

Mark 1 Chernoye'sora Flak Turret

A natural step in fighter/anti-fighter warfare the Chernoye'sora was deployed in E634 for use by the [Shukara Volunteer Navy](#).

About the Mark 1 Chernoye'sora Flak Turret

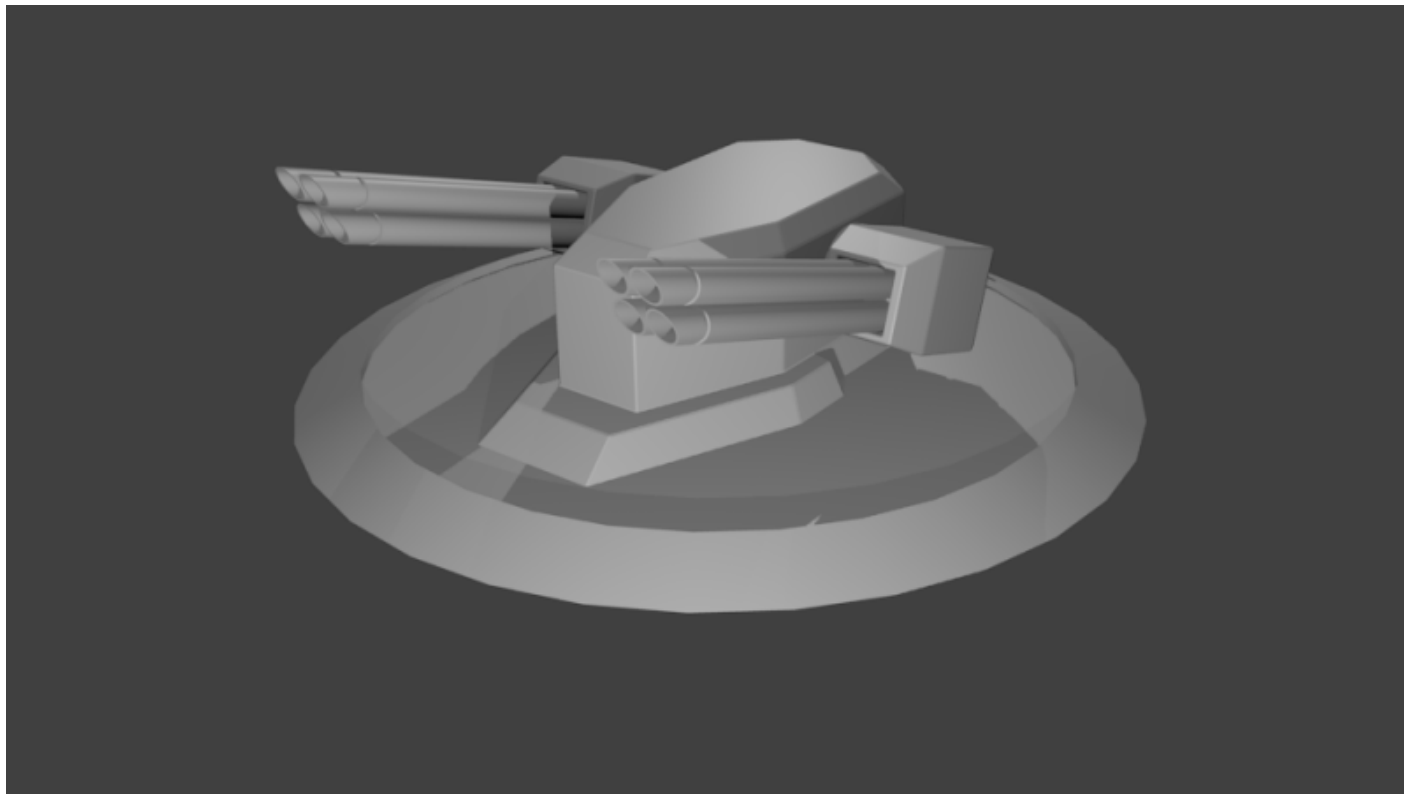
The Chernoye'sora was among the first point defense turrets developed by the Neshaten after they rebuilt their space faring capabilities . The design has seen a few revisions over the years however this is mainly so that newer, more effective munitions could be used in conjunction with them. The turret entered widespread use in E634 with the only major revision to the turret occurring during E697

