destroyer lies on the bottom deck and is relatively large at fifteen metres by fifteen metres. At the centre of the room lies the engineer's chair – a reclining chair which has two physical consoles the slide over the body and meet over the torso. The console is composed of silver marble with gold outlines for the sensitive portions. From this point the engineer can monitor their various systems of the ship and direct the auto-repair systems accordingly, as well as controlling the energy distribution around the ship. The engineer can use volumetric projection screens to get more accurate data about a certain system, to gain visual feed from an area, or to use as an additional console. By engaging the two-way SQUID the engineer can get a better visualisation of the entire ship and how his actions will affect others – greatly aiding his performance as long as he is trained in it. Also in the room are manual controls and accessible components for the SDG, Interdiction Device and other mechanisms, as well as access points to small tunnels that run through the ship allowing access to vital systems if the auto-repair systems fail. These tunnels are around three feet by three feet wide and have doors every ten metres which lock in the eventuality of a hull breach. The floors and walls of the engine room are made of plain titanium-boride.

Mess:

The mess hall is where the crew eats its meals – breakfast, dinner, and if possible lunch as well. The [Food](#) is distributed by five alcoves at the back of the room – when someone approaches the doors are shut and the ship is asked for a particular flavour for food and fluid. After a ten second delay the alcove opens to reveal a tray with a plate and a cup with what was requested on it as well as cutlery. Upon finishing the meal the tray is placed within the same alcove where it is taken away and cleaned – with any remaining food being re-cycled. There is a great choice in the food provided in that the ship can create effectively any flavour that might be desired – however the food will always look and feel quite a bit like a brownie. The food is designed to supply all of the consumers nutritional needs and keep them in perfect shape.

The rest of the room has six tables in it – five round five man tables for the Seraph and a seven man rectangular table for the Elysian crew. The seating arrangement on this table is the captain at the top, in a rather fine high backed carved chair, followed by the engineer to his left and the medic to his right.

Further down the table the four bridge crew are arranged in order of rank, or failing that in length of time in the navy. This is purely tradition and acts of valour can earn a position higher up the table. The lowest on the table serves the captain. The Seraph tables are composed of metal with a laminated surface, the chairs composed of sliding metal frames – they are placed on short rails in case of zero-gravity. The non-Seraph table is made of wood, as are the chairs with the complexity of the table and the chairs increasing as it goes up the table. Thus the far end is highly plain, but the captain's end is intricately carved with figures and leaves with a panel of synth-stone to serve as a surface for the plate. In the corner of the room is a small cabinet which contains the ships silver, used by the non-Seraph table with the quality of silver and complexity of design increasing towards the captain.

Armoury:

There are three armouries on the Thantros, one on each deck. These armouries are behind two two-inch thick doors, the first of carbon-boride and the second of ultra-hard fullerite, one which opens vertically and the other which open horizontally. To open the doors it is necessary for general permission from the captain, at which point the doors can be opened by transmission of the right eight-figure code from a recognised Elysian power-armour or the correct genetic code. Within the armoury there is a full range of weapons arranged on racks – ten Atromos Particle Rifles, fifteen Pestris pistols, fifteen swords, ten shields, ten bola's and ten Soretta infantry armours. The armoury has a plain metal floor and walls.

Lounge:

The lounge is where the non-Seraph crew socialise or otherwise spend their down-time in whatever leisure activities seem appropriate to them. Within the lounge is seven arm chairs arranged in a circle around the centre of the room, a beverage cabinet and a built-in book case. The arm chairs are rotating, heavily padded with large armrests and synthetic-leather covering. These chairs contain two systems which can be activated, the first being an electro-magnetic manipulator which gently keeps the person within it awake (designed in order to combat the horror of falling asleep while reading) and also a two-way SQUID system designed largely to create highly complex illusions within the mind of the seated. The SQUID is capable of manipulating all of the senses in order to create completely life-like illusions in which the seated can interact without moving in their chair. It is even possible to combine these illusions through the computer so that several people can share the same illusion. The computer contains specific programs which can instruct the seated in various arts – including painting, martial arts and covert operations.

In the left hand corner of the room there is a synth-wood beverage cabinet which can be opened either by the captain or medic and which is stocked with a fair range of Elysian wine and other alcohols – it is magnetically sealed against all other people. In the back right corner is a closet which contains five thousand 'books' in the form of data-pads, each which contains the equivalent of five books. The subject matter of these books is everything from courses in astro-physics, foreign language, diplomacy to fiction and history.

