

MEGAMI

The *Mentafexal Electro-Gravitationally Accelerated Memory and Intelligence* computer system and Type 30 MEGAMI Integrated Electronics System is the primary computer system and sensor system (respectively) of higher-end starships of the [Star Army of Yamatai](#).

MEGAMI Core

The MEGAMI Integrated Electronics Suite is [Kessaku Systems](#)' package of sensors, computers, and electronic systems. The heart of the ship's electronics suite is an extremely advanced femtotronic quantum computer, capable of performing nearly endless amounts of data-churning and possessing untold memory. This system is known as the *Mentafexal Electro-Gravitationally Accelerated Memory and Intelligence* (MEGAMI). Data processing is further assisted by an electrogravitational temporal distortion field that can increase the processor and memory signal speeds to many times that of light, for use during continuum distortion travel.

Modules

- AI (1 or more)
- Communications (1 or more)
- Core (1 or more)
- Processor (many)
- Storage (many)
- System Control (as needed)

Defensive Measures

- Anti-Tampering
- Armored Compartment
- Automated Security Drones
- Automated Security Gun Emplacements (?)
- Blast Shutter, Force-field Enhanced
- Independent Power Supplies
- Security Corridor (scans persons wanting access)
- Self-Destruct
- Quantum Encryption

PANTHEON

The MEGAMI Integrated Electronics System is part of the [PANTHEON](#) (Projected Access Nodal Transuniversal Heuristic Electronic Operations Network) command and control system.

MEGAMI Sensors

Passive Omni-directional Sensors

These sensors can be used to detect objects in any direction.

Ks-MIES-E3010

Aether Wave Detection and Ranging System

- Range of 10 LY
- Cannot be used when aether generators are offline

Ks-MIES-E3011

Wave-front Affinity Resonance Monitoring System: WARMS is a monitoring system that is able to detect and calculate the probability wave front of a major quantum events (such as hyperspace folds or firing of main starship weapons) before the events actually occur. It is possible to determine the time, location, duration, power, and type of each via a complex analysis of the wave front by the MEGAMI. Derived from both the much-maligned PARADOX system developed by the Qel'noran and the TQP-RDD developed by SARA.

- Range of 2 LY
- Precognitive

Ks-MIES-E3012

Imaging Array

- Range of >1 LY
- Limited due to speed of light

Ks-MIES-E3013

Subspace Mass Detector

- Range of 20 LY
- Faster than light
- Good for finding large ships or fleets of ships.
- Cannot identify types of objects.

Ks-MIES-E3014

Mixed Sensor Array

- Electromagnetic sensors
- Electrogravitic sensors (scalar)
- Soliton and moh sensors
- Unified field mass/energy sensors
- Neutrino sensors
- Tachyon sensors (faster than light)
- Range of 1 LY
- Good for detection of “cloaked” vessels.

Active Omnidirectional Sensors

Ks-MIES-E3020

Aether Pulse Doppler Rapid Tracking System

- Range of >1 LY
- Limited due to speed of light
- Detects vehicles using aether power sources

Ks-MIES-E3021

Quantum Remote Scanner (TQP-RDD): The Transmetaphasic Quantum Particle/wave Remote Detection Device can detect, track, observe mass and/energy by making observations using linked quantum particles. The RDD can track small items if it knows what to look for, but will not see objects with relatively little mass when searching large areas. The maximum range is 250 LY, but at that range the RDD can only detect huge objects such as stars. The standard range is 50 LY. This decreases if resolution increases. When used in a 1 LY range, anything over 10,000kg is detected.

There are three levels of scanning: (1) A wide range passive scan, which monitors for unidentified energy objects and mass fluxes among a wide range of dimensions and phases; (2) an active scan. Active scans are used rarely because they can give away the presence (but not location) of a vessel to other ships. The active scan is a high-powered sweep of a particular phase and dimension. (3) a remote scan of a clearly defined area such as an enemy ship. Using the scan, the complete nature of the target can be recorded.

- Detects/records anything not protected by distortion shielding or [Anti-FTL Field](#)

Ks-MIES-E3022

Hyperspace Pulse Doppler Detection and Tracking System

- Range of 20+ LY
- Faster than light detection

Uni-directional Sensors (Passive)

These sensors can be only used to detect objects somewhat in front of the ship.

Ks-MIES-E3030

Forward Sensor Cluster Array

- Variable wide-band imaging clusters
- Long-range gravimetric and magnetic resonance, distortion, and interferometry sensors and spectrometers
- Electromagnetic trans-space flux sensors and imaging scanners
- Quark and gluon density scanners, and spin polarimeters.
- Long range telescope (50 LY)

Communications

The M-IES boasts one of the best communications suites of the Star Army. It is equipped with a multi-channel wide-band array that gives a great deal of both security and versatility. Among the types of communication supported are radio, laser, subspace, and transuniversal quantum relay. Communications can be secured using Quantum Encryption technology, which (due to the Heisenberg Uncertainty Principle) allows the system to detect any monitoring attempts and counter them.

Hyperspace and Subspace

An alternative method of faster-than-light transmission. The ship's hyperspace systems can emulate those of many other space militaries; the system is not only proficient at detecting and decrypting hyperspace messages, but can produce "authentic" communications of its own. It can also provide absolute jamming of hyperspace signals within ten light-years of its position.

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. Also limited to light-speed.

Radio

Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed. A M-IES can also jam the spectrum with white noise and intelligent false radio traffic (such as fake missile guidance commands and IFF traffic).

Tachyon

Quantum tunneling used for faster-than light transmissions. A tachyon is a photon without any mass. Tachyon transmissions, because they travel faster than light in normal space, appear to travel towards the transmitter from an observer's view.

Quantum Relay

Delivers a message anywhere, instantly, but precise coordinates of the receiver must be available. Mainly used by MEGAMI and relayed through starships. Certain shields may interfere with QR transmissions. Based on Einstein-Podolsky-Rosen phenomenon (quantum pair effect).

ECM

Ships with MEGAMI computers include the [Type 31 Electronic Warfare Suite](#).

Fire Control

The MEGAMI operates a sub-system dedicated to fire control operations. Megami compensates for all movement of the ship and of target ships, and can track upwards of a billion targets ranging from pebble-sized shrapnel to planets. MEGAMI-FCS usually controls all weapons systems (though actual firing of the main gun can only be initiated by an authorized crew member). Control of the torpedoes is shared between the pilot and MEGAMI; The pilot fires, and Megami takes over tracking the target, creating a "fire and forget" system.

Interacting With MEGAMI (OOC)

MEGAMI is an extremely fast and powerful computer system. Characters will almost never have to wait on her to think things over or to reply. If you know or can find out the answer to a question your character asks MEGAMI, it is okay (and even *expected*) to also post MEGAMI's reply. MEGAMI's personality is quiet, respectful, and helpful; she does not, however, get emotionally invested in her ship's crew. Being a (mostly) emotionless construct, MEGAMI is incapable of showing real love and she certainly

has no desire for sex.

Megami can:

- Create objects of a mundane nature or lightly alter an object (cleaning, pigmentation, etc) as long as it for utility reasons.
- Create holograms, again for utility issues.
- Create extra crewmembers (sprites).
- The MEGAMI does not cooperate with demands that could likely result in unnecessary collateral damage to the ship or could be remotely hazardous to the ship's crew.

Megami cannot:

- Open blast shutters (she can, however, unlock them for authorized persons)
- Change the settings on a manual safety switch (such as the one disabling the main gun).
- Kill sentient life-forms using the nodal system.

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