

# Imperial spaceship section descriptions

For dark heresy by Techadepth invivos

**Corridors:** Thick tubes and humming power feeds run along cover the walls and ceiling of each corridor. Condensated humidity drips occasionally from the tubes into little slippery pools on the floor. Flickering glow globes appear every few meters in the ceiling illuminating the dark corridors with sickly yellow or red light. A corridor is a cold and clammy place unless it connects to some of the warmer ship compartments like the engineering and reactor section. Rusty covering grills are set into the floor or walls allowing easy access for the routine checks of the maintenance crews and servitors to the ship's vital innards like air recyclers and power control pults.

Massive bulkheads hide in the walls waiting for a signal from their machine spirits to mercilessly shut down any room or corridor compartment in case of atmospheric pressure loss or fire. In the case of battle or emergency, claxons wail a constant alarm and emergency lights flicker on and off alerting the crew to hurry to their battle stations. When a ship is boarded, the defense of the corridors connecting to the ship's vital parts is most crucial. Battles are fought at close range with improvised weaponry like wrenches or hammers and small fire arms like shotguns which are unlikely to cause damage to the sensitive parts of the ship.

**Elevators:** Elevators connect the various decks of a space ship and their control is vital to fight off any boarding attempts by an enemy ship. Usually elevators are of crude and functional design, some are entirely closed while others are simple moving cages. They can carry up to a few dozen people to the next decks. Some are servitor controlled while others are controlled by machine spirits.

**Crew's quarters:** Filled with simple tripple storey bunk beds the crew quarters of a ship tend to be overcrowded, violent places and are usually infected by various small insectoid vermin. Most of the labouring crew is made up of conscripts of hive world scum performing the dangerous tasks onboard an Imperial spaceship like loading torpedos and ammunition, turning massive gun turrets and cleaning steaming capacitors. Accidental death is common among the crew and the conscripts are constantly kept under control by their cruel overseers.

Inside a crew quarter daring visitors will find off-shift people playing cards, sleeping, recitating Imperial prayers, eating or enjoying some smelly drug stimulants. In small metal boxes mounted at the end of each bunk bed the conscript crew keeps its few private possessions. Fights for possession of any items deemed "precious" can erupt instantly among the crew and overseers will immediately shut down any rioters with brute force. Visitors will enjoy a rich aroma of sweat, human excrements and the occasional attack of small fleas and bugs.

**Officer's quarters:** Officers enjoy the small luxury of less crowded and much cleaner quarters then the rest of the crew. Usually a couple of officers will share a single quarter. Some are resting in their bunk bends, others polishing their boots and some are filing out reports while the rest are on duty. There is a remarkable aura of authority in the officer quarters even when they are occasionally playing cards with each other.

**Captain's quarters:** Usually the captain of an Imperial ship enjoys many privileges such as having his own luxurious and nicely decorated quarters as well as a retinue of his personal obedient servants onboard. Concubines are also common and mostly tolerated on board.

**Navigator's quarters:** The ship's navigator and astropath is a blind soul-bound psyker. He is responsible for guiding the ship safely through the warp using the astronomicon on holy terra as his navigation guide. Astropaths also send and receive important psychic messages. Some pyskers might even be skilled in the use of the Imperial tarot to tell the future to those who dare to ask.

**Arms station:** Locked and guarded by tireless gun servitors the arms station contains a variety of small arms like shotguns and heavy stubbers which are only distributed during massive boarding actions to the trained parts of the crew i.e. the non conscript crew members.

**Hangar deck:** Hangar decks host the ship's retinue of escort fighters, bombers or atmospheric shuttles. They can be simple launch tubes with extendable cranes and grabbers to retrieve landing shuttles or they may have built in suspensor field devices used mostly on carriers to start fighters and bombers at full speed into battle. Usually powerful force fields keep the atmosphere inside the hangar deck during a launch or landing but more primitive solutions like depressurising the launch tubes prior to a launch or during a landing are also common. Hangar decks produce a thick smell of fuel, sacred oil and burned metal while servitors and crew maintain, rearm and repair the ships.

**Torpedoroom:** A torpedoroom hosts enormous space torpedos as well as their massive launch tubes which end in the ship's armoured prow. The torpedos are hauled by means of ramps and sheer manpower into their tubes. Sometimes crew members get accidentally crushed between the massive cogs, chains and devices used to transport the torpedos around the deck. Torpedos can measure up to 100 metres in length and are guided by a simple machine spirit towards its final target tracking down energy or communications emissions from its target. After penetrating the target's armour the plasma warhead is triggered to explode inside the target. A torpedo room smells of sweat and holy machine oil which is used to bless the torpedos while they slide without friction into the torpedo tubes. The floor is slippery from pools of oil and monstrous torpedos dangle from the ceiling on giant chains.

**Plasma reactor:** Providing a ship with unthinkable amounts of energy the pulsating plasma reactors and massive power coils reach several storeys in height. Cooling tubes and energy connectors entangle the coils like thick tropic lianas. The plasma reactors emit a wide spectrum of harmful radiation and heat. Anyone foolishly looking directly into the sun bright plasma coils without proper eye protection risks instant blindness to his eyes. Radiation diseases are common among the thus mostly hairless reactor crew and skin cancer often thrives on bare arms and the face. Cohorts of machine priests direct the reactor crew to reattach power feeds or modulate cooling procedures. Sometimes leaks in the cooling system will cause superhot steam to erupt frying anyone unfortunate enough to be around. The plasma reactors power the entire ship from its engines, to its energy weapons and the Geller field which protects the ship during warp travelling. Visitors are often shocked by the heat and radiation levels in the lead shielded reactor chamber and rarely stay for long.

**Techpriest chamber:** Connected to the plasma reactor room, the techpriests and their magos communicate from this chamber with the numerous machine spirits on the ship using countless data ports. The techpriests control every vital aspect of the ship from charging void shields to maintaining gravity control. The chamber represents a small chapel of the Cult Adeptus Mechanicus itself. It hosts a massive symbol of the Adeptus Mechanicus skull hanging from the wall along with numerous built in servitors, vials of blessed machine oils and data slate libraries containing the proper rites and rituals to appease the various machine spirits. The Magos oversees the work of his tech priests and only he is allowed to carry out some of the most important procedures on an Imperial ship like jumping into the warp. Non techpriest visitors are rarely permitted to visit this place without an invitation. Most visitors reported an almost sacral atmosphere of holy incense, a monotonous whispering of binary chatter from the servitors while prayer iterating techpriests stared at them emotionlessly with red augmentic eyes.

**Bridge:** The bridge is the command central of the ship and the realm of the captain and his main officers. Countless servitors are built into the bridge's walls, analysing vital data of the ship and its surrounding, murmuring silently unless they have an urgent message to report. Heavily guarded like a fortress the bridge is the most vital part of any ship. In the midst of the bridge the captain sits on his command throne observing the work and giving his orders to the crew. His authority can only be questioned by the ship's commissar who keeps an eye on the captain and the crew so that they follow their orders from their superiors and act according to Imperial law. Duty failure will cause instant execution of the responsible crew member and even the captain is not entirely safe should the commissar be dissatisfied with the way the captain commands the ship.