

"Glint" Type Daiclonius

A modified [Daiclonius-class Amelliaus](#).

Supplemental articles:

- [Inside the Glint Class](#) - Inside the Maras-Glint
- [3dfloorplan](#) - Floor-plan
- [Additional systems information](#)
- [Daiclonius-class Amelliaus](#) - The original Daiclonius Class

About

A grand experiment: Learning the lessons of warfare with the Maras in the company of the Mishu (concat.) and in the attack on the Great Lighthouse, the Maras was essentially 'gutted' and overhauled, giving it performance in a context relevant to what it would likely encounter.

The basis was already significant and with the addition of subspace propulsion augmentation and "real" armaments and defenses, the Glint-Type was born: a hybrid of bleeding edge Lorath technology and the wild-card capabilities of the Sourcian genome.

Possessing frightening maneuverability, smart weapons and a complex suite of sensors and manufacturing systems, the Glint Class is able to go go places and do things a purely military vessel is simply unable to do, though it sometimes lacks the punch to do real damage. Under an un-tactical mind, the true "point" of the Glint-Class cannot be comprehended.

General

Class: Amelliaus "Glint" Class Gunship Type: Tactical Gunship Roles: Super-Imposition, Gunship hunting, Tactical Suppression, Guerilla warfare, resonance Manufacturers: The house of Retana, Modified by Lorath Matriarchy Production: 1

Passengers

Crew: 1 for critical operation (not necessarily aboard) Pilots: Up to 2 Maximum Capacity: 22

Dimensions

Length:208.38 meters Width:80 meters Height: 27 meters Decks:6 Weight: 75296.33 KG

Performance

Wormhole Based FTL: 15 LY Per Fifteen Minutes. Enhanced Subspace Wave Drive FTL: 14,000c - 15,400c STL: .375c Range: Effectively unlimited unless a critical mechanoid part is destroyed and the Daiclonius is starved of energy for more than 3 weeks. Lifespan: 450 years Refit Cycle: Vast modifications are possible but unnecessary for survival and operation.

Shield Rating: 8 Armor Damage Rating: 8, heavy thermo-baric resistance

Armor Sections

1. Main body, dorsal (Transic cannons, neural cluster, bridge) 2. Main body, ventral (Transic cannons, hanger, landing gear) 3. Main body, Bow (Primary targeting cluster, 5. Main body (Neural cluster, Life support, Gravitor box) 7. Main, center engine pylon (engine area, denial wave) 6. Main, starboard forward ordinance pod (Rifle-Pods) 7. Main, starboard engine pylon (engine area, macro-vents, denial wave) 8. Main, port forward ordinance pod (Rifle-Pods) 9. Main, port engine pylon (engine area, macro-vents, denial wave) 10. Main, starboard rear ordinance pod (Rifle-Pods, vent thrusters, landing & masking prongs) 11. Main, port rear ordinance pod (Rifle-Pods, vent thrusters, landing & masking prongs)

Systems Description

Primary Structure & Defensive systems

Internal Skeleton

[A biologically grafted flexible endoskeleton](#) . It has been re-bonded with nerimium strain structol, allowing it to change shape and repair itself. Replaces the vessel's heart with a series of synchronized organic systems.* - (Critical Structure)

Mounting Mesh& E.P.S.

[An internal matrix of electrical, plasmic and kinetic systems](#). Acts as a muscular amplifier and re-enforces the internal structure of the Maras significantly. (EPS - Electro/PlasmicMagnetic System) - (Structural Integrity Enhancement, Gravitational Enhancement)

Armored Mesh

[A special flexible hull-layer for mounting armor-plating and systems](#). Bonded beneath the external hull, the armor mesh serves as a kinetic absorber, allowing the Maras to withstand attacks that crack and penetrate the structol above. - (Kinetic Absorber)

Duremium Plating

Mounted on the armored mesh, [Duremium Alloy](#) is a hybrid of the existing [Structol Hull](#) and in Duremium alloy. Self-repairing @ 1DR every 3 hours, provided power is available and the EPS remains effective. - (Primary Armor Structure & Structural Integrity)

(Total hull DR: 8)

Lorath Shield System Technology

[Exactly what it says on the tin](#)] : The 'Glint' variant of the Sourcian Gunship includes Lorath gravitic, electromagnetic, and plasma shield system technologies. The shield system is also capable of utilizing the combined shield effect to increase survivability.

