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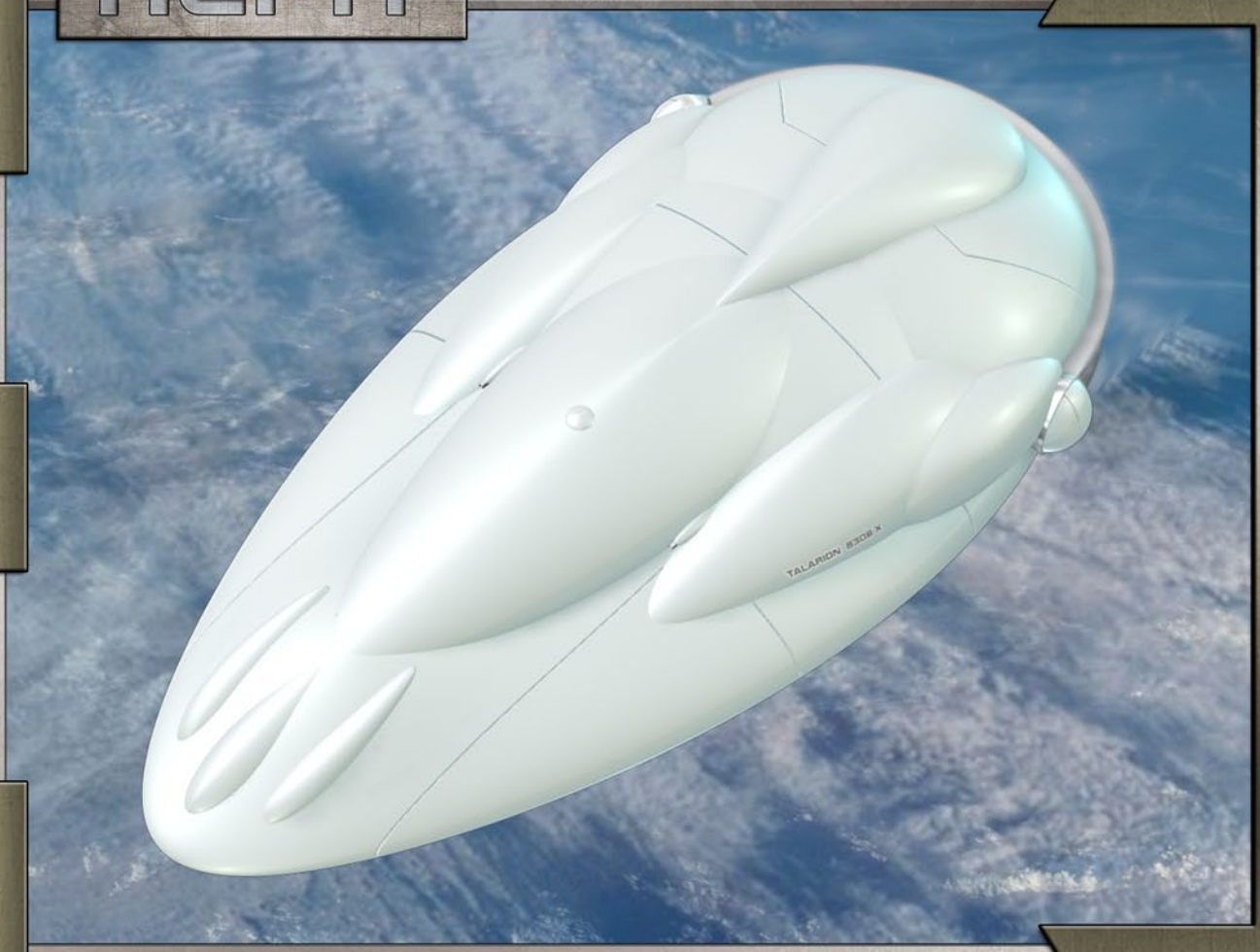
ARMADA CODEX™

REFIT



TALARION

EXPLORER

Ryan Wolfe

02:01

Talarion

This page is present to preserve the proper layout when viewing the file electronically, two pages across. It keeps the technical art on the outer edges of the pages (they are meant to be a frame rather than the binding). If you want to preserve this layout when making a hard copy, remove this page prior to (or skip it during) printing.

