

Shuriken-class Fighter Drone

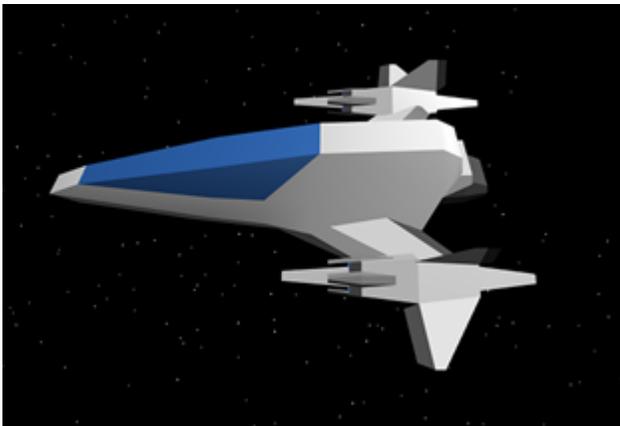
The My-V1-1a "*Shuriken-class*" Fighter Drone is a small one-person manned or automated starfighter.

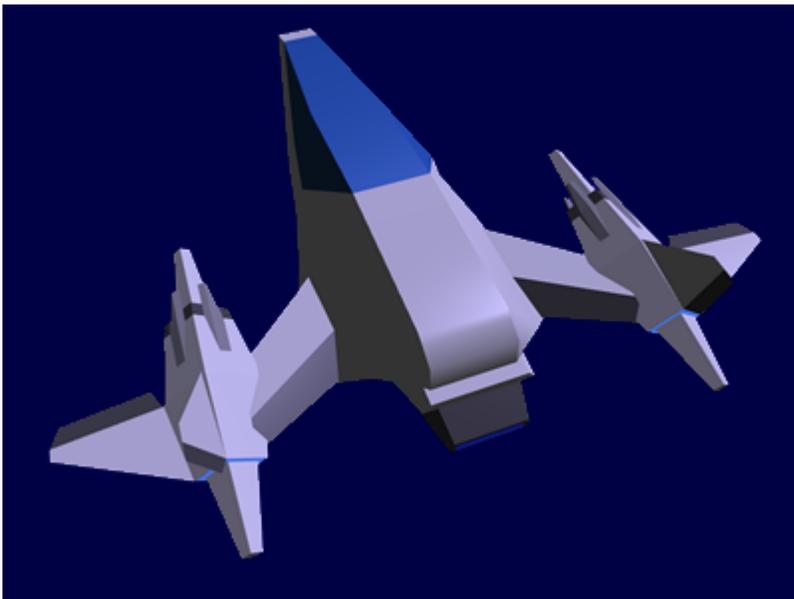
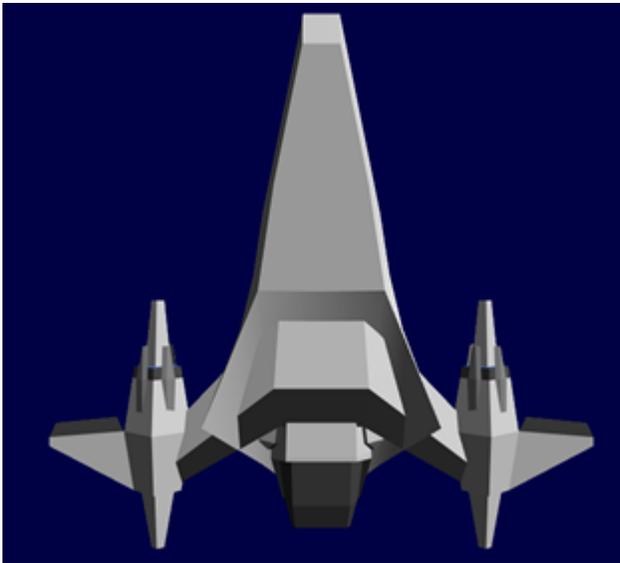
About the Shuriken

The Shuriken was designed originally to fill a niche that was missing in the UOC fleet. [Motoyoshi Fleet Yards](#) came up with the Shuriken as a craft to fill the need. However, they soon realized that fighter pilots were a valuable commodity, and not to be squandered. So they modified the Shuriken so that it can be used as a drone or a fighter. It can also be used as a drone in conjunction with one as a fighter. It is small, fast and fairly inexpensive to build. Its one limitation currently is the lack of shields as the [Motoyoshi Fleet Yards](#) currently do not have a shield system small enough for a fighter. Due to the limited resources of the UOC, the Shuriken uses technology from various sources instead of a single source.

The Shuriken is sleek and agile. It has a very low profile to provide a minimum target on attack runs.

