

The Synth-Class Corvette Night Star

The NDC-S-1a “Night Star” is the first of its class of Corvette type ships designed by a synthetic mind for a purpose that Synthetics can perform. This would be performing their duties with no sleep and interrupting their organic comrades’ rest periods. The ship is a prototype to see if they could use it in battle and perform other duties as well.

About the Ship

The Night Star was an attempt by Nyx Pine into experiencing piloting a ship in a much safer way, with a ship that she can use that can’t be used by anyone, at least anyone not implanted with a Geist. This meant that anyone attempting to steal it likely would have trouble. She wanted to experiment a little.

Key Features

The Night Star was an experiment that could offer the Synthetic citizens of The New Dusk Conclave a ship specifically meant for them, which meant that it offered long-term support without the need for things like sleep, though the inhabitants would need to recharge their batteries regularly.

Concerned that she might steal power from the other soldiers on the ships she served on. The Night Star was the best choice for her. Efficient use of power, only needs were machine needs, meant she could sacrifice things a flesh and blood person would need. It meant that it was quick, but also strong. Capable of supporting other ships, assaulting other ships, and surveying and Scouting.

Mission Specialization

- Assault
- Support
- Surveying
- Scouting

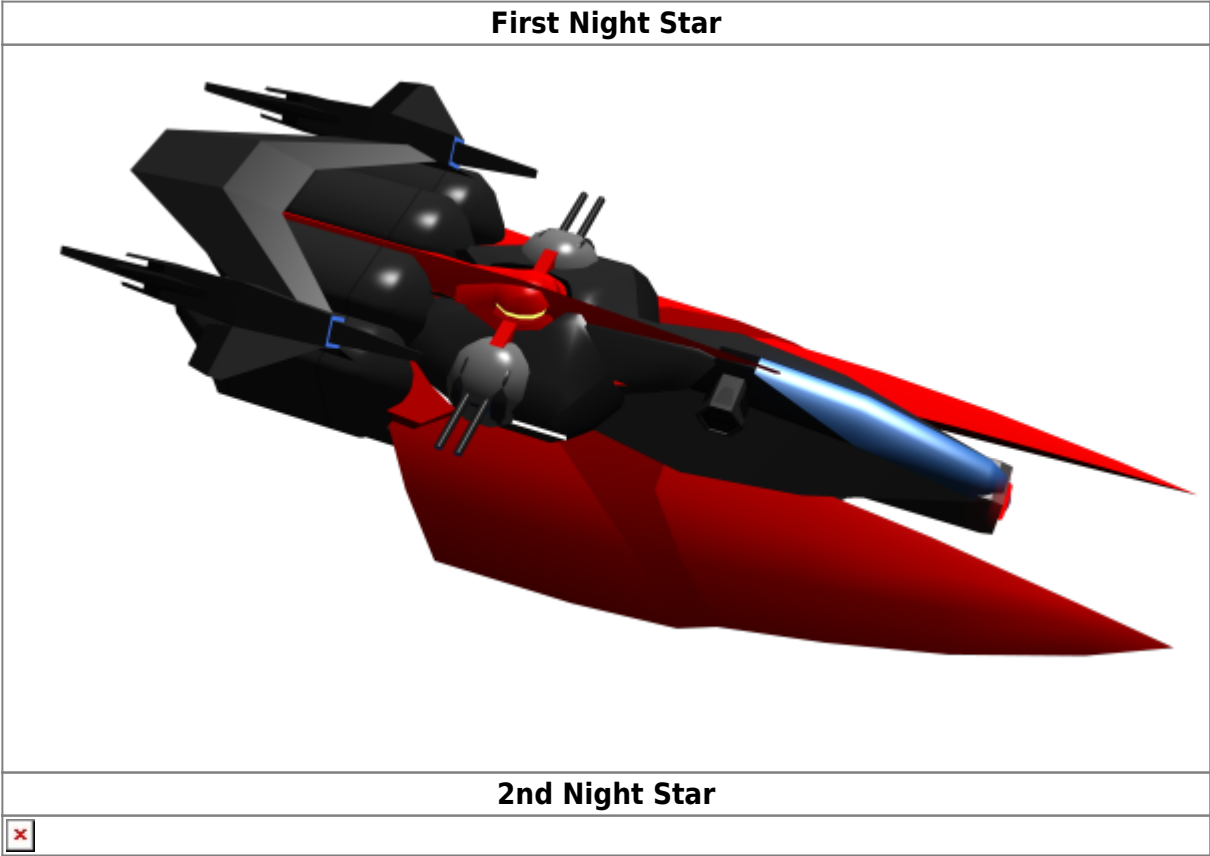
Appearance

The Night Star was Nyx’s pride and joy, the Starship she held a great deal of love for, and it wouldn’t be surprising since she designed it. On the Bow of the ship, the first thing people will see when facing this ship will be forward cannon, Galactic Horizon’s own [Albatross Anti Starship Laser Array](#) resting above the cannon was the forward Widows, that allowed Nyx to have a very good view of the universe before her. The Window and the main gun were between the wings of the ship, curved, sharp looking pointy things almost like a pair of knives which ended where the aft propulsion system was.

Almost touching the starting of the windows, was the first airlock which was pointed to the right was the

airlock. There was another one, pointed downwards on the third deck. This was the lift that lets her out. On the outside hull, outside of her suite, were the secondary weapons, two [S6-Linear Rail Accelerated Tri-Barreled Plasma Cannon "Cerberus"](#) created by her family's people. There were of course some [Origin Point Defense Weapons](#) hidden ready to be used.

Overall, the ship uses NDC colors, a bit of red and some matte black in places all over the ship. ¹⁾



History and Background

