

Djinni Variable Fighter

The Djinni is a custom ship designed as a personal fighter craft for [Kiettisuk "Kiet" Juntasa](#) using a [Ki-V1 "Hoplite" Variable-Configuration Fighter](#) and a [Ac-Y1-1a Quodr Liftracer](#) as the two primary craft.

Key Features

The Djinni had to fill a variety of needs when it was designed, resulting in a craft that fills no specific role, however, it serves well both in and out of combat. Benefits to its design are that it's trans-atmospheric, but also capable of low-speed maneuvers using the [GravElectric \(GE\) Lifter](#). It also is capable of transforming so that it can perform ground operations.

Appearance

The Djinni looks almost identical to a [Quodr lift racer](#) with weapons fitted on it. The blade-like extension to the nose has been removed and several joints and hinges have been added throughout the craft.

In prowler mode, however, the craft takes on a different appearance. The main wings fold in half, and the back vertical struts come down under the craft to as almost like feet, using the GE system to keep it floating and stable above the ground. The nose folds in and the now divided fore section unfolds into basic appendages. The overall appearance is that of a 🐔 [chicken walker](#) style frame with smaller than usual legs.

About the Ship

The Djinni is a custom-made transatmospheric fighter that was designed by [Kiettisuk "Kiet" Juntasa](#). Initially, it was planned to be used with his work while part of the crew of the [Taipan](#), so it was made lightweight and maneuverable for dogfights and equipped with weapons that were as easy to supply as they were to operate. These low-maintenance weapons were not powerful, however, and high-maintenance gear wasn't always available - thus hardpoints were designed into the wings so that more powerful equipment could be attached when possible and so that disposable weapons could be utilized. A transforming platform was used so that the Djinni could remain applicable in situations in which flying was not a reasonable option.

Statistics and Performance

The Djinni has a very unusual set of specs because of its custom design and its mixture of technologies.

General

- Type: Transforming fighter craft
- Designers: [Kiettisuk "Kiet" Juntasa](#)
- Manufacturer: None
- Production: Custom Job

Passengers

- Crew: Only 1 required, can support 2
- Maximum Capacity: 2

Dimensions

- Length: 37 feet (~11m)
- Width: 26 feet (~8m)
- Height: 14 feet (~4m)

Propulsion and Range

- **Cruising Speed(Atmosphere):** Mach 2.5
- **Max Speed (Atmosphere):** Mach 5
- **Sublight Engines:** 0.365c

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: Light Mecha Scale (T7)
- Barriers: Light Mecha Scale (T7), Conformal

Cockpit

The cockpit was designed to look much like a conventional fighter ship cockpit, with two seats in line, surrounded by their controls. A key difference is that [Iromakuanhe](#) compatible ports are on the console so that they can link neurally.

Ship Systems

While a large number of the systems are [Iromakuanhe](#) in design, due to the nature of the Hoplite, organic

components were not able to be used to the fullest. Repairs, however, are easier to make.

Armored Hull and Hull Integrated Systems

The Djinni was built around the Titanium Boron Carbide substructure of the Hoplite Fighter with a reinforced hull and armor made primarily out of [Strodirn](#) and [ADNR \(Aggregated Diamond Nanorods\)](#).

Computers and Electronics

Because of the inorganic nature of the craft, it uses a [Civiltech ANIOS](#) system for operations, and has a [standard Solan Starworks sensor suite](#). It also boast [Laser, Radio, and MASC assisted](#) communications.

Emergency/Safety Systems

The Djinni is fitted with a two-stage emergency ejection system. The entire cockpit can be ejected as a whole, propelling an enclosed bubble away from the ship. If that is not suitable, however, the pilot and co-pilot can eject separately with ejector seats.

Life Support Systems

The Djinni has a basic life support system that includes minor artificial gravity and air recyclers. This system can sustain two people for roughly 2 months without a problem.

Power

The ship uses a [ZeP Siphon](#) as its main power supply, however, when that is not usable it has two [Zaiflar Supercapacitor](#) to handle its power demand until the Siphon can be brought back online.

Propulsion

- **MASC Drive:** Used as the primary form of vacuum travel for the Djinni and also provides FTL capabilities.
- **GravElectric (GE) Lifter:** Because of the high power consumption of MASC Drives in an atmosphere, a GE Lifter is used as an in-atmosphere propulsion.

Weapons Systems

Due to ammo availability and to keep cost down, the Djinni fits weapon intended for power armor for its general weapon use, with a less-used main cannon that takes advantage of [Iromakuanhe Charged](#)

Particle Technology.

- Twin [Tier 6](#) (Heavy Anti-Armor) [Armor Service Gauss Rifles](#) that have been integrated into the frame of the craft.
- [Tier 8](#) (Medium Anti-Mecha) [LCPA \(Light Charged Particle Accelerator\) Cannon](#) fitted as a main gun.

Hardpoints

Each wing has two hardpoints on it, designed to comply with multiple company standards. Some things that are suitable are power armor mounted gear and [Origin Starfighter Accessories](#) up to medium duty.

OOC Notes

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