Comeau Aerospace Inc. - Advanced Projects
CAI-815 Pawn : ACI-815 Pion

● UCAV let the fun begin - reconnaissance, interception and destruction;
● conventional payload and kinetic deployment;
● armored for local theatre of operations and other hazards;
● EMP and nanotech logistics with mixed conventional and advanced tactical options;
● multiple rotary cannons, canister - container projection for emergency materials;
● augmented navigation, communication, acoustic and sensory technology;
● extremely low signature - who notices when your are playing chess? Eh?
● extreme environment and topography rated and will eat other drones for breakfast...
● low and high speed, with escape velocity (gtfot) and extreme maneuverability;
● segment modules for custom mission tasking and reload;
● augmented and amplified speed, load, range and altitude;
● vehicle in vehicle deployable options - asset security, more hazards enabled with less risk;
● air support with rotary canons and explosive rounds to mix it up "just a little bit";
● "light'em up" and "give'em a break" options for augmented tactical logistics;
● does not need satellites, microwave, wifi or other vulnerable command and control;
● multiple load points for high speed airlift extraction or delivery;
● anything this fun must be piloted, see the CAI-813 Pawn SS advanced version...
● you can't steal it, as it will kill you...as in, see you in the next life. Now how cool is that eh?
● based on "the customer is always right" and kicking it up a notch or two from pinball and asteroids and other virtual stuff that just doesn't cut it in the real world... :-)

● Dedicated to the chess players who want much more complexity, capabilities, options and vivid imagination in the game. Eventually, some people will see an alternate way, it takes patience and more of a long term multi-dimensional chess approach with some very interesting unknown variables. After all an 8 x 8 grid with 32 pieces...that's nothing really, if that is all a super computer can manage to challenge a chess master, then that really isn't too smart of a computer is it? If we take an individual entity - a body mind soul with a bio-crystalline transducer (brain) of let's say 100 or so billion neurons each processing 100 million bits of information per second, configured for chess or anything else, (maybe also with the right nutrition, protein, enzymes, neuro-transmitters, trace elements, maybe hexagonal water and detoxed from pesticides, herbicides, microwaves and other bio-hazards), accessing multiple dimensional reality, transcending space time, and capable of a wide range or paranormal abilities...that is much more interesting, right? The people that won't go beyond conventional chess, no doubt boast about the triumph of the computer and vastly superior or artificial intelligence, computing speed or another bullshit theory to make people look bad, they are stuck in the past, so, play a new game, with new parameters, something more up to speed...a real kick ass UCAV. No, there is no virtual smell of gun powder, you really gotta be there in on the action for that...see, you did not expect any of this, did you? Do you get the point? The unknown variable is already in your brain, in your energy field...lucky you, it's your move.

● of course, we will poke holes in consensus reality with a 50 cal rotary cannon or something really interesting and make everything else obsolete, which is completely normal if you have at your fingertips...

The CAI-815 Pawn

The Ultimate Flying Machine Adventure