Chapel:

In Elysian eyes perhaps the most important room on the Thantros is the chapel. This room contains an altar, a high-chair and two rows of pews. The altar is crafted out of two slabs of granite from the mountains of Elysia Novus and is constantly surrounded by a quiet halo of light created by volumetric image projectors. In the centre of the altar there is a small plinth upon which rests (forever illuminated by a beam of dusky light) the holiest part of the ship, an object of special significance to the ship, often a sword or shield bejewelled and composed of precious metals. This item is blessed by an Exarch before the launch of the ship and is considered to contain the essence of the vessel. In front of the altar is the captain's chair, a high-backed carved dark-wood chair in which the captain presides over religious ceremonies. In Elysian ceremonies the lay-preacher (although Captains' stations are considered to be semi-religious) does not speak or face the rest of the crew but looks out beyond the altar into the darkness – it is considered an art to address the people through a prayer.

Behind the captain's chair are two columns of pews with only one pew on each side – each capable of holding three Elysians. These are carved of dark-wood and incorporate cushions (each with a religious symbol on it) to kneel down upon during prayer. Beyond this the chairs are fairly uncomfortable – a deliberate sacrifice made for the service of God. The chapel is kept constantly in a sort of half-dark musky light with a glow coming from everywhere and nowhere (a trick of volumetric projectors) with complete darkness behind the altar (it is considered to show the incomprehensible nature of God).

Once someone enters the chapel the computer begins to play religious music – the specific type depending (if not commanded otherwise) on a yearly cycle combined with what the computer considers to be complimentary for the entrants mood. The air constantly has the scent of incense and the computer uses electro-magnetic manipulators to stimulate the dopamine centres of the brain – aiding the feeling of divine interaction. This is not considered to be unreligious as it helps elysians feel closer to God. The floor is made of dark synth-marble with dark-brown/gold religious sigils of consecration and blessing made of true marble. The frescoes on the walls have little white, instead in dark colours showing great moments in the Elysian religious history, as well as wars against the heathens – spread through these scenes are more sigils of consecration and blessing. The ceiling depicts the glory of creation at the moment through a visualisation of the original creation, what humans call the 'big bang'.

Religious ceremonies are conducted for specific rituals on certain holy days and if there is an option there is a half an hour to an hour long ceremony every day. Unless one of the crew is a priest (highly irregular since members of both the religious and military orders are very rare) the captain conducts the ceremony.

Toilet:

There is a single toilet facility for the crew given that S19 process all of their food and do not excrete. Within the room there are two cubicles, containing a standard flushing toilet (it flushes when the occupant stands up) along with a toilet paper dispenser. The cubicles lock with a simple deadlock from the inside. Upon flushing the waste is taken to a tank where a combination between mechanical and biological systems recycle the waste, reprocessing the waster and converting the waste into a neutral substance that can be turned into food or as raw matter for the auth-repair system. Outside the cubicles there are two washbasins, mirrors and a tampon dispenser (it isn't a completely male crew after all). The

room has white ceramic tiles on the floor, and the walls have murals of dolphins. The air is maintained with a clean, almost flowery, smell.

Showers:

There is a single shower room with three shower cubicles, primarily serving the non-Seraph crew (although the Seraph will take a shower for the laundry facilities. Within the room there are three shower cubicles, each of which has a deadlock for the door. One of the walls of the shower cubicle is a full size mirror, and there is a small shelf for placing objects or needed objects (such as a comb or a rubber duck). Once inside an alcove opens at the back of the shower, and the occupant strips and places his, hers or its clothing within here – once finished the alcove clothes and the water is turned on. The water is at a comfortable-warm temperature; however the occupant can change the temperature with vocal commands as long as it is within safe limits. Soap, shampoo and conditioner are all supplied within a second alcove around the size of hand – the hand is put in palm up and simply says what he wants – being rewarded with a sufficient portion of said substance.

While the shower is taking place the clothes left in the alcove are taken away and submerged in a small tank of fluid which has specially designed micro-organisms which devour bacteria, dirt and other marring substances – leaving it without blemish or smell. Then the clothes are aired out quickly, ironed, folded and placed back pristine in the alcove along with a white, fluffy towel. This process lasts around six minutes. After use, the towel should be placed back in the alcove.

