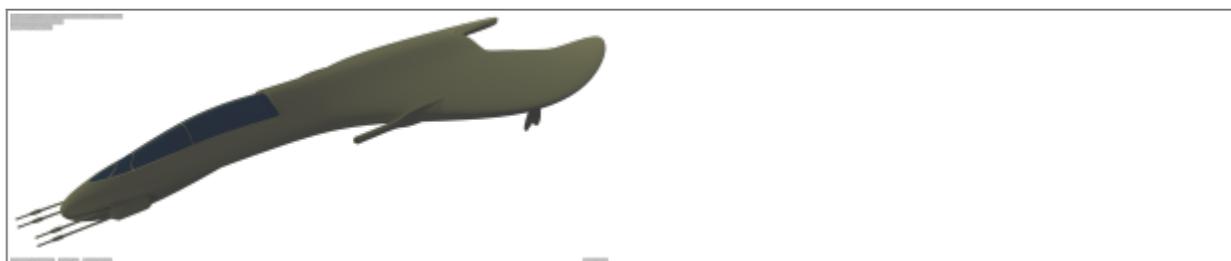


T32 Shi'ree Royal Fighter



General	
Class:	Heavy Starfighter
Type:	Starfighter
Designer:	Sel-rok, Su'krin Yii'see
Manufacturer:	Shukara Armaments and Manufacturing
Fielded by:	Kingdom of Neshaten
Organizations using:	Kingdom of Neshaten , Shukara Volunteer Navy , Or'ion
Production:	39
Price:	Not for Sale
Crew	
Crew:	2
Emergency Capacity:	6
Dimensions	
Length:	20.7 Meters
Width:	12 Meters
Height:	10 Meter's
Propulsion and Range	
Atmospheric Speed:	3,000km/h
Sublight Engines:	0.85c
FTL:	.10ly/m
Durability and Maintenance	
Service Lifespan:	Twenty years
Refit Cycle:	When needed
Damage Capacity	
See Damage Rating (Version 3) for an explanation of the damage system.	
Hull:	25
Shields:	25 (Threshold 4)
Systems Information	
Superstructure	Dishe'trum
Armour System	Kithiulum
Reactor	1x Small Generator
Computer and Sensor Systems	Cordecon Quantum Computer , Neshaten Scanner Array Suite .
Shield Systems	Ta'tagen Field Generator
Life Support Systems	Atmospheric Control Systems

Propulsion	3x Fi'nein Pulse Engine
Weapon Systems	
	4x HN-10-K Plasma Blaster Cannon
	2x L1 Plasma Gatling
Missile Systems	
	4x Type 1 Explosive Missile
	4x Neshaten Concussion Missiles

The T32 Shi'ree Royal Fighter is a specialized kind of starfighter available only to members of the royal guard, it is a starfighter intended for the sole protection of the royal family and was put into service in late EE 002-v.

About

The Shi'ree is a twenty meter long starfighter designed for heavy combat situations, equipped with two oversized Fi'nein Pulse Engines along with a shield generator, it is the first Neshaten starfighter to have adequate shielding to survive in a long-term fight. The craft comes with three forward mounted blaster cannons and two wing mounted gattling guns, it has enough internal space to equip up to eight missiles. Its unique design aids it in hiding from enemy starfighters in space and even in atmosphere; however its missile compartment can be changed out for four additional blaster cannons

The craft is crewed by two, one is the pilot who flies and operates the weapon systems while the second operates the combat warfare system onboard including ECM and ECCM. However, because the craft is capable of also having a turret mounted on the top, the co-pilot can also serve as a gunner. Cockpit controls allow either the pilot or co-pilot to control the fighter, in case one or the other is incapacitated during combat.

Royal Pilots tend to make their crafts appearance known, not for the purposes of showing off, but rather instead to draw attention to themselves and away from their comrades. Because of this, royal pilots tend to use colourations that are noticeable in space or in atmosphere and also try to be as much of a 'pest' to enemy pilots.

Equipped with two alternating [Graviton Manoeuvring System](#), the craft's pilot is capable of performing maneuvers typically not possible with current starships within the Kingdom, however, to facilitate this endeavour engineers had to reinforce the crafts superstructure so that it wouldn't tear itself to pieces. These two drives also allow the fighter to be able to execute Vertical Take Off's and Landings.

The Shi'ree is the first, and only, starfighter to be equipped with [Kithiulum](#) heavy armor; because of this it also makes the fighter available in very small numbers.

Appearance

The Shi'ree looks like a bloated 'Y' with a bulbing section forward the front, its wings curve inward on the

rear to provide some protection to the engines. Located forward is the cockpit.

History

The Shi'ree has been on the drawing board for several years, but Neshaten engineers and scientists hadn't really put much focus on the concept until threats against the royal family started to become more prominent in the Era of Exploration. Members of S.A.M. choose to go back to the concept and finally get it off the drawing board and into actual designing, the craft not only to be fast, heavily armored, and also armored, but also to serve the important role of protecting the queen and her family in the capital and during missions.

Engineers designed a shield generator that could be fitted onto the craft, and later, built in two manoeuvring system's that could counter-act one another to allow for some rather tight flights.

Originally Engineers had planned to make the craft compatible with the [Su'krin Skiff](#), however, this plan was scrapped when Royal Pilots complained that the flight control lag between the pods and the fighters meant that they had less of a chance of avoiding enemy fire; it was also this revelation that caused the Su'krin Skiff to be delayed in release.

OOC Notes

Kyle created this article on 2015/12/30 17:28. It was approved¹⁾ by [Doshii Jun](#) on 2016/01/03.

¹⁾
<https://starmy.com/roleplay-forum/threads/neshaten-t-32-shiree-royal-fighter.18005/#post-266984>

From:
<https://wiki.starmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.starmy.com/doku.php?id=faction:neshaten:small_starships:shi_ree

Last update: **2023/12/27 15:03**