Images





Statistical Data

General

Organization Using This item: [United Outer Colonies Peacekeeping Forces](#) Type: Drone / Fighter
Nomenclature: My-V1-1a Designers: [Hisui Dynamics](#), [Motoyoshi Fleet Yards](#) Manufacturers: [Motoyoshi Fleet Yards](#), [United Outer Colonies Peacekeeping Forces](#) Entered service: YE 31

Crew and Accommodations

Crew: One in fighter mode, none in drone mode Maximum Capacity: There a seat for only one pilot

Dimensions

Length: 7 meters (23.59 feet) Width: 7 meters (23.59 feet) Height: 2.5 meters (8.425 feet)

Propulsion and Range

Speeds

Space

- **Sublight Engines:** Reimei 0.375 c
- **Combined Field System/Continuum Distortion Drive:** Ripple CDD
 - **Minimum:** Resting motionless
 - **Cruising Speed:** 5,500c
 - **Maximum Speed:** 7,500c

Atmospheric

- Mach 5 max, Mach 2 cruising (at 3,000 m)

Durability and Maintenance

Service Lifespan: Estimated 5 years of operation, although this could certainly be extended.

Damage Capacity

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

Shouri FSS Armor Series Type 2A Construct Hull: 12 SP (Armor Scale)

At present [Motoyoshi Fleet Yards](#) shield systems are not available for a vessel of this size. Future variants will feature shields when [Motoyoshi Fleet Yards](#) can supply them.

Interior details

- The pilot sits in an acceleration couch. A [UMC Survival Kit](#) is fitted behind the pilot's seat. A [MFY Superconductive Quantum Interface Device \(SQUID\)](#) is mounted in the couch.
- Instrumentation is displayed via volumetric displays, or the pilot can choose to use the [MFY Superconductive Quantum Interface Device \(SQUID\)](#).
- Avionics are fitted into the nose of the fighter.
- Communications systems are installed beneath the cockpit.

Shuriken systems

Armor hull

The Shuriken is built using the [Shouri FSS Armor Series Type 2A Construct](#). Its frame is uses a [Durandium Alloy](#) Truss and Titanium Boron Carbide rod frame, with a [Yarvex](#) lining. The surface is made of Carbon-Ring panels providing a modest armor.

Armament

The Shuriken's primary weapons are two cannons using [Origin Point Defense Weapon](#) components. One is installed in each wing. The cannons are capable of firing either forward or behind the Shuriken. The cannons can not fire in both directions at the same time.

Tier 9, Heavy Anti-Mecha

There is a wing mount for a single missile on each wing near the fuselage. DR by missile payload.

Computer and Sensors

The Shuriken uses the [Novacorp Mantus AI](#) for avionics and control. Sensors include:

Sensors

Wide-Band Optical Array

Effectively the eyes of the power armor this sensory system is capable of seeing in to the entirety of the electro-magnetic spectrum, all of which the AI monitors but which it normally only shows the pilot the normal human range (and infrared upon request). The power armor can give a steady view of up to 250x magnification. There is an LED light which can emerge from the side of the head when required, in order to assist in low light conditions. The brightness of the light can be decided by the pilot, but it is capable of going up to a degree which can cause temporary or not so temporary blindness to the naked eye.

Omnidar

This sensor functions much as radar does, but is not limited using only radio signals, but can also use visible light spectrum (the so called ladar), ultraviolet and infrared. This allows it to make very precise readings of gas and meteorological features. It has multiple other functions and advantages over radar, although tactically it is less significant. Understandably it is microwave and radio which are most usually use. The pulses are sent pseudo-randomly and last for less than a nano-second, the energy level making it very difficult to distinguish from noise and thus very stealthy.

Distortion sensor

This rather advanced sensor was created in order to defeat certain varieties of cloaking device as well as be a useful sensor. Simply put it is capable of detecting distortions in space such as those formed by a distortion based device, shield or cloak. It is not capable of detecting the more advanced versions, but constant refinement of the technology means it does not linger far behind. This distortion sensor has a range of 300 miles.

Control interface

The pilot controls the Shuriken using a [MFY Superconductive Quantum Interface Device \(SQUID\)](#).

Communications

The communications package is mounted beneath the pilot. It provides the following:

Radio

Capable of operating over the full spectrum of radio and microwaves the radio communication is

theoretically unlimited, and as far the Mantus is concerned is usually sufficient - given that it normally operates on a planet. However the curvature of the earth can limit the range somewhat.

Laser

For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Text only. Range: 200,000 miles (321,869 km).

Subspace

Allows faster-than-light transmission. The Mantus uses this when it needs to communicate with the other side of the planet or with something outside the planet. While it lacks a camera the AI usually projects an image of the pilot while it recorded before he or she entered.

Energy production

The Shuriken uses a compact [Kaminari Quantum Foam Generator](#) for powering providing it with unlimited operating range.

Life support

The Shuriken uses [Atmospheric Control System](#), which can provide life support as long as there is power.

Operating mode

Attack drone

In this mode the Shuriken is used in groups as an attack drone to provide extra fire power for a ship. They are controlled by the ship's MIKO and guided by the operations officer normally. The individual Shurikens remain autonomous, so that jamming will not affect their operation once given their orders.

Fighter

In this mode the Shuriken is a pilot controlled fighter.

Wingman fighter

The other configuration for the Shuriken is for it be flown in groups of up to five. The primary Shuriken is controlled by a living pilot. The other craft are linked to the pilots Shuriken and take their direction from it. By default they automatically assume a wingman position, and will attack whatever target the primary locks on to. The pilot however can direct them to provide cover, or to engage other identified target and to return.

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