Power Armour Bay:

The Power Armour bay lies on the port-rear of the lowest deck of the ship. A large room, it contains 25 Hikael power armours and 6 Antheodon power armours placed within alcoves in the walls, kept in by a sliding transparent ceramic plate. Each person is assigned a power armour and only he, or the captain, can open up this plate to get to their power armour. At the end of the room is the exit – effectively a sliding piece of the hull. Once the hull is opened up in this way a selective force-field keeps the atmosphere within the ship, protects it against incidental fire power (to a degree) and enemy power armours – while allowing authorised objects through the field. The floor is painted black, as are the walls and ceiling – beams of light from the ceiling focus on each alcove.

Shuttle Bay:

The shuttle bay lies on the starboard-rear of the lowest deck of the ship. The room has enough room to contain two Velcior shuttles, or the equivalent in fighters (it is not unheard of to have a super-Seraph curled within there.) At the rear of this room are the great doors composed of sliding portions of the hull and (upon that area opening) a selective force-field which only allows authorized vessels in and out while maintaining the atmosphere within the shuttle-bay. The floor is painted black, as are the walls and ceiling, the room being illuminated by seven concentric circles of LED lights from the roof.

Ship Systems

Armoured Hull:

The Thantros' strong hull is composed of thousands of scales composed of a super-hard substance which are designed to 'ablate' when hit with sufficient kinetic or energy force – thus reducing the effect of even heavy weapon fire. These scales are set within an organic, regenerative base, which itself is over the main body of the hull, consisting of a metre thick layer of super-hard material. There are no windows or obvious weak-points in the ships armour – the airlocks and bay doors are particularly armoured. The hull of the ship is based on that of earlier ships which had the same systems of scales and organic regenerative base – it should be noted that the other components of the hull are not of organic origin.

- Armor Type: Heavy
- Structural Points: 30

Hull-Integrated Systems:

Graviton Beam Projector (12): These devices are distributed around the ship, with four at the front, four at the back and two at either side. These take the form of nodules on the surface of the ship and are capable of producing gravitic anomalies in order to move objects by making them 'fall' in the direction of the anomaly. Used in unison they can theoretically be used to render small enemy vessels immobile, or even as an improvised weapon.

Emergency Systems:

Blast Shutters:

There are blast shutters placed at every junction in the ship. In emergency situations four inch thick carbon-boride doors slam down, restricting movement around the ship. These doors can only be unlocked by those authorised by the highest surviving member of the crew.

Damage Control Stations:

Within the engineering room, as well as the engineers quarters, and hidden behind panels at every blast door there are damage control stations. These contain environmental suits, arc-welding torches, torches, magnetic pads etc.

Escape Pod:

The ship contains a single escape pod for the seven crewmembers, located next to the bridge. The pod is

shaped like a smooth bean, and requires the crew strap themselves to the walls – including the door once it is closed - using a five point belt system. This is done so the size of the pod can be kept minimal. The interior of the pod is illuminated by LED strips between the strap areas, and the colour scheme is a dark gold like brown. To the right of each padded strap area there is a sliding square patch, behind which there is a tube which supplies water when sucked, as well as a catheter. It contains enough water for a month. It has a four inch thick armoured hull, a Spatial Distortion FTL drive (1000c capable), shielding and Soul Transfer equipment. The ‘Souls’ are kept in a especially armoured area in the centre craft – encased in four inch armour – designed to survive the destruction of the pod. The pod is equipped with radio and sub-space radio as well as a homing beacon which is either activated manually or automatically engages after three days. The S19s are not catered for in such a situation.

Spatial Distortion Generator:

The device is rather similar to the CDD, and is capable of producing complex ‘warp’ fields and bubbles within space-time – for a variety of reasons.

The Generator:

The Generator is the Elysian version of the Aether Generator, indeed it works on nigh on identical principles with the Elysians simply being too proud to admit that they are using the same technology.

Stealth:

For tactical reasons it was believed that a certain degree of stealth technology would greatly increase the use of the Thantros. As such the ship can use its SDG to generate a field of curved space the Thantros is rendering them somewhat invisible to scalar radar, aetheric-energy sensors, other forms of detection. It can use scalar fields to simulate photons and other sensory forms to simulate empty space. The stealth systems are far from perfect but ensure that that one really has to be looking for the Thantros in order to be able to find it with most technology.

Conformal PSC:

The PSC (Psionic Signal Controller) is a form of psionic and telepathic protection, capable of nullifying all such activity. The device can selectively allow channels to permit secure telepathic operation and to maintain communication even under psionic attack.

