

# Neyo Shun

The Neyo Shun is a recently innovation by the [Kingdom of Neshaten](#) and serves as both an offensive and defensive weaponry with a wide range of capabilities. The N.S. is a directed energy weapon that fires a concentrated stream of positron energy at a single point, this energy is controlled utilizing a set of targeting systems built into the weapon '[blisters](#)' themselves and can only be used by said blisters.

These weapons entered service in EE 002 <sup>1)</sup>

## History

Research into direct energy weapons has been ongoing from the point that the Neshaten established their navy, most of these weapons came in the form of turreted mounts, however, and this often resulted in firing delays that could often mean the difference between a ship surviving in battle and a ship being destroyed.

To accomplish this, scientists - most noticeably a scientist named Ney'tehe - came up with the concept of creating specialized weapons system designed purely to allow for D.E.W.'s to fire in any direction without the restrictions that a mechanical turret brings with it. But before then, Ney'tehe had to figure out just how to create an effective energy weapon, lasers were already on the table at the time the concept came up however he and his fellow scientists knew that utilizing just regular lasers, even those of varying spectrum wouldn't do much for a military vessel, although for a civilian one it would.

This soon lead to the creation of a positron based directed energy weapon.

## About

The Neyo Shun is a weapon found used strictly on warships, to augment their turreted based weaponry. Unlike turrets, however, the Neyo Shun - due to its usage of a Bluster, requires its own dedicated weapon capacitors and generators. This is mainly due to the amount of power the weapon generates during combat but also so that it doesn't have to rely on the ships own reactor.

Due in large part to its design, the weapon has a wide range of uses, from offensive to defensive.

## Details

Class: Anti-Starship, Anti-starfighter, Anti-ordnance, Planetary defense Type: Directed Energy Weapon  
Designers: [Yuina'cema Merchant Family](#) Manufacturer: [Yuina'cema Merchant Family](#), Military Dockyards

## Specifications

Max Range (space): 700,000 kilometers Max Range (atmosphere): 200 kilometers

Rate of Fire (Pulse Mode): One Shot every two seconds Rate of Fire (Assault Mode): One concentrated steam for five seconds, one shot every ten seconds. Rate of Fire (Point Defense Mode): One concentrated steam for one second, one shot every point five seconds. Rate of Fire (Multi-Beam Mode): Four beams in any direction, firing rate dependent on power setting. Check below.

## Damage Capacity

The amount of damage depends strictly on its firing mode.

### Pulse Mode

Pulse Mode fires a pulsed positron energy at a constant rate, so long as there is power in the weapons reactor, generator, or capacitor. This causes the weapon to heat up quickly in an atmosphere, although this problem doesn't exist much when in the cold expanse of space.

- **Purpose:** Tier 11, Medium Anti-starship (Medium Mount)

### Assault Mode

Assault Mode is the default setting for the Noyo Shun, and deals the highest amount of damage possible for this particular weapon. Understandably, it also consumes the greatest amount of power with each shot.

- **Purpose:** Tier 12, Heavy Anti-starship (Medium Mount)

### PD Mode

Point Defense Mode is when the weapon is set almost to its lowest energy setting, allowing it to fire nearly at a constant rate, this mode is designed purely for destroying munitions although it could be used for things other than that, such as breaking up asteroids or even against starfighters. *This particular mode is default for civilian mining ships*

- **Purpose:** Tier 9, Heavy Anti-Mecha

### Multi-beam Mode

The Multi-beam Mode is a power setting on the weapon that allows it to fire a beam in three-four different

directions at once, allowing the ship to strike multiple targets. This particular power is power intensive and requires a ship to have several capacitors detected to the weapon itself. MBM is best used for dealing with large numbers of munitions or fighters, although its damage output is based on the type of turret it is used in this means that in a larger turret mount its damage output is much higher than in a light mount although this still means that the energy draw goes up. Because of drawbacks, this mode can't be used with large or heavy mounts, as the power draw would be too great.

- **Purpose:** Tier 9, Heavy Anti-Mecha (Light Mount)
- **Purpose:** Tier 10, Light Anti-Mecha (Medium Mount)

1)

YE 36

From:

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

Permanent link:

[https://wiki.stararmy.com/doku.php?id=faction:neshaten:neyo\\_shun](https://wiki.stararmy.com/doku.php?id=faction:neshaten:neyo_shun)

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

