

Additional systems information

for "Glint" Type Daiclonius

Energy

Antimatter QNC Aetheric

Defensive

Combined Field System

Through a combined execution of the magnetic shield, plasma shield, and subspace field shielding systems, the unit can produce a combined shield which is capable of blocking incoming energy beams, volatile reactions such as super-novas, prevent crushing impacts such as collisions with starships, and even endure a point blank antimatter explosion. Unfortunately, the strain of utilizing this protection prevents the shield from remaining permanently activated. Along with the short duration of the shield's protection, due to the shield's overall strength, the unit is unable to physically interact with objects outside of the barrier, or fire outside of it. Along with the prevention of physical interaction, the unit also would be unable to communicate over extended distances, and would be reliant on external information feeds transmitted by close-proximity subspace communications, this limitation also applies to the unit's sensors, meaning that the unit would be rendered blind during the activation of the shield, except for data transmitted from external sources through the proper means.

DR 8

Propulsion

Rear Pods

The massive rear propulsion pods have been overhauled, now containing a hybrid plasmic engine system. With the best the Winter Armor Systems Project had to offer and engineering knowledge unavailable elsewhere, the engines have been tweaked well beyond recognition into true monsters of propulsion.

Each engine pod is fitted with two sub engines (each fitted with convergent three dimensional thrust-vectoring ion-rings) and one primary engine, (with a high-energy antimatter afterburn) capable of delivering 65,000,00 kilograms of thrust each (89,000,000 kg on burners). Directly behind are wing-like prongs of the engine pods, which house a subspace slipstream system (common of all Lorath vessels)

that allows the Maras to reach super-luminal velocities with the same kind of acceleration as other ships without the worries of inertia or G-forces. This slipstream system can perform many subspace functions (including communications) and act as a high-powered broad-spectrum electromagnetic static broadcast array for scientific purposes, usually only found on high-cost exploration vessels, allowing the Maras to mask data in its' propulsive wake which remain viable for extended periods of time.

In addition are two optional concealed trapezoid air-intakes which act as a gas-collection system to maintain the plasmic fuel of the Maras within an atmosphere and act as a cooling system. When not in use, panels lock over the air-intakes.

The engines of the Maras were truly beyond what was required for basic propulsive needs. With this new rise in propulsive power, the frame is now able to carry heavier armaments and systems which previously would have prevented it from flight without gravitational assistance.

Thrust is automatically limited within an atmosphere due to the coolant problems with the air-intakes and casimir field systems on such a large scale to 40% of what the system is capable of. This still remains more than enough for the craft to remain ludicrously maneuverable for it's size.

Wormhole System

Wormhole Generator Seriously overhauled in conjunction with the engine and power systems, the wormhole generator is now more sophisticated with a much higher net output rating in the region of 140% to 300% operational efficiency over the previous system.

Used in conjunction with the subspace slipstream engines' EM/S array, wormholes no longer need to be placed in a static position and are no longer two dimensional points of entry. In essence, this means that the Maras no longer needs to enter a wormhole: It projects the wormhole around itself and is transported almost instantly (in a manner similar to most modern FTL systems) which is of massive tactical significance.

The higher output in conjunction with subspace and quantum communications mean that theoretically, multiple wormhole devices can 'talk' to one another, each opening conjoined entry and exit positions over a far greater range than one wormhole device alone is capable of.

In addition, the use of three dimensional wormholes opens up possibilities for high-precision denial-wave operation (not unlike a thin beam or wave) over a much larger distance with a much higher disruptive charge (rendering DR3 thermal and electrical damage to systems which are affected, typically disabling them for repairs longer than the duration of the denial attack itself). Unfortunately, the higher disruptive charge demands a far higher level of energy (which is provided by a revamped capacitor system and a new hybrid power system).

If the higher-charge mode is used, the time between shots is 12 minutes (5 minutes atmospheric): not because the energy to fire isn't there but because the energy levels would pass the safe-zones on the FTL drive's thermal rating: It would simply overheat and be unable to function, even with casimir cooling in place.

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