- Damage Rating: 7, When combined field is active DR increases to 8, for ten minutes, once an hour.

Hull-Integrated Starship-Pattern distortion

Integrated into the hull are a number of complex systems which allow the Daiclonius to mask its own energy patterns and output but also copy those of the craft it encounters or ambient readings around large objects. It is indistinguishable from other craft until in visual range should it choose to hide itself. For full effectiveness, primary systems must be disengaged in what is effectively "silent running".

Internal Systems

Essential

Life-Support

A robust life-support system is able to change the temperature, gravity axis and specific air mixture aboard the Daiclonius differently for each and every room. This system is often dormant until occupants are detected and is a separate independent system of the Daiclonius' intelligence network. In the event of a fire, life-support will assess the situation and act accordingly.

- [SDI Water Filtration Device](#)
- Atmosphere Management
- Orga-Waste Recycler

Neural Cluster

The brain of the Daiclonius, the Neural Clusters are a combination of aligned crystal structures which

store neural data, complex cells, optic neural fibers and an optic computing system. There is also a quantum computing system strictly used only for combat intelligence, estimation and wormhole calculations.

Emergency Power Cells

In the event of total core failure and Energizer failure, the Emergency Power Cells hold enough juice to keep life-support running for up to 72 hours – and much *much* longer if only specific portions of the ship are given life-support.

Non-Essential

Canteen

- [Organic Tissue Culture Technology](#) - Situated in the Mess-Hall as a walk-in kitchen.
- [Emfratec Cooking Technology](#)
- [Canteen](#) - Situated in the Mess-Hall as a walk-in kitchen.

Medical Center & Bio Laboratory

The Glint features a two-room medical center. Both chambers have up to date medical equipment ranging from scanners, medical tools, beds, medicines and the like. Kept sterile and dry with climate control systems.

- Medical Center - Contains three [medical beds](#), a small operating theater and complete medical systems. Cabinets are [Fully stocked](#).
- Laboratory - Cooled to 10°C, the Laboratory includes a full bio-scanner, decontamination system and hazard suits. In the event of a problem, the laboratory goes into lockdown (whereby it can then only be entered by Level 3 cleared personnel).

Portable factory 'Fabrication' System

Never implemented in this form before, the portable fabrication system allows a user to design, simulate, build, test and debug just about any electrical systems, provided the parts and/or expertise are available. The fabricator is broken up into several chambers with different systems, each interconnected via a central elevator which leads to the frontal launch hanger.

- Interface Suite - A large chamber, lined entirely with holographic projectors and physical input systems, the interface suite allows a user to virtually design their given product. The suite also interfaces with ARIA, granting the user some flexibility and rapid-prototype capability.
- Fabrication chamber - Beneath the interface room, the fabrication chamber is not intended for

entry of potential users. Instead, the various components of the design are fabricated then assembled on a truss inside the interface suite.

Chambers

- [See Internal Configuration](#)

Mains

Core

An overhaul over [the core of the original Daiclonius](#) - now entailing a a tertiary power-source capable of "stepping down" to reduce its profile on sensor systems and "stepping up" for high-energy combat. Consists of the following:

Main Power

Entry into the Primary Chamber requires the use of a hazardous environment protection suit: thermal, radiological and chemical levels are hazardous to most forms of life. Entry without a suit requires Main Power be taken offline.

- [Aetheric](#) tap - the top of the pyramid. Massive energy output, high sensor profile.
- Antimatter fission system - Directly tied to the plasmic systems. Powers antimatter weapons and provides explosive bursts of power.

Auxiliary Power

In the event main power fails, auxiliary power will keep all critical systems active along with basic propulsion and sensors. Taking the mains offline and using the energizers and auxiliary power alone reduces the Glint's sensor profile enormously.

- [Induced Gamma Emission](#) - A long-term low-energy power-source. Very dependable.

Power regulation systems

- Chambris coils - Protection against dangerous chemical or radiological emissions.
- Intercooler - Provides emergency cooling to Core and Energizer Matrix.
- Interlock - Contains a full means to jettison the the Primaries in special circumstances.
- Power Management Chamber - Manual regulation of primaries including self-detonation and interlock control. Isolated from the rest of the ship.