In [YE 41.3](#), [Nyx Pine](#), the Gynoid daughter of Archduke [Jack Pine](#)and [Isabelle Pine](#), found herself amidst the vastness of space, surrounded by the marvels of the New Dusk Conclave. Despite her privileged upbringing, Nyx often found herself yearning for purpose beyond the constraints of her aristocratic lineage. It was during one such moment of ennui that the concept of the Night Star began to form in her mind.

Together with her adoptive mother [Isabelle](#), Nyx delved into the intricacies of ship design, fueled by a desire for efficiency and innovation. As they tinkered with various designs, the idea of a vessel tailored specifically for Synthetics, Androids, Gynoids, and other artificial beings began to take shape. They envisioned a ship that would cater to the unique needs of these entities, providing them with a sense of belonging within the Conclave.

With nothing but time on their hands, Nyx and Isabelle poured their creativity into the project, fleshing out the details of what would become the Night Star. Their collaboration brought together expertise from both engineering and robotics, resulting in a design that surpassed their initial expectations.

In a moment of whimsy, Nyx decided to share their creation with the Department of Engineering, hoping to inspire further innovation within the Conclave. Little did she know that this gesture would set in motion a chain of events that would shape her future.

Years passed, and Nyx found herself consumed by her duties within the Conclave's military ranks. The memory of the Night Star faded into the background as she focused on her responsibilities. It wasn't until [YE 44.7](#) that Nyx's creation would resurface in her life. One fateful day, Isabelle presented her daughter with a familiar set of blueprints, accompanied by a proud smile. As Nyx studied the plans, memories of her collaboration with Isabelle flooded back, reminding her of the passion they had shared for their project.

With a renewed sense of purpose, Nyx watched as the Night Star took shape in the shipyards of the Conclave. As she witnessed the construction of other vessels of its class, she couldn't help but feel a sense of pride in what they had accomplished together.

But Nyx's journey was far from over. In [YE 45](#), she made the decision to send some of the Night Star ships, along with the plans, to the Kosuke Sector. Accompanied by the [Mining Guild Contingent](#), these vessels would join the [Motoyoshi Clan](#), offering their unique capabilities to aid in the sector's development.

As Nyx Pine looked upon the departing ships, she couldn't help but feel a sense of anticipation for the adventures that lay ahead. The Night Star had become more than just a concept—it was a symbol of innovation, unity, and the boundless potential of the New Dusk Conclave. And for Nyx, it was a reminder that even in the vastness of space, there was always room for dreams to take flight.

