

Devata Pirate Ship

The Devata is a pirate ship in the hands of [Aashi Nath Werner](#) that is feared for its exploits across the [Astral Cluster](#) and beyond. It was a one-off creation of [Solon Starworks](#) in the 640's that was used as a concept ship that was never mass-produced. It was held by a head of the company until it was stolen in [AR 650](#). Then, the thieves kept it in their possession and raided and plundered with it, until it was stolen again. It was then handed down to Aashi Nath. It survived an NMX attack in [AR 938](#), when Aashi was ejected from the ship and the whole crew and Mishhu in it were killed by a scalar pulse and was uncaptured, an easy target for others to exploit. Later, she retook her ship. Here she is, inside of it after some repairs:



Background and History

Legendary as a raider ship during the first outer conflict of the 680's during the [First Outer System Conflict](#), it went into hiding in deep space after the [Government of the Astral Commonwealth](#) forced the enemy combatants into an armistice and began raiding military vessels and other shipping away from [Iromakuanhe](#) planets.

It began to be passed down over the years and its glory bounded as it pillaged and plowed through ships and territories, usually steering clear of governmental forces, except to participate in the [Second and Third Outer System Conflict](#), always fleeing the grasp of the [Astral Vanguard](#) before it achieved total victory. Its superstructures were refitted over the years to keep up with new technologies and the captaincy changed hands many times. [Aashi Nath Werner](#) came aboard in [AR 917](#) and took command four AR following that. Her captain had chosen to live a life of retirement and the two of them faked the kidnapping of the Captain and Aashi rose to the tier that had been vacated.

In AR 938, [YE 34](#), after the [International Relations Conference of YE 34](#), The Devata underwent massive overhaul of systems in [Nepleslian](#) territory.

In AR 941, early [YE 38](#), an NMX splinter group that had headed deep space into the north and eventually into the [Astral Cluster](#) to avoid being hunted down after being beaten during the [Second Mishhuvurthyar War](#). The [Parasite-Type Mishhuvurthyar](#) were scraping out a meager existence there, stealing and storing scrap when they caught wind of the Devata.

They tracked down the Devata and launched an ambush and started boarding, all while the captain, [Aashi Nath Werner](#), was dreamwalking in a deep sleep with a young crew member, caught up in a deep, non-perturbable sleep. Subverting the crew with parasites, the [Mishhuvurthyar](#) quickly took control of the entire crew, save for the young crew member, Aashi, and one another, that pulled Aashi to the escape pod and the young boy into a VANDR. That crew member folded the Devata, meaning Deity, into deep space and set off a scalar pulse, a suicidal but effective way of killing the Mishhu-infested inhabitants, eradicating the parasites aboard.

The ship was then re-discovered by the young crew member, who rallied together those that knew of and had worked with Aashi before. These new members came to the Devata's aid and with its stored biomass and heaps of [Prajna](#), the ship was able to heal and new crew members began to filter onto the Devata under his lead.

Months later, the ship became under attack by unallied pirate forces that had heard about the infamous Devata's lack of true Captain and the egregious state it was in. The battle was ongoing. Aashi was able to locate and save her ship and now uses it as her personal ship within a large force of privateers she employs.

Statistical Data

- Government: None
- Ship Type: Stealth Frigate
- Class: Unknown
- Manufacturer: Unknown
- Crew: 100

Structural Points:

- Hull: 16
- Shields: 25 (Threshold 3/5)

Dimensions:

- Length: 175 meters
- Width: 135 meters
- Height: 100 meters

Power Data

The power systems of the Devata utilize classic Iromakuanhe technologies, the Zero-point Siphon and the Null Entropy Capacitor.