Spatial Distortion Generator:

The Generator is the Elysian equivalent of the CCD – and indeed works upon almost identical principles. It

is in effect simply a redesigned model – capable of warping space time for a variety of effects.

Shield Systems:

The Destroyers primary defence is its combined defence shielding system, using an oval network of spatial and electrogravitational distortions to warp space and alter the trajectory of energy weapons, missiles, projectiles and so forth which are headed towards the ship using both dimensional warping and the wave negating effects of scalar EM interferometry.

The most outwards of these, and the main one, is the elliptical dimensional distortion (EDD) shield, which folds space using electrogravitic fields, wrapping the said space around the ship, encasing it in its own bubble. Once in this bubble objects are sheltered from both solid matter weaponry, less solid matter weaponry (such as plasma or a particle weapon), as well as energy weapons (such as a beam weapon), because they simply pass through the curved space around the ship, in effect the ship is not there to hit. The ships are automatically and constantly modulated by the destroyers Computer, covering almost all frequencies and planes, but more energy is channelled to the bands in which the enemy's energy weapons operate, making it significantly less likely the shields will overload, and rendering an opponents energy based weapons close to useless. The EED extends in to subspace and hyperspace, and provides the same protection there as in normal space.

- Shield Points: 40 (Stopping power 4)

A secondary shielding system on the destroyer is the Interdiction Shield, a powerful defence to protect the vessel against some devastating weapons used by potential opponents. It should be noted that this shield is not kept on as a default since the shield limits the capacity of the shields, the propulsion and the attacks are made somewhat more complex. The defence came in the form of a refined and modified interdiction field, which prevents hyperspace, subspace, normal space or any of the plethora's of other dimensions from being warped in any way, in an area surrounding the ship. This effect is far more powerful than the standard Interdiction field.

This protects it from Transposition beams, due to Transposition beams warping space, the very thing this shield prevents, and so the area the shield covers is unaffected. This shield also functions against weapons that use other dimensions to function, such as those that travel through hyper-space, draw energy from hyperspace directly on the ship, or require a 'sub-space effect' such as sub-space tunnelling to penetrate shields, or those that use wormhole to carry their projectiles. It should be noted that while this shield is activated the ship is unable to use its FTL drive, it's EED is projected outside and only has class 4 strength and a goodly number of the sensors cease to work properly. Class 7.

Damper Field Generator:

The ship protects itself against Scalar weapons through the use of a powerful anti-gravity effect, thus negating scalar effects.

Propulsion:

The destroyer moves at superluminal speeds through the generation of distortions in space-time that are wrapped around the ship to create asymmetric peristaltic fields which drive the ship through space in a similar fashion to that of a Alcubierre Drive. The complexity of the system allows for vast superluminal speeds equivalent to many thousands of times the speed of light. The ship can stop completely or increase to full speed almost instantly due to the lack of kinetic energy in the ship – it simply required deactivating the special peristaltic effect.

The Thantros is also fitted with a Hyperspace drive when they are required to possess additional speed. These drives function through projecting the ship into another dimension – Hyperspace. The exact physics of hyperspace aren't understood perfectly, but it is capable of achieving enormous speeds – relative to the normal universe.

For subluminal propulsion, and when the Spatial Distortion Generator needs to be diverted towards shields, the destroyer uses a Gravitic Drive. This functions by causing the ship to 'fall' through space at high speeds, and is a reliable and relatively manoeuvrable drive.

Life Support System:

The ship has a relatively competent Life Support system which can successfully spilt carbon dioxide into carbon and oxygen, as well as converting waste into other products, such as raw material for the self-support system as well as for the food producers. It can support its crew for three years.

Auto-repair system:

This system functions through distribution a self-replicating nano-fluid throughout the ship by way of 'veins' – these veins permeate most of the ships systems and the nano-bots are capable of quickly repairing or replacing damaged systems. It can even create a temporary seal over hull breaches and the like – although a permanent solution is preferable. The composition of the nano-fluid is updated on a regular basis and contains its own 'immune system' in order to prevent possible contamination. This fluid also makes regular updates to the ships systems in order to make them relatively 'future proof'.