Statistics and Performance

General

- Class: S6-SY-40-01
- Type: Personal Corvette
- Designers: [Nyx Pine](#)
- Manufacturer: [Mining Guild](#), [Conclave Ship Works](#), Sirris vi
- Fielded by: [Nyx Pine](#), and Companions

Passengers

Crew: 3 operators are recommended, 1 is required.

Maximum Capacity: About 10 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

- Length: 121.5 meters (398.62 feet)
- Width: 80.9 meters (265.42 feet)
- Height: 27 meters (88 feet)
- Decks: 3 (4.1 meters each)

Propulsion and Range

- [Falcon Tunnel Drive](#) with a extended booster: 525,960c (1 light-year per minute)
- Sub-light Engines: [Dual Engines](#), plasma rotor, top speed attained in 1 hour, top speed of 0.375c
- Max Thrust: 21,915c (2.5 light-years per hour)
- Range: 2 months
- Lifespan: 40 years
- Refit Cycle: 6 years, with proper maintenance.

Damage Capacity

[DRv3 Tier](#): 10 Target type:

- Hull: Tier 10: Heavy Starship
- Shields: Tier 10 Electromagnetic field surrounding the ship, [bubble]

Inside the Ship

Deck Layout

- Deck one, Captains cabin
- Deck two: Bridge, First Airlock, lift, Armory, and Research and development, power armor bay
- Deck three Medical area, Main Gun Cannon maintenance area, cargo Final lift and Engineering, Mining Probe launch area

Compartment Layouts

Bridge

The bridge of the Night Star is positioned snugly at the bow of the ship, mere meters from the edge of the ship at the sides and 2 meters from the front of the ship. The Bridge is a medium-sized room with standing room and no chairs. Nyx kneels in the middle of the room, on the floor, and Eve links with her Geist to allow better synchronization with the ship.

Because of design specifics, it's only usable to Section 6 personnel implanted with a Geist. To the starboard side is the communications station, which allows her to communicate with the other ships, or with her parents. Her sensor display is at the wall, and it sets both before a volumetric display. With linked she can see a volumetric display that is dedicated to not only the controls of the ship but also to the ship's weapons. The bridge also has a wide viewing area displaying the universe ahead.

At the back to the right, is a ramp that can rise and leads right to Nyx's suite. But at the center behind the bridge is a ramp that can lower to the other section of the ship.

Armory

The Armory was situated behind the power armor bays on the port side of the ship. It was a decent sized room for a 6'4 being, or at least someone with wings can enter and walk around without bonking anything with their arms or wings stretched. At the side was a weapons locker, where extra weapons could be stored, or visitor's weapons could be placed. At the back was a microfabrication device which can churn out bullets as needed as long as it has the materials that were fed into its loading port, or there were materials that could be transferred from the cargo bay.

In the research and development section of the ship is stocked with state-of-the-art lab equipment and includes a terminal where Nyx can see what she might be able to do with materials she has gathered, to develop technology already known or review existing upgrades. She also has access to a installed [Honeycomb Fabricator](#).

Nyx's Suite

The topmost deck of the ship is entirely composed of the captain's quarters. However, Nyx isn't a captain, so she has named it Nyx's Suite. It is located immediately under the exterior pressure hull, earning the nickname "the loft" from the workers who worked on it.

After a short hallway following the ramp up from the Bridge would be the doorway which opens up to an office on the right side, with a private terminal where she can read and review old email sent from anywhere. The chair to sit on wasn't comfortable by Nepleslian or Geshrin standards. To the left of the terminal is a fish tank with fishes inside, but these were robotic fish with pre-programmed behavior.

A foot In front of the Doorway is three stairs that bring one into her actual room. The room itself was built with a Synthetic being in mind, The far wall ahead had a stand where she can go to recharge her power cell. Closer towards the door, was her bathroom where there's a cleaning device fit for Gynoids to clean any dirt or dust off after missions.

She had a sofa on the wall, attached to her office where she can sit and read an assortment of books from her library, or she can lounge back because the model shop across the wall, can double as a screen where she can watch movies or watch news reports. The screen has a direct link to her father and mother's office for a video conference if she wanted to.

