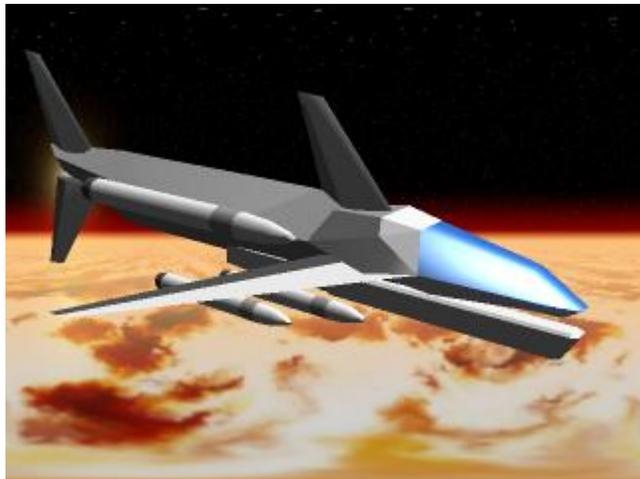


Mako Starfighter

The Mako is a first attempt at an Azorean ex-atmo fighter; it was designed to provide fighter screens planets and ships. First constructed in the year YE 34.



About the Ship

The Nevah project produced along side the Hammerhead, a fighter. It was thought that ships would need fighter escorts. The technology is primarily from the same places as the Hammerhead's - the Nevah, a gift from Toshiro.

Key Features

Being the first Azorean space fighter, it is considered a test bed for weapons and technology, for future fighter systems.

Mission Specialization

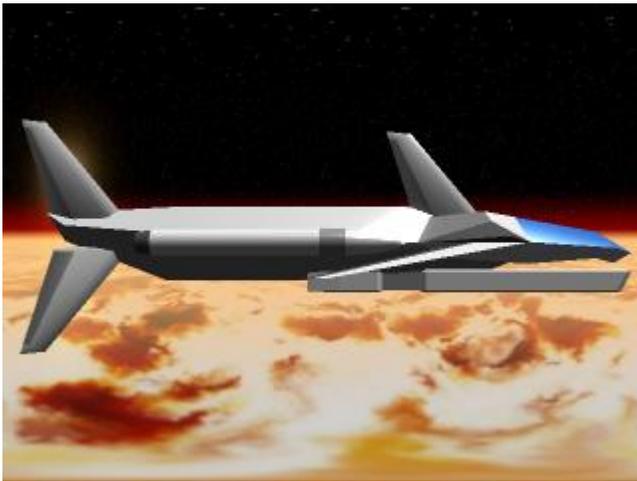
- Planetary Defense
- Large Ship Defense
- Anti-Fighter, Anti-PA Defense

Appearance

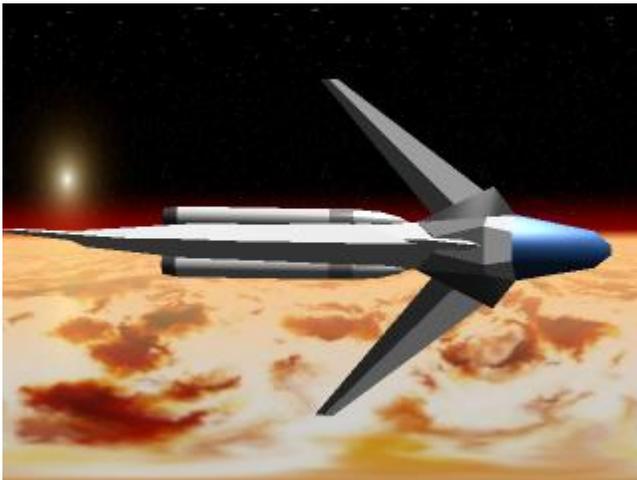
This small fighter looks like one of the smaller fish of the seas, the Mako is slick and streamline, with fins. Below the main hull is it's primary weapon.