Main Power System: [Zero-Point Siphon \(ZeP Siphon\)](#)

The Compression Space Zero Point Siphon, more commonly referred to as a Zero Point Siphon or ZeP Siphon, is a power generation suite that derives power from vacuum fluctuations (virtual particles, such as those in quantum foam) present in vacuum energy through the exploitation and manipulation of entropy and zero-point energy. It is the first reactionless overunity power system developed by the [Iromakuanhe](#), capable of sustaining long-term hyperspace travel and military-grade ship and craft subsystems more effective than the aging [Cold Fusion Reactor](#) design.

Auxiliary Power System: [Null Entropy Capacitor \(NEn Cap\)](#) X 6

Specifications

Specific functions may be accessed depending on how the NEn Cap is being utilized by it's subsystem operator or the Runner of the frame it is equipped to. Burst mode on the Null Entropy Capacitors requires fifty seconds of charging. When the capacitors are functioning as a backup power supply, both Passive and Burst functionality is locked.

Passive Usage

- Signature Reduction: Every Active NEn Cap reduces the heat and heat gradient emissions of the unit by 20%, with a maximum of 95%.
- Reactor Boost: Every Active NEn Cap increases total reactor performance by 10%, with a maximum of 60%.
- Thruster Boost: Every Active NEn Cap increases the movement speed of the craft by 20%, but cannot exceed .4c as the stasis fields become unstable past those speeds.

Burst Usage

- Alpha Strike: Consuming one charged scale-appropriate¹⁾ NEn Cap allows for an alpha strike of all energy-projection and energy-reliant weapons without critical system failures.

Propulsion Data

The craft is predominantly propelled by the commonly used MASC drive, which was perfected in the [630's](#).

- STL/FTL Propulsion System: [Major Artificial Space Compression \(MASC\) Drive](#) 2800c
- Hyperspace Fold Drive: [Foldspace MASC \(FoMASC\) Drive](#)
- Maneuvering Thrusters: [GravElectric \(GE\) Lifter](#)
- Continuum Distortion Drive: [Geshrinari Continuum Distortion Drive](#)

Speed Data

The ship has several different speeds, the sublight speed of which is average for very advanced technology.

- Speed (Sublight): .25c
- Hyperspace Fold Drive: .1 ly/m
- Continuum Distortion Drive: 19,723.5c (2.25 ly/h)
- Range: Up to eight months without refueling or employing BHS to replenish resources.
- Lifespan: The organoid components of the ship can last up to two centuries.
- Refit Cycle: Once every other year.

Weapons Data

Weapons on the Devata include missile and laser arrays.

So-F2-W0934 "Star Wyrn" PWAC Missile Array

[pwac-a](#)

(8; A battery of 4 on each side, with 2 on the top and 2 on the bottom)

- Purpose: Anti-Starship
- Secondary: Anti-Shield
- Salvo Size: 1
- Damage: Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (



: Staff needs to determine which), Electrical Damage

- Range: 10.5 Light-Seconds
- Rate of Fire: 1 salvo every 10 Seconds
- Area of Effect: 15 Meters
- Muzzle Velocity: 4c, decreasing by half every second to .25c
- Ammunition 48 Missiles
- Ammo Replenish: Can refill capacity in hospitable conditions in about 2 hours outside of combat. Any further attempts to refill will require an external source of biomass.

So-F2-W2934 "Searing Wave" CEHB Laser Array

[CEHB \(Compression-Enhanced Heavy Beam\) Laser](#) (8; A battery of four on both side)

Retractable Turret Hardpoints

- Purpose: Anti-Vehicle/Anti-Starship
- Secondary: Navigational Protection
- Damage: Tier 11, Medium Anti-Starship
- Range: 20 KM in Atmosphere, 600 000 KM in Space
- Rate of Fire: Beam can be maintained for up to 2 minutes. Cooldown is 1/8 of projection time.
- Muzzle Velocity: 1c

So-F2-W2934 "Storm Wave" HEMB Laser Array

[HEMB \(Heavy Enhanced Multi-Beam\) Laser](#) (8; 4 on each side)

- Location: Dorsal 1, Ventral 1, Port and Starboard 1, Aft 1
- Purpose: Point Defense Weapon
- Secondary: Anti-Vehicle, Navigational Protection
- Damage: Tier 10, Light Anti-Starship
- Range: 10 KM in Atmosphere, 300 000 KM in Space
- Rate of Fire: Can maintain up to 36 beams simultaneously.
- Muzzle Velocity: 1c

Shields Data

The shields on the Devata are a combination of [Iromakuanhe shield technologies](#).

