Na-F/A 02 Hammerhead-Type Strike Bomber

About the Ship

Much like it's smaller kin, the N-F/A 01, the Na-F/A 02 Hammerhead is another venture into standard combat spacecraft, this time focusing on anti-ship and squad support functions. It is heavier and less streamlined, with the design focusing on raw speed and armor, so that the unit could last long enough to deliver a deadly payload and return to rearm.

History and Background

A few weeks after the Kennewes Offensive, NAM designers from Terratech and Aerotech wanted to both upgrade the N/A 01 fighter pioneered by Heram J Wazu, and develop a strike bomber craft that would assist SMODIoN warships and troops on the ground with deadly combination of surgical strikes and saturation of firepower. The design, visually resembled the Hray Stealth Gunship and new Wolverine utility unit more than it's sleek fighter craft progenitor, but moved at equally impressive speeds and packed on impressive amounts of firepower.

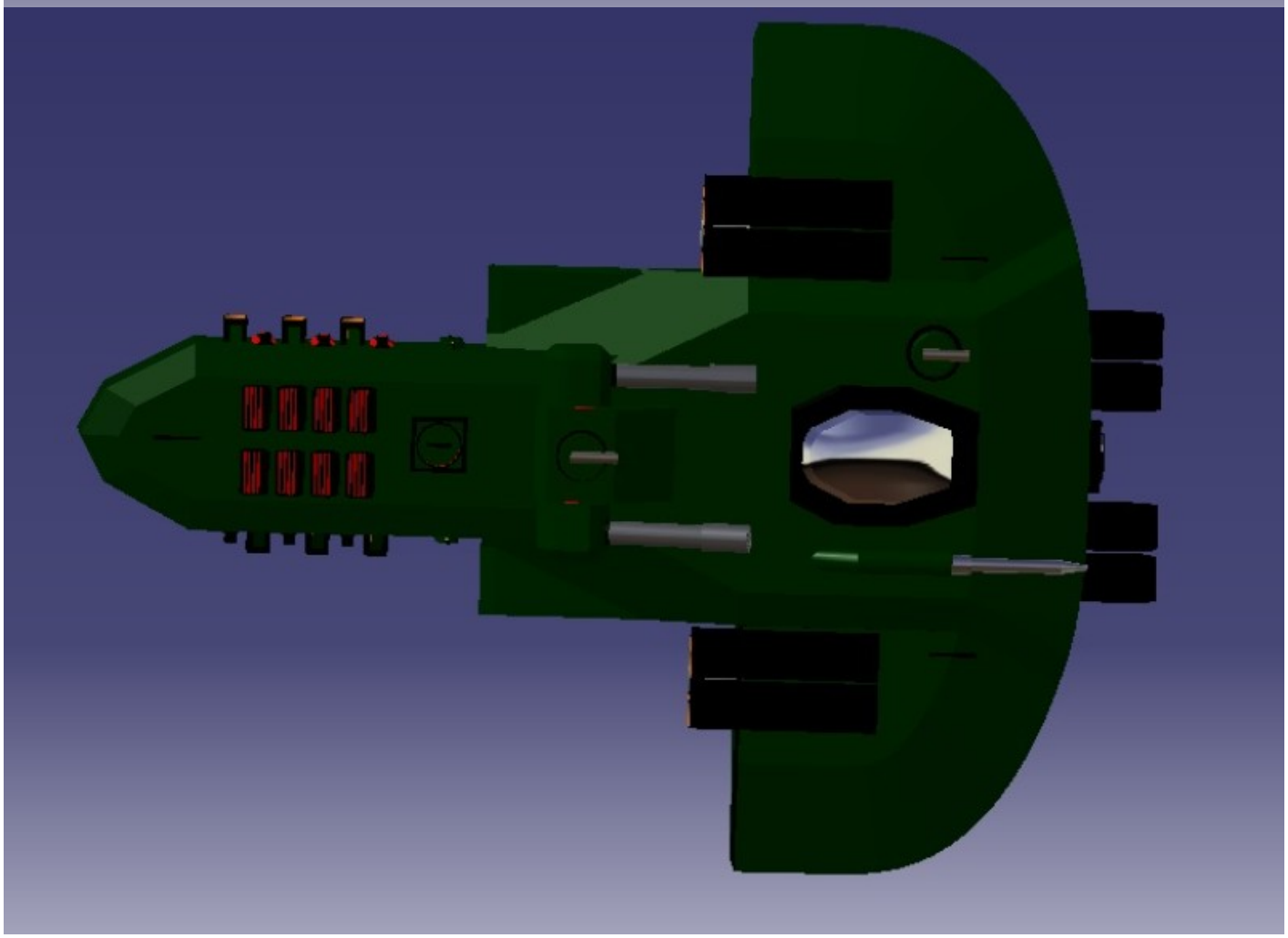
The F/A 02 is slated to be deployed in the field as soon as it passes certification and enters mass production.