Anti-Starship weapons are all well and good. At least when fighting relatively large targets. Needing a relatively efficient and fast tracking anti-fighter turret for general use the Chernoye'sora, or Black Sky, was developed. The weapon fires high speed shells that disintegrate into a hail of razor shards.

There are two modes of turret co-ordination which can be switched to provide the best cover and a third that allows the turrets to be used against larger lightly armoured targets. In blanket mode the ships computer handles the delicate targeting algorithms that are required to achieve the optimum effect. It should be noted that for Blanket fire to provide a decent anti-fighter shield that several turrets acting together will be required.

The Chernoye'Sora is an evolved version of the older ground Anti-Air installations of earlier Eras. however unlike its predecessor the Mark 1 Flak turret has eight barrels instead of four. This allows for a much faster fire rate at a slight decrease in accuracy.

Appearance



The Chernoye'sora design is taken straight from earlier land bound models. It consists of a central tower that contains the turrets magazine and reloading mechanism and two appendages that each contain a quad barreled machine gun. The ammunition is fed through the joining spoke between the turrets arms and the central mechanism.

Details

Class: Anti-Fighter/Light Anti-Ship Type: Weapon Designers: [Yuina'cema Merchant Family](#) Manufacturer: [Yuina'cema Merchant Family](#), Military Dockyards

Specifications

Max Range (space): 4 Kilometers (Fused Shells), 400 Kilometers (Non Fused Shells) Max Range (atmosphere): 1 Kilometer (Fused Shells), 100 Kilometers (Non-Fused Shells) Ammo Capacity: 8000 per magazine Reload Speed: 30 seconds Muzzle Velocity: 5km/s Rate of Fire: 8 Shells/Second

[Purpose](#): Tier 7

Control Interface: Along with the other Mk.1 turrets deployed by the Neshaten, the Chernoye'sora uses a standard hardwired connection interface. Though the turret itself has no external sensors they are unnecessary due to the fact that both the ships main sensors and the turret network connect to the mainframe of the ship or vehicle they are attached to. The computer co-ordinates the two systems so that radar information can be displayed in real time to the weapon's controller. The turret has internal sensors that track position and orientation. This means that the entire turret network can be controlled

from the bridge or from any other Interactive terminal that is properly patched into the targeting computer.

Ammunition

Mk3 Ferrous Gyrojet Shells

- Specifications:
 - Fuel Capacity: 1 liter
 - Acceleration Profile:
 - Space: 3 km/s/s for 5 seconds
 - Terminal Velocity: 20km/s
 - Atmospheric: 1 km/s/s for 5 seconds
 - Terminal Velocity 10Km/s

Modes

Individual Targeting

The turrets will independantly track and eliminate hostile threats. This is the best defence against the more nimble and lighter classes of fighter however it will take on average twice the time of the blanket barrage to destroy an enemy fighter. However it is harder for more nimble fighters to evade.

Blanket Fire

The turrets work togrther to create a hail of flak that shields the ship from approaching fighter craft. This defence is mainly for use against heavier boarding ships or against the slower bomber class fighters. This requires the firing turrets to have preprogrammed fire-arcs that can be overlapped to give a constant flechette shield.

Non-Fused Shells

The flak shells are not ignited when they are fired this results in them not exploding until contact with a solid surface is achieved. This allows the flak shells to be used against larger targets with light armour, at a longer range. Though mostly like a popgun against enemy starships, the turrets can be deadly against power armour in atmospheric combat or light escort craft.

OOO Notes

This page was originally created on 2013/11/05 02:05 by [Zain Snowpaw](#).

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Last update: **2023/12/21 00:59**