[So-F2-S0934 Frigate Vector Field Suite](#) The Vector Field System is a combined package shield array that relies on a combination of various advanced space compression technologies for multi-purpose defenses ideal for the modern battlefield. They can be deployed as a conformal shell, known as the Vector Shroud or heavy shields known as Vector Barriers. Vector Shrouds are sophisticated vector field systems that envelop the craft in a conformal shell of compressed space, allowing one to become relatively invisible to electromagnetic and particle based sensors, and shrinking the ship's profile to other systems. As a shield, it is reliable and particularly effective versus energy weapons.

Location: Internal Shield Structural Points: SP 25

More powerful than the Vector Shroud, Vector Barriers are large, oval 'hard' space compression shields that are effective against all weapon types, especially directed energy weapons. The Devata's array allows it to project two diagonal barriers in its front, with a spacing for the firing of its main weapons. Shares all SP with Vector Shroud.

Locations: Forward/Left, Forward/Right, Rear Runtime: 4-12 Minutes, Recharge 1.5x Runtime

[So-F2-S3934 Frigate Repulsor Burst Array](#) Repulsor systems work by creating a temporary vector field, which at regular intervals can be overcharged and super-expanded, which generates an omni-directional concussive blast that is fully capable of causing tractor beams to be dispersed and unwanted hangers to disengage, allowing one to temporarily shrug off the effects of such devices. It is commonly used to force boarding craft away from hulls, knock away incoming projectiles and can potentially kill or disable poorly protected infantry with pure kinetic force.

Purpose: Defensive Countermeasure Secondary: Deterrent Damage: MDR 2, Kills through Kinetic Force
Range: 20m radius Rate of Fire: One pulse every 6 seconds

Sensors

The sensors on the Devata detect at a number of ranges and are as follows:

[So-F2-E0934 Frigate Sensors Package](#)

Includes:

- [Vector Wave](#)
- [Subspace Mass Sensors](#)
- [LADAR](#)
- RADAR
- [Masc particle](#)
- Thermal Sensors

Communications

The communications suite on the Devata is a synthesis of of the different communications available to the Iromakuanhe, including listening devices and differing transmissions including laser and radio, both MASC-assisted.

[So-F2-E1934 Frigate Communications Package](#)

Includes:

- Laser
- Radio
- Microwave
- [MASC-Assisted Laser](#)
- [MASC-Assisted Radios](#)

Internal:

- Fiber Optic

[So-F2-E5934 Listening Device](#) The Listening Device is a system employed to passively intercept and

sample data being transmitted through unsecured methods. It is also a critical component in many important electronic warfare devices, and allows Astral Vanguard starships and vehicles to track the communications of hostile forces. As the unit approaches the source of the transmissions, it becomes increasingly easier to track, until a positive match can be made at a certain threshold.

Can Intercept:

- Radio
- Microwave
- Subspace (requires [Vector Wave](#))

Specifications		
Medium	Maximum Interception/Detection Range	Tracking Range
Radio	1 200 000 KM	30 000 KM
Microwave	600 000 KM	15 000 KM
Subspace	15 000 KM of Receiver or Sender	5000 KM

Systems Data

The emergency and life support systems on the Devata are listed below:

Emergency Systems

[Solan Emergency Systems](#)

Includes:

- Interlocked Shutter Doors
- Aerudirn Autosealing
- Firefighting

[Long Distance Escape Pod](#) X 50

Life Support Systems

The Devata's life support functions are tied in directly with the [Organoid](#)'s natural bioelectrics and life functions, meaning that should power failure occur, these systems will continue to function until the components expire.