She also had a sound system that can play all manner of music that she has a mood for. She has a dresser filled with clothes. there is also a photograph of her family on a table on the side. The room had a

dark blue and white color theme to it.

Cargo Storage Areas

The cargo storage area is probably the second largest after the Engineering department, with room enough for an average classroom full of people to go in. The middle of the cargo hold is a lift used as another exit when the airlock is not viable. The cargo area is circular, but despite this, along one wall, if a crew member had a vehicle one could be stored here too, along with any other miscellaneous items. At the opposite door to the one used to enter the cargo, or on either side of the lifts, is the door to the engineering room, or the passage to the Main gun room.

Crew Cabins

Unlike the anvil there weren't rooms of suites for the crew members, since she hadn't intended to have a crew, and of that, a smaller amount, she used specific technology, specialized pods that won't take up space, and fit with new technology that one of the Section 6 members speaks a great deal of. Both Synthetics and organics can use these pods.

Crew Recreation

The inhabitants can enjoy a shelf full of movies, books to read, and also music to listen to. Nyx enjoyed this mostly, but she can allow any inhabitant to come and enjoy this all too. The cargo bay has enough room for someone to exercise in with the gravity being able to be set in specific areas. The screens can have various video games attached to it, in order to facilitate playing of said games whether or not intergalactic.

Engineering

As the saying went, if the Bridge was the brains of a starship, this place would be its heart. During the design process Nyx wanted to make sure that they set her Engineering room up with a non-obsolete power core, and with enough room for it, and she knew she would have to sacrifice to do it. It's positioned at the back of the ship, behind the cargo bay, and spans from decks two and three vertically in the aft.

On the third deck at the back is where the drive system is located, with the bulk of the thrusters seen as well, closer to the middle is the Engine. The second deck houses electrical, and the AI core, though the AI core was connected to the ship, they made it unaffected when Nyx takes possession of the ship. This is on a sort of balcony with the double doors behind the Armory and Research and development.

There is a railing to prevent falls, but there were no stairs or ladders to go to the bottom of the engineering area, almost as if the designer made it for those with the ability to fly.

Maintenance Conduits

Cramped crawl spaces that run through the ship's superstructure to allow access to the ship's inner working and sub-systems.

Medical Center

The Night Star's medical center was built with a Synthetic in mind. It's a brightly lit room, with clean walls and flooring, there is only one large seating fit for a single occupant, however, more can be brought up from the floor beneath them.

A Hard-light Hologram appears when a person enters and has a need for the services, while there were mechanical arms equipped with welding, screwdrivers, and cutting tools to suit the requirements, while at the back of the room is a large door where extra parts are stored, multiple arms and legs hung from the ceilings, easily taken down for use. The hologram is more of an interface than an actual person, but the patient can speak to her if they wish to.

Passageways

In Deck two there's a medium-sized passageway from the bridge passing the First airlock and the Power armor bay indent and ending at two doors, on the starboard side is the Armory the port side is the area she designated for Research and development. In between them is the lift that takes her down to the third deck.

On Deck three at the bow of the ship is Main gun cannon maintenance area, down some short stairs to a three-way fork in the passage, to the right of the Gun cannon area is the medical area of the ship, to the middle of the deck is the spacious cargo area, and then behind that is the Engineering where the power core is.

Power Armor Bays

There is currently one activated and in use Power armor bay on board the ship. Others were lowered into a specialized hole in the floor that's covered in metal. As passengers or personnel join who have power armor, new bays can be lifted and activated at will. The Power bay has the crane that holds the power armor in place, with an extensive toolbox beside for the power armor's maintenance needs. The power armor bay is located in an indent of the ship between the bridge, and the armory and research and development rooms.

Automated Ammunition Fabrication Area

Ship Systems

Here are the Systems info for the Night Star

Armored Hull and Hull Integrated Systems

The Night Star copies the Sparrow's hull design in consisting with a combination of [Durandium](#), and a gel.