Seizing upon a singular opportunity to defeat our ancient foes, a secret signal called all loyal Terran starships and crew to the very heart of enemy power at a precisely coordinated moment. Here, in the Zero Hour Engagement, the enemy was broken and humanity won a reprieve from extinction. The names of those brave citizens who answered the call are immortalized across countless annals and monuments. It is the purpose of this codex to enumerate the valiant starships of the zero hour armada so that they too may never be forgotten.

0-hr: Talarion

by Ryan Wolfe of *"zero hour" art & technology*
0-hr.com

Why "Refit"?
The craft presented here is a reworking of a ship which appeared in an earlier product. Specifically, Talarion is derived from the Mercury prototype from issue #8 of *Future Armada.*

Overview

Years ago, Project Quicksilver developed the Mercury prototype as part of a Human/Cyntek joint venture to blend the best technologies of both nations. The result was an elegant ship with impressive abilities, but one within which most human crew were not comfortable. Recently the engineers of the New Albion Shipyards were given the task of "humanizing" the design. Capitalizing on the lessons learned with the prototype, they rebuilt the craft using purely Terran technologies and redesigned the interior along the lines of more standard ConFederation ships.

The endeavor to rework the Mercury prototype was dubbed "Project Hermes" and the result is the Talarion-class of starships (named for the winged sandals worn by the god). With a focus on technology and ample science facilities, this class of ship is well suited for research and exploration duties. She is decently armed and very well shielded, but combat is not the goal. With her advanced computer system, the Talarion-class is typically operated by a crew of four, though there are bunks for up to eight spread over half a dozen cabins.

TALARION

8306-X

Note that this, issue 02:01 is the first in "series 2" of the *Codex*. Chapters in this series, distinguished by the brown/bronze color scheme, are very similar to those in the first series but are refits or reworkings of existing ships. This is similar to the "Redux" issues of *Future Armada* except that single ships are presented. These issues will generally be shorter and less costly.

TALARION

Classification	research & exploration vessel
Origin	ConFederation
Registration	Exploration Corp
Dimensions	158 x 79 x 40 ft. (LWH)

Register Tonnage	4377
Cargo Capacity	130 register tons
Standard Crew	4
Passenger Capacity	4

Notes

- Advanced Engine Technology
- Minimal EM & Thermal Signatures
- VR Chamber

- Vehicles carried:
  - none

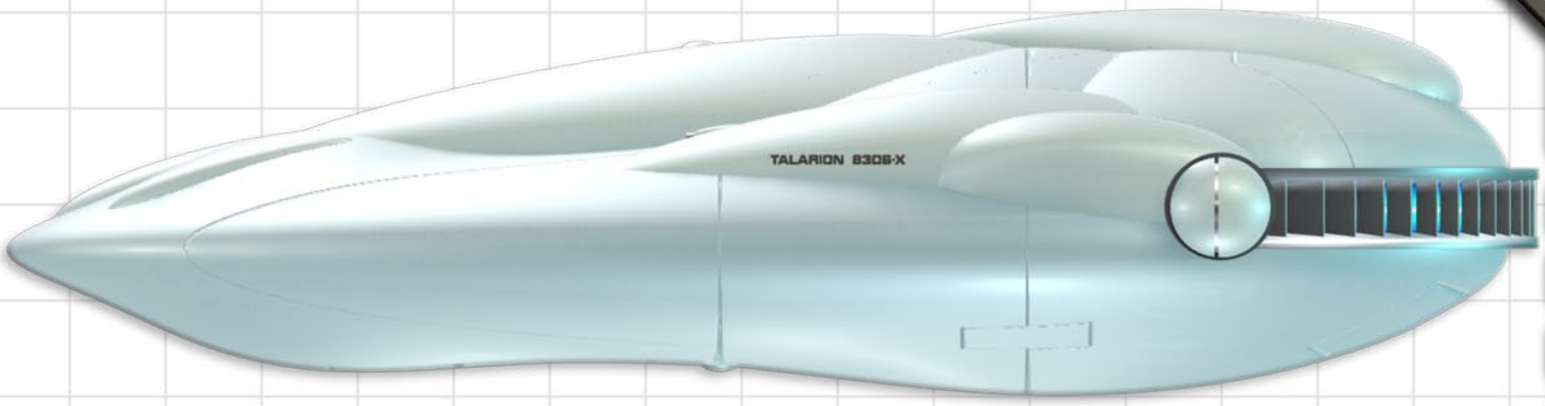
Technology Level	■■■■■
Relative Cost	■■■■■
F.T.L. System	■■■□□
Acceleration & Maximum Speed	■■■■□
Maneuverability	■■■■□
Atmospheric Performance	■■■□□