[So-F1-V0815 Organoid Internal](#) Life support systems are enabled via a combination of potent thermo/photosynthetic reprocessing of air, allowing the organoid to feed itself while producing breathable gasses for the crew. This is done by drawing light from the nearest star, or absorbing heat and radiation from the various compartments of the ship, including the reactor and inhabited regions of the ship. It may also deploy small antibody-like drones to neutralize vermin and naturally search out and

sequester harmful substances and antigens inside of the ship's environment.

[Biomass Harvest System \(BHS\)](#)

[So-F1-V1815 Gravitic Boundary System](#)

[So-F1-R0815 KORD System](#) The KORD (Kinetic Force Diffuser) is an essential system that protects the frame runner from the tremendous G-Forces and shocks the Erla VANDR experiences during both before and after FTL travel and during highly perilous combat maneuvers. It also protects from weapons that kill through kinetic force, in a manner similar to maces against armored troops in ancient times.

Anti-Psionic Systems

PSC Device: [Geshrinari Psionic Signal Controller](#)

The PSC is a form of psionic and telepathic protection, capable of nullifying all such activity. The device can selectively allow channels to permit secure telepathic operation and to maintain communication even under psionic attack. The PSC devices also negate 'magical' attacks and effects. This PSC is safe enough to remain active at all times, unlike older "ADN" devices. The field generated by the PSC protects the entire ship, and extends only one meter out past the hull (thus, it will not create an obvious psionic "dead zone")

Computers and Interfaces

The different computers and interfaces on the ship are comprised of the Organoid Natural Intelligence known to the Iromakuanhe.

Starship Control ANIOS

[Starship Control ANIOS](#) are advanced assist NI that are designed to interact with the operator of their respective starship, greatly improving the general effectiveness of maneuvers and allowing them to be aware and compensate for effects an unassisted [Iromakuanhe](#) would be unable to. As starships have astronomical numbers of subsystems and operating system subroutines, the construct is essential in the effective operation of most [Iromakuanhe](#) vessels without the implementation of larger numbers of crewmen.

Standard Capabilities

What the Organoid Natural Intelligence can do is listed below:

- Deciphering and ordering gathered and received data.
- Voice interface with selectable persona.

- Maneuvering assistance and coordination.
- Weapons system assistance and coordination.
- Semi-automated subsystem management.

Limitations

There are certain limitations to the Organoid Natural Intelligence:

- Requires connection to pilot for all non-essential functions.
- Subservient to OMNI systems.
- Sub-sapient intelligence.
- Cannot automate all functions.

Fleet Intelligence OMNI

The Devata was a key asset to the separatists during the [Third Outer System conflict](#) for the separatists, passing down centuries of operational experience raiding ships and leading ambushes on [Astral Vanguard](#). Because of this, before the war ended their leadership helped install their version of a [Fleet Intelligence OMNI](#) in addition to its SCANIOS.

Standard Capabilities

The FIOMNI is capable of many things, some of which are listed below:

- Deciphering and ordering massive amounts of gathered and received data.
- Assisting in the composition of plans by providing semi-accurate data simulations.
- Coordinating the flow of information in large military and governmental bodies.
- Can automate multiple thought processes at once, even while interacting.
- Large-scale regulation and observation of automated resources.
- Voice interface with custom persona that can be projected on most publicly networked display devices.

Limitations

The FIOMNI's limitations are listed below:

- Requires connection to operator for all non-essential functions. (Except for projection.)