Energizer

Rather than take a high-level draw from the primary power-core, the decision in design was made to store energy for high-energy behavior (FTL, main weapons, etc) without damaging the Mains. This also means if for whatever reason the Core needs to be taken offline, the Glint can continue to function normally until the energizers are depleted. This expansion of the original capacitor matrix was then enhanced to include a sub-energizer to ensure the Glint is able to run if things turn nasty.

- Primary - A large capacitor which serves as a link for primary actions (aetheric denial, FTL, etc).
- Secondaries - There are 4 banks of secondary capacitors, each containing 7 capacitors (making 28 capacitors total). These are used for standard ship systems: a single bank can double as a primary in combat situations but other systems must be taken offline to compensate once two capacitor banks have been depleted. Recharge time is 12 minutes on aetheric energy, 45 minutes on antimatter and

Propulsion

Upgraded Engine Pylons

Upgraded from their initial role as an FTL system, the engine pylons now act as a field-amplification system and work in harmony with projection and masking systems, meaning even on minimal power, the Maras is capable of creating a subspace field with a minimal trace. The gains in efficiency continue with an added ionic/plasmic propulsion array consisting of a mass array of "apogee" ion rings which act to provide additional stability in flight and soften turbulence. They of course also function as wormhole generators for the vessel's primary form of FTL travel.

- *The 'Glint' variant of the Sourcian Gunship has been modified to include a pair of [Enhanced Subspace Wave Drive](#) modules located in the ship's engine pylons. When working in tandem, these modules are capable of allowing the ship to travel at superluminal velocities. Due to two modules being present, an evenly distributed subspace field can be established with less effort by each module, thus decreasing power demands. The top speed attainable by the system is 15,400c if both modules are utilized. When only one module is active, the maximum attainable speed is decreased to 14,000c.*

Primary Propulsion Pods

The massive rear propulsion pods have been overhauled, now containing a hybrid plasmic engine system. With the best the Winter Armor Systems Project had to offer and engineering knowledge unavailable elsewhere, the engines have been tweaked well beyond recognition into true monsters of propulsion. Each pod holds two convergent three dimensional thrust-vectoring nozzles, a primary engine with an antimatter-after-burner and a subspace amplifier much like those of the engine pylons which double as a high-resolution electromagnetic broadcast array, usually only found on scientific vessels, used as a part of its' Pattern Distortion System.

- [Additional information is available here.](#)

Avionics & Data

Computing

- [ARIA](#) is a smart starship control system. Works in conjunction with Maras itself as a "second opinion", monitoring everything Maras does not.
- Lorath Neural Gel Acts as a raw-data off-set and emergency backup for the neural cluster.
- Lorath Neural Database A neurally based computing database for the neural cluster containing a suite of all data standard on Lorath starships.

Comms

Primary communications on the Maras are conducted through the hull and are boosted by the subspace pylons of the primary engines and shield generators. An important function of the communications system is connection denial: While Pantheon capable, the system is fully capable of intercepting a malicious transmission and blocking it before the data-matrix enters ARIA (who then is able to decide whether operations are carried out or not).

The primary mast includes...

- Hyperspace & Subspace Radio - Full frequency HS/SS communications.
- Shortwave Quantum Communication
- Classic Radio
- Rifle Pod Remote Data-Link - Sensor information gathered by rifle-pods is shared with the Maras, allowing them to act as scouts or probes.

Detectors

Sensors

General sensor systems - able to recognize and pinpoint.

- Multi-Space monitoring System: Detects subspace/hyperspace, quantum, spacial and empathic disturbances. Broad spectrum. Serves as passive monitoring system.
- Subspace Pulse Recognition: Able to monitor objects moving at super-luminal speeds or subspace objects. Used for early warning & Intercept.
- Advanced Quantum detection system: A serious overhaul of the classic quantum detection system, works via a series of carefully tuned taut coils, vibrating at speed within a subspace field in an isolated causality. The electromagnetic return is then monitored for feedback, measuring m-brane stress and "exotic" sub-atomic causality events (such as the warping of space-time and the presence of an FTL deadzone). Accurately detects unusual gravitational behavior and can

accurately pin-point a hyperspace-fold with great efficiency.