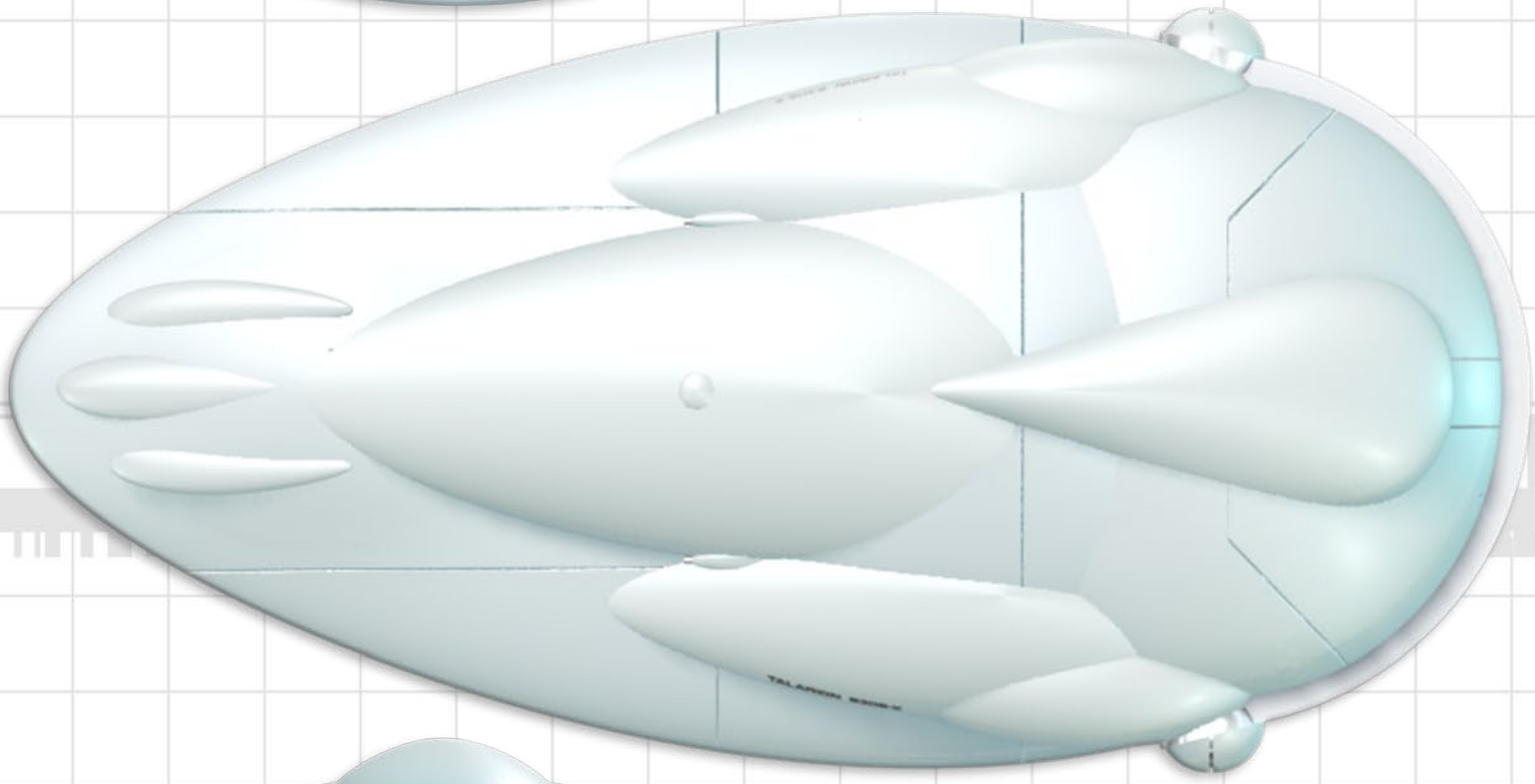
Default Armament

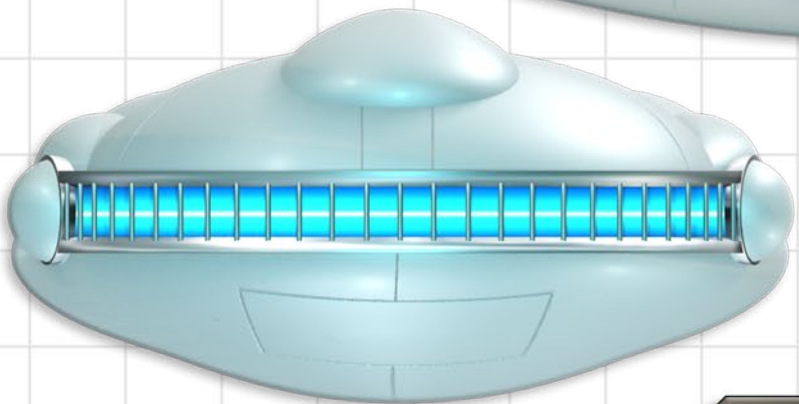
- Two Zero Bore Cannons, fixed forward

Common Options

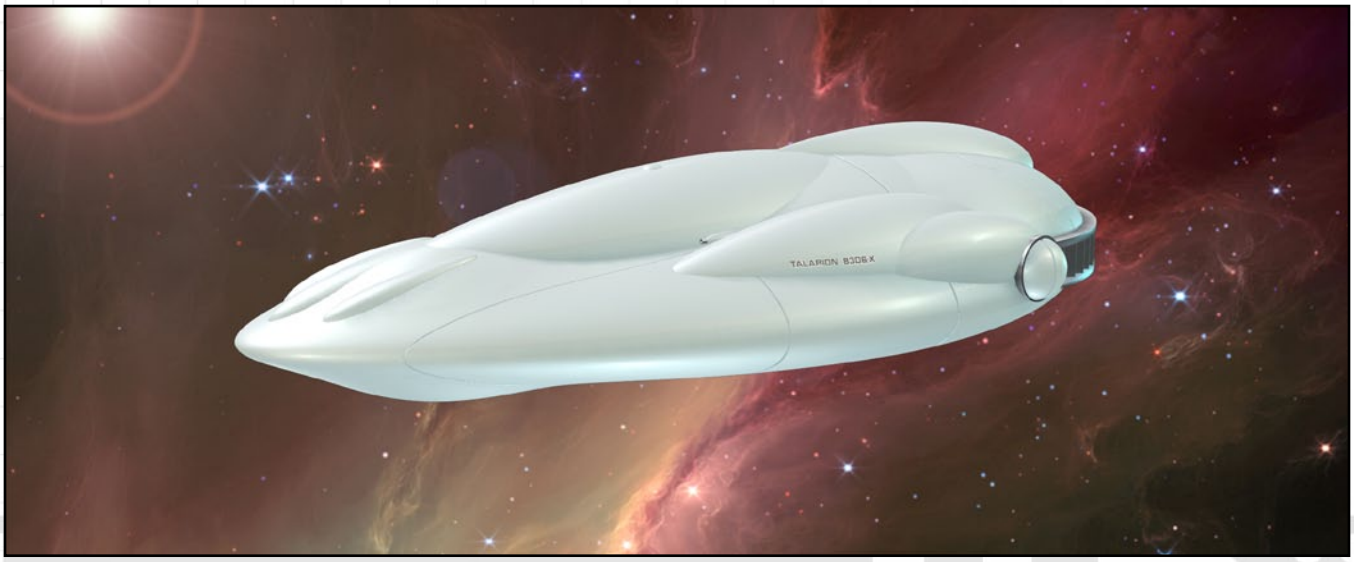
Durability	■■■□□
Offensive Capability	■■■□□
Defensive Capability	■■■■□
Computer System	■■■□□
Sensors & Communications	■■■□□







20 ft



Components

The Talarion-class is built upon the same hull structure as Mercury and so her exterior lines are nearly identical. The spherical air locks on either side have been retained, but the cargo ramp was redesigned and an additional exit ramp added underneath the ship.

The distinctive Cyntek mirrored hull has been replaced with ceramic composite plating. While clearly inferior to the original in terms of stealth and defense, the ceramics are far easier to obtain outside of the Sodality. The result is a loss of stealth in the visual spectrum but other electromagnetic and thermal emissions are still minimized as much as possible. On the plus side, the ceramic hull plating is better impact armor. As with the original design, there are no windows in the hull. External sensors tied to internal displays are used instead.

