

Arachni Drone



NovaCorp, unsettled by the sudden introduction to Emrys Industries to the security market, quickened the development and release of their newest offensive/defensive drone: the Arachni. However in their speed up they brought in one of their best scientists, a rather eccentric (to be polite) Elysian; it was he who introduced the anti-sound system, the plasmonic shielding, and the vicious legs and spikes, not because they fitted its purpose, but because he wanted to put them on something. It is designed to be a drone that can travel fast, fire faster, and be a serious opponent in both mêlée and ranged combat, as well as being coordinated by a central computer. It is perfect for patrolling duty, however it is also capable to be used as an offensive strike force or an covert attack unit.

About the Arachni

The drone stands two feet tall, and walks on four spider like legs. It has four other leg-like protrusions standing upright, which are used in mêlée, using their razor sharp edges and blinding fast movement to rip opponents apart. This same speed allows the Arachni to move a very impressive speeds. It also has four small spike protrusions, equally spaced around its round torso which can extend instantly, up to a length of three feet, their monomolecular tip impaling itself through one or more creatures. Its body also has an array of eye like devices, and other sensor, well protected and made to survive most hits that wouldn't destroy the drone, which feed back information to a central computer which controls the drone. The drone has a central processor that can simple decisions if not connected to the central computer, but this usually amounts to patrolling and shooting anything that moves. This leads to the most notable feature of the Arachni drone: the guns. On the top of the drone there are two twin-linked reavers, capable of firing ten packets of maser energy every second, each. This quickly cuts through most objects, mauling through the sheer number of packages. The entire top of the Arachni can rotate; the reavers are able to fire in any direction on a 360o arc.

Statistical Information

Government: Will be available to all organisations, especially peacekeepers **Organisation:** Currently NovaCorp, used on ships Type: Offensive/defensive drone Class: No-AD-01 Arachni Designer: NovaCorp Manufacturer: NovaCorp Production section **Cost:** 12,600

Appearance: Spiderlike, four legs on floor, four raised in strike position, four small spikes around the round body, eyes and other sensors hidden behind dark steel-glass. Two reavers on the top of the body.

Length: 2.5 ft. Width: 2.5 ft. Height: 2 ft.

Speeds: 80 kph Range: Can go through a 12 hour shift without recharging Lifespan: Lasts five years

without maintenance, less if in combat

Weapons Systems

Reaver, twin-linked (2): These two weapons, found on the top of the Arachni, fire ten packets of maser energy a second.

- **Location:** On the top of the drone, one on each side
- **Primary purpose:** To kill armoured hostiles
- **Secondary purpose:** To destroy objects, doors, walls etc.
- **Damage:** Moderate. Sufficient to easily kill a armoured man, destroy a normal wall etc.
- Range: 2250 metres
- Rate of Fire: Ten packets per second
- Payload Infinite while batteries are still functioning

Attack Legs (4): These legs are not used to move, but to attack, moving with blinding speed and dealing significant damage with their monomolecular edges.

- **Location:** Four equidistant around the body of drone
- **Primary purpose:** To maim targets, fight in mêlée
- **Secondary purpose:** To climb up walls, break through objects
- Range: 2 feet
- **Damage:** Enough to cut through steel using the diamond-fibre tip
- Rate of Fire: Two strikes a second for each leg

Spikes (4): When in rest these look like four inch long spikes on the drones body, however they can instantly shoot out as an up two three foot long retractable, telescopic, spike, with it's diamond-fibre monomolecular edge dealing significant damage, puncturing through steel and impaling most normal substances and creatures.

- **Location:** Four equidistant around the body of drone
- **Primary purpose:** To maim targets, fight in mêlée
- **Secondary purpose:** Puncture through heavy armour
- Range: 3 feet
- **Damage:** Has enough power to puncture through steel-titanium plates,
- Rate of Fire: Near instantaneous, half second withdrawal time

Systems descriptions

Armour: One inch thick titanium-steel alloy. High endurance ceramic coating and interior shock resistant material.

Slick capsule: Small capsule at the bottom of the drones body contains a high density solution of 'slick' a liquid create by NovaCorp which has extremely low friction, causing people to fall over and be incapable of getting up. It creates a patch typically 5ft. by 5ft. The drone usually leaps just before

releasing the capsule, meaning it is not in the capsules are of effect.

Sensors: The Arachni has reasonably advanced sensors capable of seeing into all of the electromagnetic spectrums, record extremely sensitive sounds, hear far of conversations, see up to five miles with precision, detecting heart beats, and with some detection detecting neurological activity.

Anti-sound: The Arachni produces antisound for every noise it makes, cancelling it out. This combined with its already near-silent nature means it is next to impossible to hear. The antisound effectively is generated ny thousands of tiny speakers which detect the noise before it has time to spread to the air, the vibrations in the materials, and releases the corresponding countersound.

Plasmonic shielding: The drone has a plasmonic cover which prevents light from scattering by resonating at the same frequency as the light striking it, thus making it invisible. The theory behind it is more complicated, it includes the fact that when the light strikes the metallic material waves of electrons called plasmons are generated, and in the shield the frequency of plasmons is the same as the frequency of the light hitting it, which cancels each other out, reducing the amount of scattering to such a level that the human eye, or even a Neko can not see it (although a sensor would be confused about the trace scrambling). The same principal works for ultraviolet and low level inferred.

Communications

Radio: Allows the armours wearer to communicate with other peace enforcers or with central command. It uses quantum state encryption to make sure that it can't be hacked into to and controlled.

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.

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