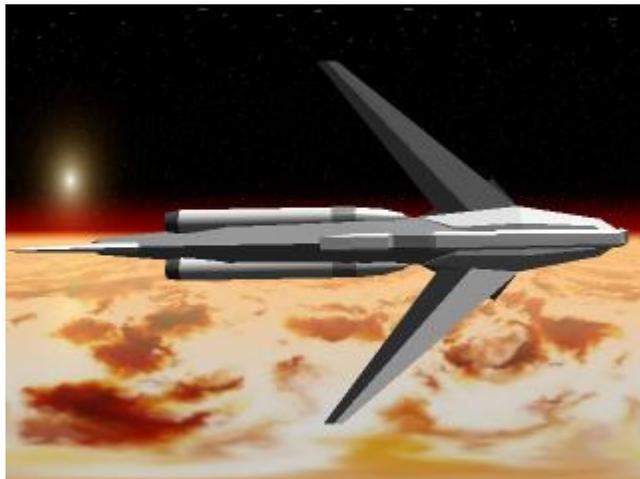
Front



Side



Top



Bottom

History and Background

The Nevah council worked in top secret to produce a method to defend and expand the Azoreans out to the stars. Once the Hammerhead project was pushed into active testing, the Mako project was moved into the building phase. Knowing the future fleets would need a fighter escort, the Mako was built. Not only being the first Azorean fighter but also a test bed for future fighter, the Mako stands to shine for the Azorean peoples.

Statistics and Performance

General

- Class: Mako
- Type: Fighter
- Nomenclature: Az-V1-1A
- Designers: The Nevah Project
- Manufacturer: Azorean Commonwealth
- Fielded by: Azorean Naval Legion

Passengers

Crew: 1 Pilot

Dimensions

- Length: 15 meters (49.2126 feet)
- Width: Hull: 2 meters (6.56168 feet) Fins: 5 meters (16.4042 feet)
- Height: Hull: 3 meters (9.84252 feet) Fins: 6 meters (19.685 feet)

Propulsion and Range

- Sublight Engines: .25c
- Range: 5 hours
- Lifespan: Unknown at this time, Estimations stand at 10 years with refits
- Refit Cycle: Unknown at this time, Estimations stand at yearly

Damage Capacity

- Hull: 7
- Shields: 7 (Threshold 3)

Inside the Ship

Cockpit Module

The Cockpit Module Manned:

- Pilot couch with five point restraint harness.
- Physical controls for all systems
- 2 Ejection rockets with a 30 second burn.
- Emergency subspace locator beacon with manual kill switch
- First Aid Kit attached to cockpit interior

In the event of the catastrophic damage the cockpit can separate from the fighter to serve as an escape pod.

Ship Systems

Armored Hull and Hull Integrated Systems

The Hull is made out of [Durandium Alloy](#).

Communication Systems

The Mako uses communication technologies that were designed off of the vampire class ship involved in the Nevah project. While not as sophisticated as those on most other faction military vessels, they cover the basics (subspace and radio) and provide an acceptable amount of security. In a emergency, the communications system can act as a low resolution sensor system, by using the two receivers to pinpoint radio or subspace transmitters, much in the same way that primitive radar.

Life Support Systems

This ship employs special generators for water and air recycling. These same systems cause the air within the ship to become moist, this both keeps the Azoreans hydrated and feeling at home.

Propulsion

Based off of technology given to the Azoreans, the Mako uses Plasma Thrusters to push it through space, powered by a fusion reactor.

Shield Systems

Again, based off of what was gained in the Nevah project, the Mako has an efficient shielding system. It relies on a teardrop-shaped spatial distortion, to warp space around the ship, to alter the course of lasers, missiles, etc. A second system, called "the spike," only protects the front of the ship, acting as a giant cone, it protects the ship from collisions during high-speed space flight. Both of the shields can take a lot of damage but are not infallible, and fail after a few good hits.

Weapons Systems

- [Azorean Disruptor](#): 1 forward facing system, Tier 9, Heavy Anti-Mecha each

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