The revolutionary inertial flux engine from Project Quicksilver is retained, though the new generation is smaller and more efficient. As with the original design, the bulk of the engine components are housed in the nodes atop and to either side of the ships. The thin section of machinery along the aft rim is primarily heat dissipation and exhaust from the power core and other ships systems. This engine provides for excellent speed and maneuverability in space, but is hampered by atmosphere where it is more difficult to separate the mass of the ship from that of the environment.

With regards to weapons, the Talarion-class keeps the zero bore masers from the Quicksilver design but loses the EMP cannons because Terran components could not replicate the rapid weapon switching technology required for the shared system. The guns are powerful but fixed-forward, giving the ship a low-average combat profile.

The power core, FTL drive, and sensor/communication suite are all high grade Terran tech. The computer system is a rudimentary artificial intelligence, which is quite a downgrade from the sophisticated AI installed in the original Mercury Prototype. Overall Talarion is an advanced and very capable star ship. Its only drawback is that it is a restricted design currently available only to the ConFederation Exploration Corp. It would require considerable money and influence (or outright theft) for a civilian to obtain one.

Interior Areas

Main Deck

Bridge
The Talarion bridge design is adopted from New Albion's line of Wolf-class cruisers. There are stations for three crew members plus a raised command chair for the captain. Holographic wall screens can simulate windows and function as data displays.

All critical ship's systems can be monitored and controlled from here, though in many cases there are also dedicated terminals in the science and engineering section. Accessible from the bridge are an equipment closet and the restroom shared with the captain's cabin.

Common Area
The central chamber of the ship is a spacious chamber with no specific function. There are comfortable couches and chairs to serve as a lounge area, a large circular conference table for crew meetings, and a computer workstation for public use. Cabinets at the forward end of the room hold miscellaneous supplies and entertainment gear.

In the center of the chamber is a rectangular section of floor that can lower to become a ramp – allowing access to the ground when the ship is planetside. Talarion's eight escape pods are accessible from an alcove on the starboard side of the room. Opposite this is the common restroom facility for the ship, containing a pair of private stalls and a pair of showers.

A lift tube is situated just aft of the exit ramp. This allows access to a pressure hatch in the bottom of the ship, and to the science lab and another pressure hatch above. A grav-powered disc can move people up and down the tube or slide out of sight when clear access to the hatches is required. There are also ladder rungs recessed into the wall of the shaft.

Slightly curving stairs lead from the lounge area up to the science lab. The lab can also be seen directly above the conference table as the ceiling here is open to the deck above.

Cabins
Perhaps the most welcome new feature of the Talarion-class is the overhaul of the crew quarters. Instead of vertical sleep chambers (which doubled as stasis pods and sonic showers), the new cabins feature human beds and furnishings.

There are four single cabins and two doubles – equipped with bunk beds but otherwise similar to the others. It would be easy to add bunks and lockers to a second pair of cabins and bring the crew size up to ten if desired. Each cabin has a video screen, desk, and storage lockers for personal effects. The forward most cabins feature a closet and separate restroom. These are used by the XO and ship's captain respectively.

Rec Center
The front half of the recreation center is an open area with a round exercise mat, a collection of free weights, and lockers holding an assortment of exercise gear. Showers are available immediately forward, but there are no changing rooms.

The aft half of the rec center is filled by a spherical virtual reality chamber. The inner surface can display realistic 3D graphics and the floor is an omni-directional treadmill (itself with limited display capabilities). Projectors within the wall and ceiling can also create holographic images with the chamber itself.

Specialized equipment (a harness, gloves, and arm/leg bands) is provided that allows gravitic projectors within the sphere to apply limited forces to the occupants, further enhancing the experience. There is no way to mistake this for reality, but it does allow for very immersive exercise and entertainment scenarios.

The crystalline walls of the chamber are translucent and so blurry, distorted versions of the interior projections can be seen from outside. Some sound also carries through. A computer terminal in the rec center is used to set up the programs, and limited voice commands can be used from inside the chamber itself.

Escape Pods
A set of eight of New Albion's standard Eleison-class escape capsules allow for emergency evacuation. These are the standard model one point fours, built to put a single occupant into hibernation for up to 100 days.

The pods are racked in two sets of four so that they may be entered and ejected in pairs for more rapid deployment. The pods are launched out the bottom of the ship, meaning they cannot be used of Talarion is sitting on the ground.