So-M1-5815 Frigate-type Immersion Control Pod

Due to their natural interface abilities, designing a responsive and intuitive control system for an [Iromakuanhe](#) was relatively easy. This system, known as the Immersion Control Pod, allows easy and natural control of most vehicles, including large units such as powered frames and starships. The Control

Pod is the seat component of the cockpit, and is comprised of a rounded chair in which the pilot is most comfortable in a reclining position, and multiple [entry port](#) plugs. The chair itself is lined in a soft, organic material lined in a highly flexible rubbery skin that is smooth to the touch and has a light golden reflective sheen, surrounded with an open egg-like enclosure on all sides to prevent harm. The chair will naturally conform to the user's body, and can even form cushioned indentations for the tips of horns. In normal conditions, the system feeds the pilot a small amount of [Prajna](#) through the entry port ducts to keep them in working condition for long shifts. In case of emergency, the enclosures can be closed and filled with [Prajna](#) to keep the pilot alive for an extended amount of time.

Use

To connect with the machine, one must connect the plugs to their [entry ports](#), which can be done manually, or automatically by the organoid. Unlike the use of a VANDR-which suspends and supplant's the user's senses, it instead places them inside of a dynamic virtual data processing room that spans the entire, network to the extent their ship allows. it is usually customized in some degree by the commanding officer of the vessel, reflecting his or her personal tastes, but tends to have a very abstract and minimalist feel. This type of networking allows all connected crewmen to communicate and coordinate at all times

Note

Transfer of pain cannot occur because [organoids](#) lack developed tactile senses in most cases, however, there have been uncomfortable sensations reported by pilots when their units lost limbs or took heavy damage, similar to a sort of strong pressure. On very rare occasions, the sensory redirection effect caused by the control module lasts after disconnection from the craft, which will require immediate medical attention.

Electronic Warfare and Stealth

The Devata is capable of many forms of electronic warfare and stealth, including:

[So-F1-E2815 Combined Jamming System](#) The Combined Jamming System is an aggressive solution to enemies that are able to network more efficiently in combat, reducing the effective range of EM-based communications and sensors by drowning out or actively canceling those signals. The system is adept against enemies that employ outdated types of electronic transmission, but does not particularly effect highly focused systems such as lasers or FTL transmissions using a medium boosted by Subspace or Hyperspace. Just as electromagnetic radiation travels most effectively in a vacuum, the optimal values for the disruption of EM-based impulses are usually only available in that environment.

Specifications			
Subsystem	Detection Range	Area of Effect	Jamming Effectiveness
Artificial Noise	5 KM	24000 KM	50%
Active Cancellation	500 KM	6000 KM	95%

So-F1-E2815 Combined Deception System The Combined Deception System, or CDS, is a combined anti-electronic warfare/observation system that creates multiple false positives in data and can interlace transmitted data with malware types that might be dangerous to a conventional computer. It does not have a specific range, and is instead limited by the range it can transmit, and be intercepted by unfriendly sources.

So-F1-E3815 Muted Resonance Shroud The Muted Resonance Shroud, or MRS, is a squad-assist stealth system that uses a combination of Vector Shroud-type space compression and exotic charged particles to create sections of space that appear very dim to sensors systems. These areas do not stick out as emptier than vacuum as with some related systems, but creates a signature similar to that of the space a significant distance from a star. The results in high difficulty in achieving targeting locks on and determining the nature of objects inside the field. Unfortunately, this has similar effects on the units deploying the field, forcing the starship to rely on FTL sensors such as MASC Particle, which may reveal its presence, though not necessarily its position.

Field Size can be lowered or raised, though it is suggested to limit the area of the field to the approximate area of the starship employing it, as to hide effectively, but not arouse suspicion by creating overly large zones that the enemy cannot scan properly.

Detection Range: 1 KM Max Field Size: 500 KM

So-F2-E5934 Listening Device The Listening Device is a system employed to passively intercept and sample data being transmitted through unsecured methods. It is also a critical component in many important electronic warfare devices, and allows Astral Vanguard starships and vehicles to track the communications of hostile forces. Needless to say, various pirate and seperatist forces have found it very useful as well. As the unit approaches the source of the transmissions, it becomes increasingly easier to track, until a positive match can be made at a certain threshold.