Computer and Sensor Systems:

The Thantros uses a full organic AI of considerable power, with the ability to process the extremely complex computations of Interdiction effects as well as 3D tactics – it uses information it is provided with on psychology of various races and the capacities of opponent vessel in order to predict movements and react responsibly. When it produces a projection of itself it appears to be a dark haired, pale skinned, blue winged Patrician. The sensors systems do not work at full efficiency when the interdiction shield is activated, with the gravitic, distortion, subspace, aetheric and scalar sensors being inhibited – but with

the ship is immune to such sensors as well.

Sensors

The Thantros makes use of the [ECN Combined Sensors Array](#).

Communications:

The Thantros is equipped with sufficiently complex encoding systems to flummox most that would wish to listen in on its communications. When the interdiction shield is activated it can be temporarily weakened in a small area to send through a subspace radio signal, although this will temporarily seriously weaken the shields and is not recommended..

Laser:

Useful for covert, ship-to-ship communications – have to be in the way of the beam and is limited to light-speed.

Radio:

Limited to the speed of light.

Subspace Radio:

Has a range of twenty light-years.

Weapons Systems:

Interdiction/Anti-matter Beam (1):

The main weapon of the Elysian Destroyer is the new and powerful interdiction beam. Functioning off the same principle as interdiction field and shield the beam concentrates the effect in a far more powerful localised effect. The ship fires four of these beams at the same time – the effect being to negate any spatial distortions at the target and the surrounding area. This includes distortion based transportation, weapons certain systems and importantly – distortion based shielding. Encased by these four interdiction beams the ship then fires a pulse of anti-matter; a fraction below the speed of light and of sufficient size to normally destroy the craft.

Location: Central to the ship. Primary Purpose: Anti-starship. Secondary Purpose: Heavy Assault. Damage: Tier 12, Heavy Anti-Starship Range: 2,500,000 km. Rate of Fire: Interdiction Beam can last as long as the ship powers it – the ship can fire one pulse of anti-matter every five seconds. Payload Interdiction Beams: Effectively unlimited as long as the ships generators are functional. Anti-Matter: 100 rounds, regenerates around a round every five minutes.

Generator Missile Launcher (4):

The missiles that these launchers which these fire contain complex sub-AI navigational computers, a SDG FTL system, anti-shield shielding and most importantly a powerful 'Generator' (in effect an aether generator) capable of drawing too much energy as so to cause a highly powerful explosion. Each missile in ten metres long by two metres wide, and is held vertically and two deep within the wings of the vessel. They are hidden behind sliding sections of the hull.

Location: Four, two on each 'wing'. Primary Purpose: Anti-starship. Secondary Purpose: Heavy Assault. Damage: Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (



: Staff needs to determine which) Range: 5,000,000km. Rate of Fire: 1, 2, 3, 4 or 5 from each Launcher. Payload 10 in each launcher, or 40 in total.

Battle Cannons (7):

As the secondary weapons of the Crataeis comes a weaker version of the Main Battle Cannons these weapons, which take the form of a large smooth bulge on the side of the hull, and fires between a gap between scales. These high-powered transphased plasmatic pulse cannons function through 'phasing' the plasma pulse that they fire. Stated simply the pulses are fired in such away that they 'phase' outside of the universe until they are within the enemies' shields, at which point they are converted back into normal space to impact with the hull. If there is more time to calculate the distances involved then the ship may fire a plasmatic pulse in such a way that it does not revert into normal space until it is within the ship. This weapon functions as a simple plasma cannon when the Interdiction Shield is up.

Location: Three forward facing on each side of the ship, one facing the rear. Each cannon has a 45 degree arc, and this arc can change direction slowly. Primary Purpose: Anti-starship. Secondary Purpose: Heavy Assault. Damage: Tier 11, Medium Anti-Starship Range: 2,500,000km. Rate of Fire: 1 pulse every second. Payload Effectively unlimited as long as the ships generators are functional.

Beam "Eyes" (30):

These 'bumps' on the hull of the ship contain the equivalent of turrets which fire a a transphased high energy electro-magnetic beam of significant power.

Location: Focused around the sides of the craft in order to increase cover. Primary Purpose: Anti-starship

Secondary Purpose: Anti-mecha/Anti-fighter Damage: Tier 10, Light Anti-Starship Range: 2,000,000 miles
Rate of Fire: 3 times a second Payload Effectively unlimited, so long as the ship provides power.

Vehicle Complement

2 [Velcior Shuttle](#) Shuttles. 25 [Hikael Power Armour](#) Power Armours. 6 [Anthedon Power Armour](#) Power Armours.

OOO Notes

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