Kitchen & Dining Area
As with most of the Talarion interior, the kitchen and dining area is surprisingly spacious. The food preparation area has modern food rehydration and heating units as well as a conventional stove top and oven. Dual sinks, a refrigerator, and a dish washing unit round out the appliances.

The dining area holds a large, rectangular table with benches along both sides and chairs at either end. The closets and cabinets holds utensils, plates, and a variety of food and beverages. Additional stores are kept in the cargo bay and these cupboards are restocked as needed.

A utility room is located off of the kitchen. This small chamber contains a laundry processing machine as well as shelves and hooks for storing bedding and uniforms.

Cargo Hold
Though the Talarion cargo hold is much smaller than that found on the original Mercury, it is still spacious if spartan. The back wall curves upwards to follow the shape of the hull and a large ramp set into this rising area allows easy access to ground level when the ship is landed. The bay is well suited for vehicle storage though nothing is carried by default.

Air Locks
The air locks are a unique design. To exit the ship personnel enter the lock and a force field encloses the circular room. Atmosphere is quickly adjusted as the doors rotate around the perimeter of the room so that the lock is exposed to the exterior. The force field then drops, allowing the personnel to disembark. The process is reversed in order to enter the ship.

While this design is quick and efficient, it requires power to operate. In the event of a power failure the doors could be opened manually but there would be a period where the interior of the ship would be exposed directly to the outside.

The lockers near each lock hold vacc suits, tools, and EVA gear. A ramp can extend from the locks down to ground level when needed.

Upper Deck

The second generation inertial flux engine takes up much less space that the original, allowing for the additional a second partial deck above the common room. The back half of this upper deck is still devoted to engineering but the front half is given over to a combination science and medical lab. The upper deck can be accessed from the common area either by stairs or lift.

Science Lab
The forward half of the upper deck holds a state-of-the-art science facility. The equipment here supports a wide range of endeavors in both the life and physical sciences. The ship's artificial intelligence core is housed in a large console at the forward end of the chamber. The top of the console sports a holographic projection pad which can be used to display a visual representation of the A.I. or more mundane data.

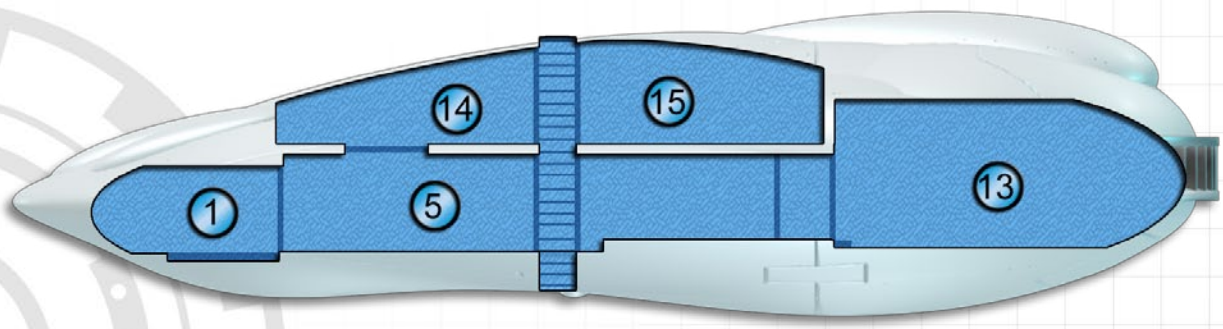
Ships sensors and communications systems can be controlled from the bridge or routed here for more complex and detailed operations. Equipped with an examination/surgery table, the lab can also serve as a medical bay for a single patient.

