

Hemosynthetic Conduit System

In [YE 42](#), the Hemosynthetic Conduit System was upgraded into the [Nodal Liquid Conduit System](#).

This network, consisting of blood-filled tubes, runs throughout the ship carrying femtomechanical purpose-oriented molecules (constructed at the level of elementary particles) that are tied to the ship's life support and computer system. At access points, the bloodstream can [hemosynthesize](#) objects, including food and water packages, as well as dissolve objects. A secondary internal network (HSCS-2) recycles and dissolves waste, and a third, independent system (HSCS-3) carries femtomachines through various parts of the ship where repairs are needed, to control damage automatically, even during combat.

The HSCS system fluid can be differentiated by color. The HSCS-1 system is bright red, HSCS-2 is brown, and HSCS-3 is gray. While the HSCS-1 and HSCS-3 fluids are harmless to Nekos, the HSCS-2 waste liquid is extremely dangerous to organics (it dissolves them). Food from the HSCS is probably not what one has in mind when "food" is mentioned. The food packets generated by the HSCS, while edible, come only in the form of slimy blocks of nutrient-rich "flesh."

OOO Notes

This article was created by [Wes](#).

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

Permanent link:
https://wiki.stararmy.com/doku.php?id=stararmy:systems:hemosynthetic_conduit_system&rev=1699992278

Last update: **2023/12/20 22:41**