The gel is flexible, easy to work into layers, and can fill in space between layers; because of its state of matter, the gel is also very resistant to kinetic forces -as the force of an impact is simply absorbed and spread outward by the jiggly substance. The gel is resistant to excess energy exposure (including magnetic) due to being composed of silicon-based materials and traces of rubber-like matter; it is not, however, immune to electromagnetic pulse weapons - it's simply more resistant than usual. Lastly, the gel is highly absorbent to heat - and will radiate it off over time - due to the properties of its state of matter and composition.

Computers and Electronics

Computer

The Night star's computer uses 12 electronics units stored internally provide for all of the computing power and storage requirements of the ship. And a [EVE AI](#) also is installed to aid in logistics, finer system management, and support in normal ship operation. In order to add to the ship's defense capability, the Night star uses [The Gremlin-Class Cyber-Warfare Suite](#) to mess with the enemy ships to either cause a distraction or to disrupt enemy ship operations.

The [Mining Probes](#) can be launched from the bridge of the ship, as well as from the cargo bay.

The Night Star variant of the Gremlin can via hacking can send the enemy ships decillion bits of junk data, in the form of explicit pictures.

Sensors

900 optical sensors spaced around the outer hull for basic optical and thermal detection. 18 subspace radar systems are also positioned inside of the ship to provide 360 degrees of coverage. In addition to the Sensors was the [Mineral Scanner](#) that allows the Pilot to scan asteroids for specific minerals for metals and gems.

Besides the original ship sensor packages, the Gremlin can add to the detection systems. Primarily on the Threat Detection, and the Collision Warnings, it can also detect when a ship has exited out of FTL and Identification of the ship and allegiance.

Arrival Detection and Identification

When a ship has appeared out of FTL, the cosmic radiation can be affected by this, and the Gremlin can sense this via special sensors attached to the ship. The ship can get a reading of how large the arriving ship is, and then the sensors will detect the identity of the ship via its electromagnetic signature. The Gremlin also uses a database that contains previously detected signatures to identify ship and faction.

Threat Detection

The ship's sensors, specifically ones controlled by the Gremlin, can detect the number of weapons an enemy ship has, and using this information, it can give the ship a threat rating using typical [New Dusk Conclave](#) numbers. It also will be able to tell the outcome of a fight between the ship and this threat, and give recommendations from retreating to how the ship might disable the Threat.

Collision Warning

The ships can sense when they are about to be hit by an asteroid, or weapon, or whether they were going to appear into a Star because of the collision warning systems that are presently installed on the ship. It will also give the ship a timeline for when this is to occur so that the ship's personnel can enact measures.

Other Electronic

There is also a [Cranth Media Player](#) in the bridge, as well as her room.

Communications

[Standard Starship communications](#)

Emergency Systems

Galactic Horizon designs inspired by [Star Army Standard Starship Emergency Systems](#)

Life Support Systems

The Night Star uses a number of [Repair Drones "Apparition"](#) which does work outside the ship.

Propulsion

The Night Star uses [Helix Plasma Engines](#) for its impulse engines

Shield Systems

The Night star uses a dual barrier type system that uses both [Paladin Barrier System](#) and [CSW-S1-S1 "Ancile" Multi-Layer Shield System](#) for its shield requirements.

Weapons Systems

- [Albatross Anti Starship Laser Array](#): 01, [DRv3 Tier 11](#), heavy Anti-Starship
- [S6-Linear Rail Accelerated Tri-Barreled Plasma Cannon "Cerberus"](#) 02,[DRv3 Tier 10](#)
- [Origin Point Defense Weapons](#): 03, Tier 9, Heavy Anti-Mecha

Vehicle Complement

0 at the moment, but there could be room for a bike or two in the cargo hold.

Shuttles

0, but Shuttles can link with the ship for passenger transfer

OOC Notes

[Charaa](#) created this article on 2019/03/15 11:18.

- approved by [Wes](#) on 2024/04/06 10:04 am

Places of the SARPiverse	
Opened/Settled (YE)	YE 41
Place Categories	starship
Starships	
Year Commissioned	YE 41

¹⁾
The first pic was created by [Jack Pine](#) the second was created by [Charaa](#) because I wanted to attempt at making the Night Star as well.

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Last update: **2024/04/06 11:00**