Can Intercept:

- Radio
- Microwave
- Subspace (requires [Vector Wave](#))

Specifications		
Medium	Maximum Interception/Detection Range	Tracking Range
Radio	1 200 000 KM	30 000 KM
Microwave	600 000 KM	15 000 KM
Subspace	15 000 KM of Receiver or Sender	5000 KM

Empty Resonance Pulse (ERP) The Empty Resonance Pulse, or ERP, could be considered to be an Iromakuanhe analogue to the flashbang, on a scale befitting modern warfare. It employs a combination of controlled space compression and exotic charged particles in a manner similar to the MRS and ERS, but in short-lived multi-directional pulse. Lasting several seconds, the pulse can be projected in all directions, or in a cone or similar shape at the pilot's discretion. This causes a potent blackout on long and short-range sensors, and is ideal to temporarily blind, via lingering exotic charged particles, guided projectiles or closing pursuers. Units mounting an active VSS are unaffected by lingering particles, but will experience the same effects as being in an ERS while in the AoE of a directed multi-pulse.

Specifications		
Max Pulse Range	Max Pulse AoE	Duration
2.4 KM + Ship Size	240 M	10 Seconds

Hull and Chassis

The Devata has the typical Iromakuanhe assets when it comes to the living substructure and durable hull.

[Aerudirn Armor Colonies](#) Aerudirn consists of living colonies that grow out into thick, smooth sheets of a high durability, that have been bred to be resistant to damages from radiation and can charge themselves with an electrostatic field to enforce their surface tension, thereby inhibiting penetration by weaker solid-ammunition weapons. Should the shell be damaged, the colonies underneath, which are dense enough on their own to survive exposure to vacuum can quickly have other sections stretch to accommodate tears, and regenerate completely with enough time.

Armor Structural Points: 16

[Organoid Substructure](#) Highly resilient organoid tissues form the remainder of the body, including an endoskeleton, muscles and primitive organs that perform various functions related to keeping the unit and passangers alive. The tissues have exceptional toughness compared to those of normal species, and can even survive in vacuum conditions should the entirety of the upper armor layer be destroyed. Should weapons fire occur inside of the ship, the interior compartments are nearly entirely filled with covered organoid tissues, giving them a high degree of durability versus small arms damage.

Interiors

There are several different living compartments to the Devata.

Living Compartments

- [Crew Quarters](#) X 20
- [Officer Quarters](#) X10
- [Standard Astral Vanguard Wardroom](#)
- [Standard Crew Shrine](#)
- [Standard Mess Hall](#)
- [Standard Communal Bathrooms](#)
- [Ahmida Hallways](#)
- [Ahmida Lounges](#)
- [Standard Recreation Room](#)
- [Standard Gymnasium](#)
- [Standard Simulation Bay](#)

Command Compartments

- [Frigate-type Bridge](#)
- [Standard CIC Room](#)

Engineering and Storage Compartment

- [Iromakaunhe Standard Engineering Bay](#)
- [Standard Movement Assist Hallways](#)
- [Frigate-type Storage](#)
- [Frigate-Type Armory](#)
- [Frigate-type Medical Bay](#)
- [Frigate-type VANDR Bay X 3](#)
- [Ahmida Shuttle Bay](#)
- [Medium Solan Starworks Molecular Furnace Module](#)

Vehicle Complement

The Devata has had the ability to acquire several different vehicles due to the benefits of raiding.

- 6 x [So-M1-2A Erla VANDR II](#)
- 6 x [So-M3-1A Haidan VANDR](#)
- 12 [So-O1 Series MACD](#)
- 24 x [So-KM1-1A Graiv VAHIN](#)

OOC Notes

[Ametheliana](#) and [Perilous Siege](#) created this article on 2016/09/06 13:50.

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VANDR or starship

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