

Inside the Glint Class

<Sideways map placeholder>

Basic Chambers

Walls are either of a dull smooth metalloid surface, ribbed or bare revealing a complex crystalline structure. Beneath all three lies a spongy teal and orange material.

Provided power is available (even if emergency), life-support is always active within these chambers.

Captain's Quarters

Situated in the forward section, below the bridge and above the primary computer core. (Decks 2 & 3) Spanning two decks, the Captains' quarters is split into three chambers: a ready-room, a storage area and of course the captains' quarters. While the crew may be invited to the lower chambers, the upper chamber is reserved only for the captain.

- Captain's Quarters A zero-gravity high temperature high humidity room. Walls are lined with polished titanium/nerimium plates, inscribed with Sourcian runes. The room possesses no 'up' and no 'down' or furniture and every wall possesses a function.
- Ready room: a small confidential discussion area for up to three people. No larger than a front porch.
- Storage area. A 2x2x1 meter room - stores equipment and clothing. Effectively a "walk in" wardrobe/armory.

Two enter, level 3 clearance is required.

Crew Quarters

Situated on decks 2, 3 & 4. Each chamber spanning a single deck, a number of 3x2x2 meter chamber rooms of Nepleslian and Lorath decorum are reserved for crew and passengers. Crew-quarters include two chambers each - one for toiletries and one for daily life, each possessing two fold-out beds from against walls. Every wall possesses a useful function or storage capability. Some rooms are capable of displaying information upon all surfaces, including fold-out decks and floors.

Crew quarters are interconnected by a series of corridors.

Crew Areas

- Mess Hall Situated on deck 3, the mess-hall/lounge contains auto-folding chairs and soft structol seats. It is a 6x6x2 meter room and sits between all crew-quarters. It also leads to the primary forward elevator.
- Recreation Room/Training room Directly opposite Stellar Cartography on Deck 4, the Recreation Room is a 5x5x2 meter room possessing complex holographic equipment and various props. It is designed to give its' occupant privacy and peace of mind and is capable of accurately simulating many environments.

Utility Chambers

Computer Access Sickbay

Lab Complex

- Simulator
- Deck 1
- Deck 2 (DND)
- Assembler

Service Elevator & Junction

Storage

Brig

Situated at the rearward section of the ship above the rear hanger, the brig is a small armored room with high-strength nerimium locks. Typically, occupants are either stored normally but if under suspicion, harsher tactics such as sensory deprivation and physical suppression can be administered - strapping persons vertically to a 80 degree incline wall, depriving them of sensory information and drip-feeding them for extended periods of time, body set to a catheter and fecal disposal system. Importantly, all communications in and out are blocked, including psionics, though there is a complex battery of sensory equipment for monitoring those held.

Those in the brig can effectively “be forgotten” for extended periods of time and no ill will come of them.

Two enter, level 3 clearance is required.

Secure Storage

Located X, the ship's armory contains any objects of interest (biological or technological) which may pose a risk to the crew. The room is lined with four inches of re-enforced nerimium laminated durementium. It is a zero-gravity, zero humidity zero-degree chamber, its' walls lined with polished titanium nerimium laminate panels designed to absorb static electricity and scalar attack from both inside and outside. The chamber has an independent cooling system and its' walls are designed to prevent any explosive arms within from harming the rest of the ship - including large armaments such as torpedos.

Every object within Secure Storage is separated from every other object by 3 inches of nerimium plating.

Two enter, level 3 clearance is required.

Arms Management

Located X, the ship's armory contains most of the weapons the crew will use. The room is lined with four inches of re-enforced nerimium laiminated durementium and spans two decks. It is a zero-gravity, zero humidity zero-degree chamber, its' walls lined with polished titanium nerimium laminate panels designed to absorb static electricity and scalar attack from both inside and outside. The chamber has an independent cooling system and its' walls are designed to prevent any explosive arms within from harming the rest of the ship - including large armaments such as torpedos. For this reason, the armory is perhaps one of the heaviest components of the Maras, aside from the reactors.

It is split in the shape of a bone: a central chamber with two leading corridors which lead to the primary armaments of the glint. Beneath the floor of these chambers, auto-loaders transfer ammunition and power to these weapons. A second set of corridors fork from the primary chamber to the frontal arms pods.

