

# APPENDIX A

## ANALYSIS OF SHIP SYSTEMS 3.217 NA

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Here is much of what is required to get Mag Mel off the ground...

- More Power than the entirety of Tempest currently produces.
- All Control Nodes "Er Helmets" must be uncorrupted, stable, and claimed.
- A new Control Room must be constructed.
- All Hexes must have their Hex Nodes connected to the Control Room. About 15 Hexes are currently connected to the Primary Control Node on Mag Mel.
- The Mass of the island must be reduced to less than 1% of its current Mass for the length of the take off. The island has systems that allow for reality be warped in such a way that would allow for this, but most of them are currently offline.
- In addition to the Mass reduction, the full complement of reality warping shields must be in effect otherwise the take off will shatter the planet, and in effect cause the ship to be destroyed.
- The island cannot take off with more than 4 Blighted Hexes. Blight disrupts reality warping, too much will cause something important to fail catastrophically.
- The Northern Blight Field must be disengaged from the main land mass as soon as possible. This must be done carefully, engaging the shields in some fashion to avoid catastrophic displacement of water, which would likely result in a tidal wave that will destroy much of the mainland.

### The Island and its Systems

The Exile Ship is falling apart. Due to the attack that sent it crashing to the planet and being unable to excise the blighted portions of itself, the blight has continued to eat away at the ship. At the current rate, containment will breach in May of 217. This will result in the destruction of both the ship and the planet Tempest.

In order to save the planet, the island must return to space before containment fails. Since the island is completely borked at this moment, many of its key systems are massively corrupted or just out of commission. Looking at the island architecture it is clear that the primary processors of the ship have failed completely, that is to say, the ship is effectively brain dead. In order to get the ship remotely operational individuals must be willing to become the primary processors of the ship, which is to say, become one of the "ers" (purifier, liquifier, etc) that have not yet been claimed. This would make all the "ers" the "crew" of the Exile Ship.

Between here and there key systems need to be repaired/rerouted with power taken from non-essential systems to essential systems.

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## SHIP DIAGNOSTIC

### Core Systems - 161 Hexes

There are several Core Systems, these are the primary control points for the various island systems. While there may be secondary systems that also provide this function, these systems can override all secondary systems. Each Core System occupies a single Hex.

1. **Containment:** This system creates a bubble around the ship that keeps its space/ time fluctuations from expanding into real space. While the ship itself may expand and contract and violate space/time, the effect only exists within the ship and its immediate surroundings. This system draws the most power from the ship and will shut down as of May 217.
2. **Power:** Power is generated organically and as the after effect of manipulating reality. The Core Power hub does not itself generate power but helps with the regulation of power throughout the ship.
3. **Drive:** Navigation, thruster controls, FTL drive, Reality Drive. Presently offline.
4. **Reality Flux:** Allows for the regulation of Space/Time distortions that allow the ship to violate the laws of reality. This also regulates Blight, and keeps it confined and manageable until excision. Blight is produced as a byproduct of the Reality Flux. Broken beyond repair so long as the blight remains as it is.
5. **Environmental:** Regulates and reshapes the ship's various habitats.
6. **Parthenogenesis:** The primary controller responsible for the containment, storage and reconstitution of the genetic templates of all life on the island.

## Secondary Systems

The following should not be seen as a final list of all the systems that do or can exist. The island can create new systems when needed, either because it has evolved beyond the need for a system, or for handling a task that present systems cannot manage, or as is more often the case, cannot manage efficiently. For instance, if the island kept using the Reality Flux distortion to keep making something as simple as a hamburger, eventually it would just create a system for making hamburgers that doesn't violate the laws of reality.

1. **Cloaking (Containment):** Uses reality distortion waves to make the ship appear to be 1 dimensional, effectively cloaking it. [Offline.]
2. **Shields (Containment):** Creates rifts in space/time that are able to send most incoming projectiles into another dimension. [Offline.]
3. **Disruption (Containment):** All technology that passes through the containment barrier is destroyed. [Offline.]
4. **Generators (Power):** Creates power for the ship.
5. **Weapons (Power):** Each Weapons system has its own hex location. They are as follows; Excision, Recombinant, Microbial, Propaganda, Discontent, Inversion.
6. **Control (Power):** Allows for limited interface and diagnostics of other systems. Also allows for limited control of these systems.
8. **Thruster Control (Drive):** The primary form of non-FTL propulsion. Giant organic rockets with fuel derived from waste products.
9. **FTL (Drive):** This is the secondary FTL system. While it does warp space, it does not warp reality itself. This used primarily for short voyages as the Reality Drive does not allow for precise movement. [Offline]
10. **Reality Warp (Drive):** Completely violates the laws of space/time in order to travel faster than any other known ship. [Offline]
11. **Blight Regulators (Reality Flux):** Regulates Blight, keeping it to usually manageable levels. Connects to the Excision Weapons system for expelling Blight Waste. [Really Offline]
12. **Flux Field (Reality Flux):** Creates a static field around the ship so that the reality warping powers of the ship do not extend far beyond the ship. Connects to all parts of the Containment System. [Offline]
13. **Font (Reality Flux):** Responsible for the actual actions of the Reality Flux system. This system does not so much violate reality as it rewrites the laws of reality within the Flux Field. The Font System is deeply integrated with most of the other ship systems. Fonts serve as the primary Control Nodes for the rest of the island. [Partially Offline]
14. **Atmospheric Control (Environmental):** Controls the temperature, air pressure, light and air mixture.
15. **Gravity Control (Environmental):** Controls gravity.
16. **Feed Control (Environmental):** Controls food production. [Overpowered]
18. **Genetic Containment (Parthenogenesis):** This is for both the containment of genetic templates, and stasis pods.
19. **Genetic Processing (Parthenogenesis):** Reclaims and recycles decayed genetic material.
20. **Reconstitution (Parthenogenesis):** Recreates life from genetic templates and recycled materials.

## Other Systems

There are several other systems that work independently off the others. These can be seen as the wiring or the nervous system of the ship. While they may be controlled by other systems, they themselves do not have control nodes. Or at the very least they don't have apparent control nodes.

1. **Fluid:** The lifeblood of the ship. Rivers, lakes, streams, coolant and other fluid.
2. **Wiring:** Carries electricity from the power stations to other parts of the ship.
3. **Renewal:** Allows the ship to molt.
4. **Mental Manipulation:** Allows the ship to communicate...after a fashion.
5. **Guidance:** The brain of the ship.