


# Tsukuyomi-class Battlecruiser

The *Tsukuyomi*-class Battlecruiser is a fast vessel fielded by the Saiga House Guard.



Statistical Information			
Class:	Sp-BC1-1a	Type:	Battlecruiser
Designer:	Saiga Psychogenetics	Crew:	204
Manufacturer:	CSEIA	Decks:	20
Fielded by:	Saiga House Guard	Hull/Shields:	18/30(3)

## About the Ship

The *Tsukuyomi*-class Battlecruiser was designed with commerce raiding in mind. Having wanted to branch into military technologies, and with the withdrawal of the Mishhuvurthyar, designers at Saiga Psychogenetics drafted the ship with Yamatai's current political and economic adversaries in mind.

## Key Features

The ship is light and fast for a vessel of its size. Although it is lacking in armor thickness and power-source sustaining shielding technologies, a veritable death trap for its crew if forced into a sustained fight, its speed and main weapons' range make up for its deficiencies. To attain the qualities that characterize the ship, designers overcharged certain systems with power budgeted from systems not included in its design, specifically shielding.

## Mission Specialization

Although it is a veritable death trap for its crew in a protracted engagement, the *Tsukuyomi* excels at what it was built to do: target supply convoys and harass enemy military ships at range.

## Appearance



## History and Background

Devised by Saiga Psychogenetics engineers for the specific task of arming its patron family, the vessel was built using unrestricted technologies, some acquired from negotiations with Freespacer factions. CSEIA was contacted to build the first of the class, and currently only one *Tsukuyomi* is planned to be supported.

## Statistics and Performance

### General

Class: Sp-BC1-1a Type: Battlecruiser Designers: Saiga Psychogenetics Research Laboratories  
Manufacturer: CSEIA Production: Limited Production. Built-to-order Fielded by: Saiga House Guard

### Passengers

Crew: 204 at full compliment Maximum Capacity: There are accommodations for 204 people. About 350 people can fit aboard in an emergency, but the ship would be extremely cramped.

### Dimensions

Length: 226 meters Width: 77 meters Height: 56 meters Decks: 20 (2.5 meters each)

### Propulsion and Range

**Difference Engine:** .415c (can run at higher flank speeds) **Hyperspace Fold Drive:** 0.5 LY/min Range: 2 months Lifespan: 30 years Refit Cycle: 1 year

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 18
- Shields: 30 (Threshold 3)

## Inside the Ship

The Ship's corridors are very Spartan and are made of a lightweight, white polymer. Two bridges hold separate operations: one is manned by the command crew, the other by tactical and weapons crew. In contrast with the bridges and turret interiors that are only lit by a blue-green illumination their volumetric display consoles, engineering is permeated by a sterile, bright light. Other than areas necessary for the ship's mission and living quarters, there are additional compartments for leisure.

While the vessel is mostly no-frills, the crew is allowed to do with their quarters as they wish. Members of the Saiga family itself have taken a persuasion to modeling their rooms in the fashion of the family's estates which still hold to ancient Yamataian styling practices.

## Ship Systems

### Armored Hull and Hull Integrated Systems

**Energized Tungsten Armor:** To keep the ship's mass down, the ship's designers opted to use CSEIA's Energized Tungsten Armor. Although power discharge occurs when the armor is contacted by incoming fire, the ship's net energy budget is greater with the utilization of this technology and without the use of power source-sustaining shielding systems. Average armor thickness across the ship is 1.37 meters.

### Power Sourcing

**Dual Fission Reactor:** The *Tsukuyomi*-class's main energy source is a single, dual-phased nuclear fission reactor that has been supercharged to allow for extra power. Although it runs at a slightly higher temperature than similar fission drives, the released energy signature is only negligibly greater. As a relatively cool-running, light, fuel-efficient, and powerful energy source, the reactor supplies more than enough energy to run the vessel.

**Starlight Cells and Capacitors:** Freespace Starlight Cells and Capacitors collect and store energy required for the vessel's shielding systems.

## Computers and Electronics

**Integrated Sentient Enumeration Kernel Infrastructure:** Created by Saiga Psychogenetics, ISEKI is an operating system and artificial intelligence designed to quickly adapt to installed systems. Based on a computer-simulated cell-based organism, the OS allows for controlled evolution parameters (speed of adaptation, boundaries, etc.). The system has been specifically engineered to be free-thinking except in regards to decisions of loyalty.

## Emergency Systems

The *Tsukuyomi*-class has automated and manual damage control systems that would be considered standard for a ship of its size. A series of blast shutters allows for the isolation of specific decks and compartments. To ensure that mass budgeting remained low, the ship's designers forewent inclusion of escape systems.

## Life Support Systems

Life support systems aboard the vessel allow the crew to live comfortably. These systems are deactivated during battle in vacant compartments. A series of cramped auxiliary passageways allows for free movement past unsupported rooms.

## Propulsion

**Freespacer Difference Engine:** Through negotiations with Freespacer refugees, Saiga Psychogenetics attained schematics for a version of the Difference Engine. It was chosen for its superior performance for ships that serve as raiders and inertia-affecting properties. 8 engines of various apertures make up the vessel's propulsion systems.

## Shield Systems

To conserve energy, the *Tsukuyomi*-class does not have shields powered by the vessel's main power source. It relies on Freespacer Starlight Cells that generate **Prism Shielding** for self-sustaining shielding and Starlight Capacitors to hold the shields' power. These technologies were acquired as part of the same negotiation that the Difference Engine was attained in.

## Weapons Systems

All of the weapons systems used on the ship have been in existence for generations. In the case of the main turrets, the power has been overcharged with multiple use, loadable battery packs to allow for extreme effective ranges.

- **Triple Heavy Positron Battery:** x8 (24 barrels), Tier 10, Light Anti-Starship
  - Range: 2,500,000 km
  - Main Weapon
- **Rail Cannon:** x8, Tier 12, Heavy Anti-Starship
  - Range: 230,000 km
  - Secondary Weapon
- **Nuclear Torpedo Launcher:** x2 (50 torpedoes stocked), Tier 11, Medium Anti-Starship
  - Speed: .8c
  - Range: 3 Light Years
  - Secondary Weapon
- **Twin-Linked Anti-craft Gatling Battery:** x36 (72 barrels), Tier 9, Heavy Anti-Mecha
  - Range: 50,000 km
  - Point Defense Weapon

## Vehicle Complement

The ship has no space for secondary craft aboard it. However, access points litter the hull. Depending on the size of the craft, approximately 12 fighters or shuttles can dock on the ship's surface.



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Last update: **2023/12/20 18:22**