Two enter, level 3 clearance is required.

Critical Chambers

Provided emergency power is available, life-support is *always* available to the following chambers:

Bridge

- Primary Bridge An inaccurate depiction, the Bridge features a vast tactical system but no specific placements or furniture for personnel to situate themselves upon save for a ledge at the rearward section and a number of panels set which reach inward about the room. The role of the bridge is to act as a surrogate control system should the Daiclionius be commanded. Two enter, level 2 clearance is required.
- Pilot's Den Forward in a dip below the captain's rest lies the Pilot's den. When active, a "full body"

seat rises from the ground complete with physical fighter-like controls giving the pilot full control of the Maras either via hand-control or cybernetic linkage, similar to that of most contemporary armors and fighters.

- Planning Room & Stellar Cartography Opposite the Rec Room and directly below the bridge (the two rooms are linked by a set of stairs), Stellar Cartography is a large spherical room containing complex holographical equipment and a direct mainline to the primary computer, neural cluster, ARIA and ship sensors. It can accurately depict almost any environment on many scales and is an ideal planning room for tactical action. Two enter, level 1 clearance is required.

Engineering Section

- Core-Room (QNC/A-M/AE)
- Engine Access - Occupying the rearward section, the engine housing merely contains the power source to the engine and is quite a tight squeeze for the most part with a number of access shafts and ledges dotted about the Core. The majority of the engine itself is actually external in the form of conductive pylons and ion vents. Direct access to the engine pods can be achieved via a conduit leading directly from the fuel injectors to a engine maintenance area.
- Maintenance conduits - A number of small tunnels run through the form of the ship for emergency access to systems, both mechanoid and bioloid.
- Cannon junction Situated against the very roof and base of the Daiclonius, the Cannon junction leads to a manual control system and storage capacitors for the cannons both on the dorsal and underside of the Daiclonius. *Because the cannons are able to rotate and the payload may vary, manual gunnery control is also available though the majority of the time these systems rest forward or are controlled by the ship. This junction now also leads to the tactical bay ("the big one") on the underside of the Maras.*
- Offensive override junction A junction is placed which in times of emergency allows for all offensive systems to be powered down and for neural control of the ship to these systems be severed. The room is directly beneath the Captain's Quarters. There are no other means to access it.
- Neural systems Junction A junction set between the isolated neural cluster and primary control structure (otherwise known as the spine of the gunship). It allows modifications and upgrades to be installed into both bioloid and mechanoid systems of the ship or for the two to be separated entirely.
- Orga Chamber A digestive system is present within the bowels of the ship which can break down any biological matter through a combination of physical and chemical digestive processes. This system is normally dormant. It is useful for waste disposal and interrogation.
- Gravitor box External of the engine room, the gravitor box shifts quantum phase to create a powerful graviton well at any given angle of the ship, allowing it to "fall" in the direction it wishes to travel.

The phasic field created by the gravitor box is amplified through the engine room's systems and out

through the engine pylons rear of the Daiclonius.

Ordinance management

Ordinance bays

Acting as payload storage, two hanger-sized areas which connect directly to the Payload bays.

Payload Launcher

The external pods of the Daiclonius contain a number of payloads which can be launched. Usually, these are razor sharp dense semi-crystalline-metallic forms created as a chemical waste-product of the engine room. The pods can rotate and lean against the structure of the body. A further two are placed upon the front-side of the secondary pods further back.

Storage Chambers

Hangers

- Primary - One hanger place directly before the engine pylons which is hull-sealed and can comfortably accommodate three space-shuttles.
- Forward Launch Deck/Hanger Directly beneath the nose, positioned similarly to an air-intake, the forward launch-hanger is large enough to hold most fighters and armors and can provide a protective atmosphere by sealing itself. It contains two forward catapults and a direct feed to the primary hanger and storage areas. It is usually locked and sealed shut.
- Armor Bay Directly under the primary labs, linked to the primary cargo tunnel. Hull-sealed. Atop the roof is a caging system designed to rapidly deploy armored units into combat alongside drones.
- Perishable goods store Two chambers, frontal section, rounded rooms, etc. Combined with primary air/water scrubbers.

Vehicle complement

Usually, the Daiclonius includes four Sourcian Warriors and a number of automated maintenance drones though the Daiclonius is highly adaptable to suit its passengers.

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