APPENDIX B

ANALYSIS OF SHIP SYSTEMS 9.228 NA
Collected by Vaydris Rax

Post-reconfiguration, the majority of Mag Mel's systems were reported by Primary Control as online and functioning correctly. The integration of the 'ers' as the new primary processors of the ship was seemingly successful, allowing many of the systems to shift to a self-governing state. Manual control of any of the systems is able to be initiated from their individual System Hub locations. In the event of malfunctions, damage or glitches, guidance is provided by autonomous Exile pods known as "Ship Motes".

There have been shifts in the capabilities of some of the Core and Secondary Systems. Overall, these changes seem to have been made so the systems are more compatible with non-Exile tech, or to compensate for offline systems.

Systems which remained partially offline included the **Containment System**, which according to pre-reconfiguration surveys controlled the ship's ability to cloak, shield and deflect, and the ship's **Weapons**, which had been lost following the detachment of the Blight Field/Animus in 05.216 NA. When these nodes failed to connect following the reconfiguration, a ring of external sensors was installed around Mag Mel's Habitat Zone to provide security, defense and shielding to that portion of the ship.

Fortunately Mag Mel has not yet encountered any combat which was not able to be handled by the sensor ring or by mobile battlecraft, however given the current state of the Galaxy there is increasing pressure to find a fix for these systems sooner rather than later. Presumably the ship has the capacity to regrow these systems or has already regrown them -- however, their nodes remain unconnected to Primary Control.

Current Issues

Following intentional sabotage mid-warp in 6.228 NA, Mag Mel was stranded in the Obsidian Expanse for about two and a half months, and spent some time in a near-dormant state to conserve power. Due to this, power stores on the ship remain low and are slowly being replenished by the ship's automatic processes. This has little effect on ship operations, but may become an issue if power consumption needs increase in the near future.

SHIP DIAGNOSTIC

Core Systems

(Some systems have been renamed since the previous survey)

1. **Containment**
2. **Power**
3. **Navigation** *(Drive)*
4. **Reality** *(Reality Flux)*
5. **Environment**
6. **Parthenogenesis**

Secondary Systems
The following list contains all nodes currently connected or previously connected to Primary Control. New and unknown nodes may exist elsewhere on the ship, as the ship is capable of generating them spontaneously when the need arises.

1. **Containment**
   A. **Shields** - Generates disruption fields around the ship to keep out unwanted incursions. Utilizes the Reality Warp for cloaking. **[Offline.]**
   B. **Inertial Dampeners**
   C. **Limiters** - Sets the parameters for a variety of containment fields for other systems. Contains the Vortex. Keeps disruptions generated by the Reality Warp system from infringing upon regular space. Sets the area of influence for the Magnetic and Atmospheric systems to cover the Habitat Zone and other regions of the ship when required.

2. **Power** **[Depleted/Recharging.]**
   A. **Energy Storage**
   B. **Cooling**
   C. **Regulation** - Management of coolant and energy flows.

3. **Navigation**
    A. **Propulsion** - Thruster Control for short-range travel.
    B. **Cartography** - Galactic positioning and route calculation.
    C. **Communication** - Short and Long Range.

4. **Reality**
    A. **Reality Warp** - Manages the ship's ability to rewrite reality for a variety of purposes.
    B. **Blight Management** - Regulates the blight reality warping generates, keeping it at manageable levels and neutralizing or excising any unmanageable portions.
    C. **Reality Drive** - System which allows Exile ships to travel via moving in and out of the Phase. Requires a very large reality disruption to accomplish.

5. **Environment**
    A. **Atmospheric Control** - Controls the atmosphere, temperature, and simulated light cycles in the ship's Habitat Zone.
    B. **Magnetic Field Control** - This sets the magnetic poles and gravity for the ship's Habitat Zone.
    C. **Nutrient System** - Controls the flow of nutrients throughout the ship. Connected to the Parthenogenesis System.
    D. **Secondary Withering** - Controls spot-withering and individual cases. Connected with the Primary Withering System.

6. **Parthenogenesis**
    A. **Genetic Processing** - Scans or absorbs data from living beings and commits the resulting templates to memory. Also responsible for reconstructing data into living form from stored templates, and recycling physical matter for other purposes.
    B. **Template Storage** - Memory storage for genetic templates.
    C. **Stasis Pods** - Physical storage for living samples.

Other Systems

Withering System
When activated, takes control of all other systems and processes for the duration of the Withering.

Weapons [???]
Nodes missing/no longer connected.

Summary

Mag Mel is a marvel of Exile Technology, ideally suited for Preservation/Protective and Defensive purposes. Power generation, storage, and utilization are above average for a ship of this size. However, it is slow-moving in regular space, and lacks any major offensive weaponry whatsoever at present.

The **Reality Warp** and **Blight Management** systems, while appearing to be operating at maximum efficiency, still have many issues owing to their very nature. At present, the resulting disturbances and problems are merely nuisances - part of everyday life on an Exile Ship.