Scanners

High-precision sensor systems. Able to identify and produce useful tactical information.

- High-Resolution hyper/subspace detection system: Able to monitor movements of armors and starships and plot courses based on distortions. Doubles as early warning & Intercept detection.
- High-Resolution Gravity Distortion Detection System: Recognizes objects of high-mass by their gravitational displacement. Can accurately predict the location of large objects moving at high speed.
- Cross-Dimensional Behavior monitoring: Able to pinpoint events such as aetheric tapping, TDD, transposition cannon discharges and pocket-dimension locations.
- Primary array: Optical, IR, UV, Thermal, light-pulse and sonar/acoustic. Provides “classic” perception to the Daiclonius.

Planetary Scanners

Situated on the belly, the following planetary optimized sensors are present:

- Atmospheric Scintillometer - Monitors the refractive index of gasses. Combined with radar behavioral feedback, can effectively estimate the temperature, humidity and pressure of an atmosphere.
- High-resolution telescope - A high-precision analogue telescope. Capable of spotting small objects from space. Includes speed and motion compensators.
- Planetary Communications Mast Includes a backup subspace-radio and classic radio transceiver.

Armaments

Combined Particle Packet Trans-Phasic Cannons

The pre-existing 'Trans-Phasic Cannons' found upon the Daiclonius Amelliaus utilized many of the same concepts found in Lorath plasma and particle weapon technology. Due to the similarities, Lorath engineers were able to modify and alter the Trans-Phasic Cannons into [Combined Particle Cannons](#) which utilize the recently developed enhanced packeting system. The alterations to the system now allow for the Maras' cannon systems to project plasma pulses and beams at a far greater speed and efficiency, while maintaining the Trans-Phasic Cannon's capability of extended range.

Along with the plasma discharge capability, the Trans-Phasic cannons have been enhanced to allow for antimatter particle discharge capabilities which increase the cannon's available stopping power. The antimatter for the weapon is produced through the use of an energy-to-matter converter system which is fed by a [QNC](#).

Location: Dorsal and underside, central to the body, clustered into four barrels to form a turret which retracts into the body when not in use.

Number: 8 Primary purpose: Anti-Starship Secondary purpose: Incendiary & explosive amage Damage: DR 7 Plasma Damage, DR 9 Antimatter Damage Area of effect: Point of impact and splash area Range: 598,000 Kilometers Rate of Fire: 1.5 bursts per cannon every second Payload Self regenerating

Enhanced Rifle Pods

The rifle pods found aboard the Daiclonius Amellias gunship serve as the primary means of tactical and proximity defense for the ship. Aboard the Maras however, the rifle pods have been found to be lacking in capability versus targets which are likely to be encountered by the fugitive crew. Due to the needs of the crew, the rifle pods have been examined, redesigned, and retooled to deliver a more effective weapon in the same original package. Lorath technology has been applied to the rifle pod accelerator systems to allow for the rifle pod projectiles to approach near luminal velocities when discharged. Along with the speed enhancement, the projectiles themselves have been enhanced to include a specialized antimatter containment system for each shell, along with a controlled antimatter discharge system which allows for each discharged projectile to project cohesive beams of antimatter particles at a target to damage them, or the projectile can directly impact upon a target and detonate upon it not unlike a torpedo.

Each projectile includes the capability to self-guide itself to a target after being discharged from the Maras and each is smart enough to coordinate, defend and evade.

If a rifle-pod returns usable, it's antimatter stock can be replenished within 10 seconds. It is common in an extended fire-fight for rifle-pods to be refueled and re-used many times, especially in anti-armor roles. A typical launch-count is around one to three per enemy armor and clusters of 5 or more in starship flanking roles: They are not disposable after launch like torpedos.