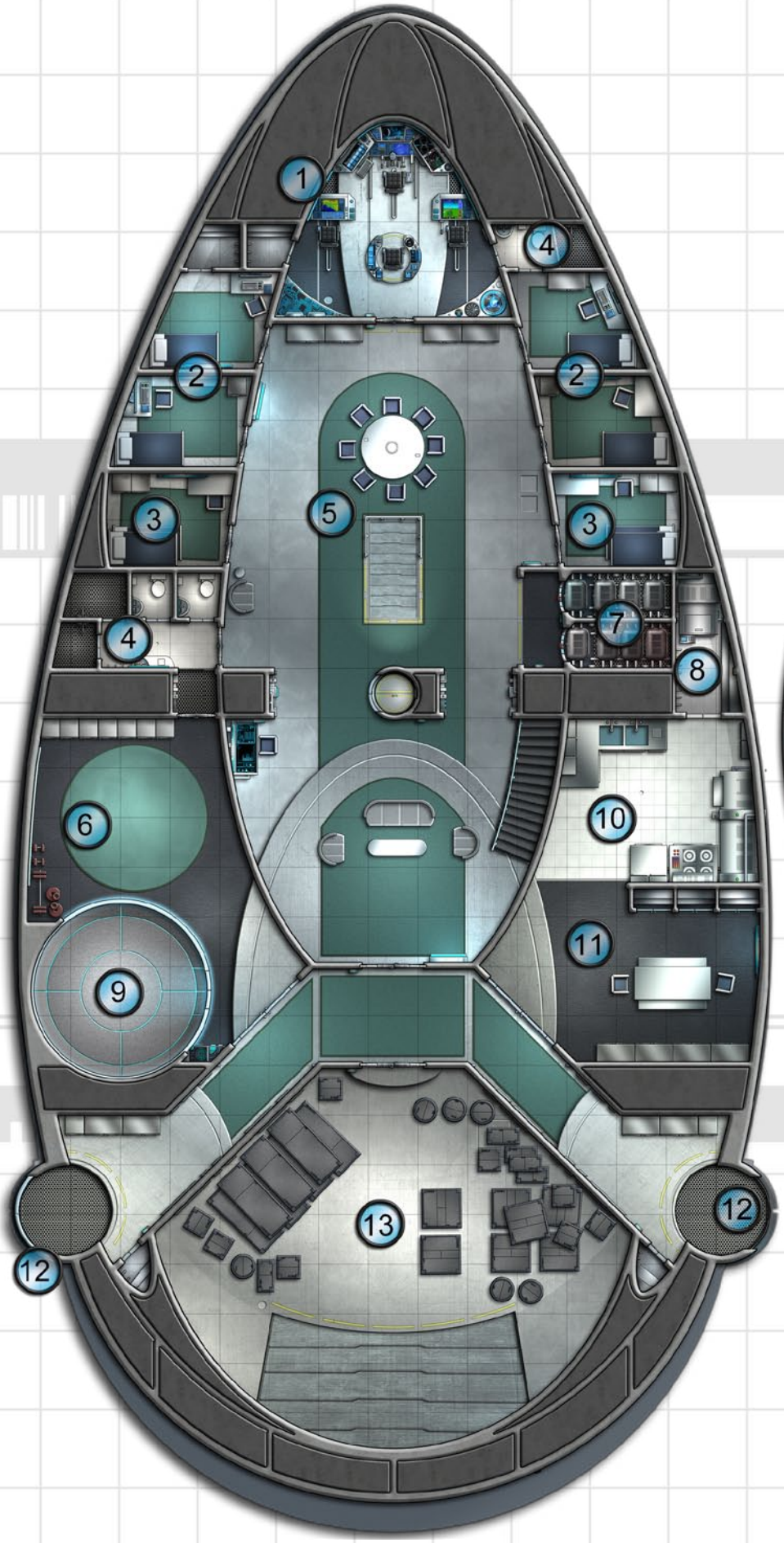
A railed, open area in the front of the room looks down on the common area below. Though it is a pleasant architectural feature it occasionally serves a more important purpose. The round metal conference table below is wired into the deck's grav plating and can – with the press of a button - create a shaft of zero gravity directly above. This allows for a gurney-bound patient to be easily moved to or from the lab; a feat which would otherwise be difficult given the narrow, curving stairs and small lift tube. The opening can iris shut in the event of pressure loss on either side.

Engineering
The aft end of the upper deck is the primary engineering section of the Talarion-class. The ship's power core is exposed and surrounded by diagnostic and control systems. The main engines and life support are also controlled from here though the machinery itself cannot be accessed.

The lift tube between the science lab and engineering leads to the main deck and to hatches in the top and bottom of the ship. The doors near the lift are transparent, allowing for an unobstructed view between the lab and engineering. The closets here and in the lab hold a variety of scientific and mechanical tools and equipment.

[End of Chapter]





1. Bridge
2. Single Cabins
3. Double Cabin
4. Restroom
5. Common Area

6. Rec Center
7. Escape Pods
8. Utility Room
9. VR Chamber
10. Kitchen
11. Dining Area
12. Air Lock
13. Cargo Hold
14. Science Lab
15. Engineering