Location: Ordinance pods (either side of the primary hull & further back). Number: 128 Primary purpose: Antimatter particle beam damage Secondary purpose: Antimatter explosion damage Damage: Due to the small yield which can be held by each projectile, the damage rating is limited to 8. Area of effect: Point of impact and splash area Range: 400,000 Kilometers Payload Slow self regenerating, 70 full volleys before empty Rate of launch: Once every 1 second per armament pod, firing in rapid succession Rate of fire:

- Shot mode - An inaccurate cluster-shot, not unlike a shotgun - twice a second (anti-armor & anti-torpedo @ DR7)
- Beam mode - a cohesive beam, available every two seconds (Impact only @ DR8)
- Proximity impact/detonation (Explosive/Splash damage @ DR8)

250mm Cannon System

Included in the refit of the Maras, a pair of retractable turrets have been included on the Maras. These turrets have been placed on the far port and starboard of the Maras, and are capable of rotating 360 degrees on a vertical axis, and 225 degrees on a horizontal axis. The cannons have been designed to

include two barrels which are placed side by side, each barrel can be independently adjusted on it's horizontal axis. The cannon system has been designed to allow for the utilization of Lorath subspace and magnetic accelerator technology to allow for the rapid discharge of projectiles, along with this feature, the cannons are capable of functioning as [M-Size ordinance](#) launchers.

Location: Port and Starboard. Number: Two units, two cannons each Primary purpose: Artillery suppression Secondary purpose: Anti-starship Damage: Varies by munition utilized Effective Range 400,000 Kilometers when fired within a star system due to gravitational forces causing trajectory interference, however, if trajectory is calculated effectively, the range is infinite so long as collisions are avoided. Rate of Fire: One shot per cannon every five seconds due to magnetic and subspace capacitor delay Payload 100 rounds per turret magazine until reloaded.

Quad-Mount L-Mark-Two Clusters

Located in the forward section of the Maras, there are two clusters of quad-mounted [L-Mark-Two units](#). These two L-Mark-Two clusters are placed in the forward starboard and forward port positions on fixed mounts to provide an optimal firing platform for precision barrages.

Wormhole Assisted Ordinance

The wormhole projection system of the Maras has been enhanced to include the capability to project precision wormholes ahead of each of the Maras' solid munition launcher systems. Each projected wormhole would have the capability to re-direct projectiles to an intended destination end of the projected wormhole. This allows for discharged ordinance to be fired into a wormhole, which deposits the projectile within point-blank range of an intended target, or even within targets.

"The Big One"

In the process of refitting the Maras, a heavy mount bay was added to the belly of the ship. This bay serves as a mounting point for a heavy retractable turret. The weapon system attached to the turret and mounting bay in this case has been designed to utilize the functions of the [Combined Particle Cannon Technology](#) with compressed packet technology and [Kh-C2-W3000 'Sunfury' Cannon](#) in tandem.

The primary feature of this cannon is it's accuracy, not its' strength: With a beam diameter of five meters and the ability to accurately strike targets the size of a car even from astronomical distances (thanks to advanced optical sensors and a specialized quantum computing module that predicts the point of a target, even beyond the range of instant-light), 'The Big one' allows the Glint to deep-strike a target long before it comes into range of its' primary armaments, opening the conflict and giving the Glint an advantage.

While the finely calibrated Sunfury cannon is not practical in all circumstances it is in effect a starship scaled sniper-rifle for surgical strikes for disabling starships or a very well placed shot in a planetary conflict that can make all the difference.

Damage Rating: 8 Range: 3AU

Denial-wave

By generating a wormhole and then shifting it's phase dramatically, the resulting shockwave near-randomly shifts the octave that zero-point-energy is fluctuating at, making it unpredictable and impossible to collect for up to 6 minutes at a time. The Core aboard the Daiclonius is pre-configured to collect from this frequency already at high speed, acting as a well which causes a denial-of-service for all active zero-point-energy devices.

The weapon is highly impractical to deploy in poor odds as it exhausts the primary energizer preventing the Daiclonius from partaking in high-energy operations.

Location:Engine pylons, Core Primary purpose: Tactical Denial of service Damage: DR3 to active aetheric devices themselves (must shut down own aetheric systems briefly to fire - enemy aetheric systems require minor repair before they are 100% operational again if there is no backup) Area of effect: The effect is more powerful towards the cause. Range: 550,000 Kilometers Rate of Fire: Once every 12 minutes Payload Reliant on primary energizer

Parent Articles:

- [Maras Plotship](#),
- [The original Daiclonius Class](#)

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