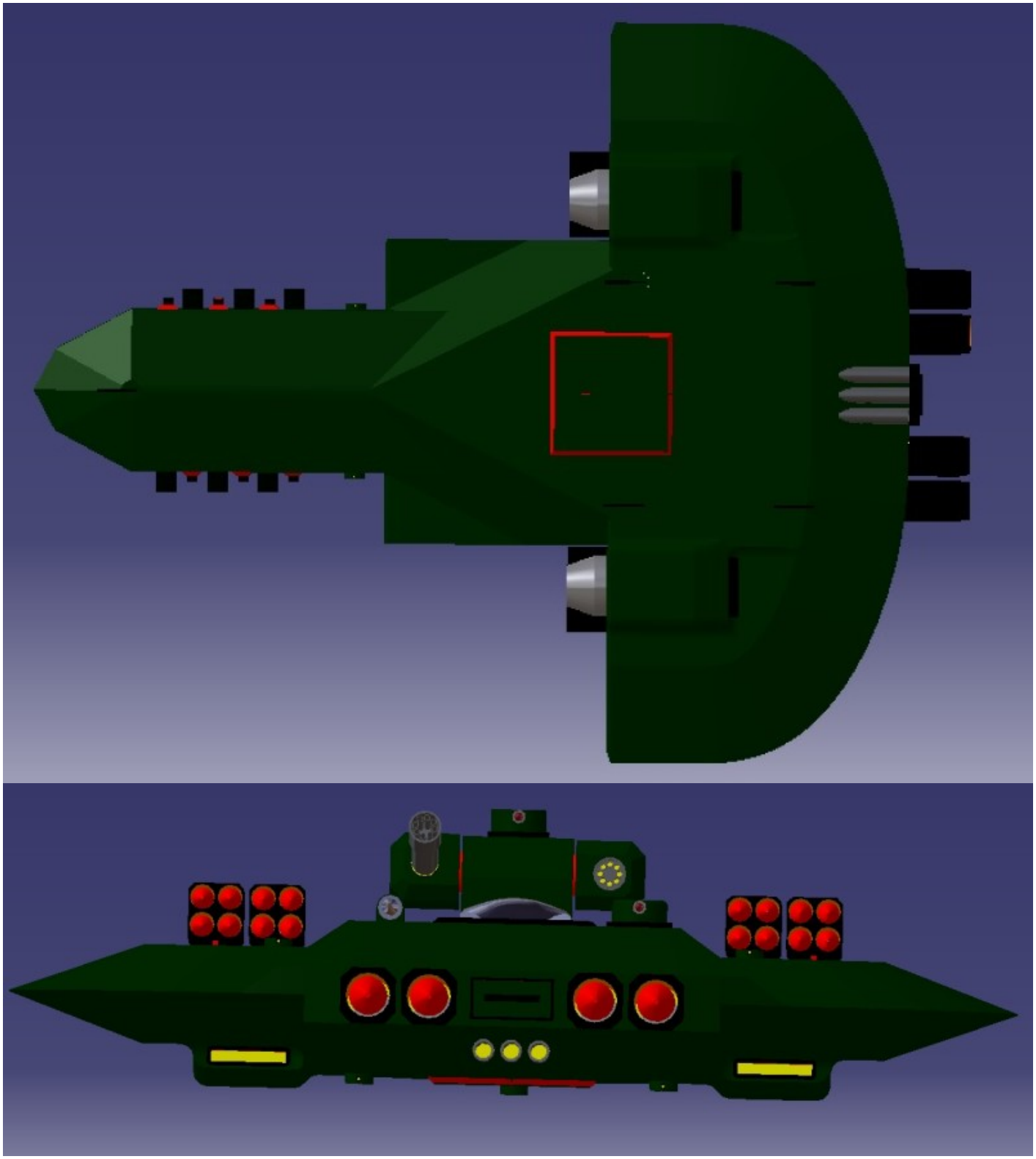
Statistics and Performance

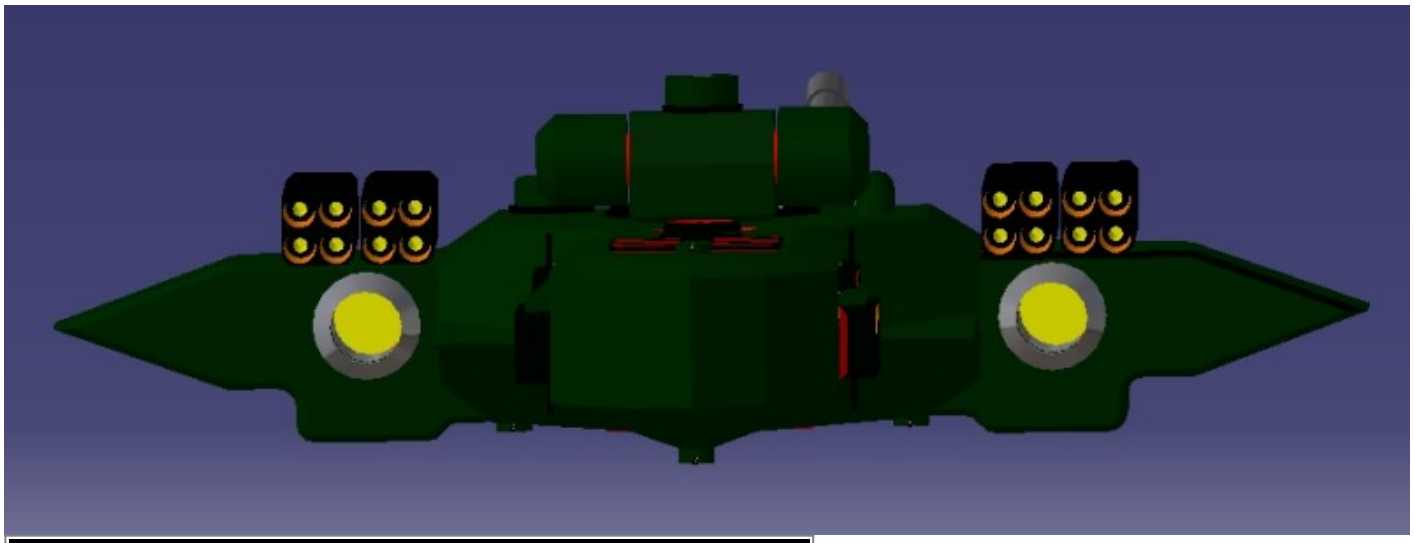
- Organizations Using This Vessel: Star Military of the Democratic Imperium of Nepleslia
- Current Nomenclature: Na-F/A 02a
- Type: Starfighter
- Class: Nepleslian Strike/Assault Bomber
- Designer: NAM Terratech, Aerotech
- Manufacturer: NAM
- Production: Mass Production
- Pilots: 1 Humanoid Pilot
- Maximum Capacity: 1

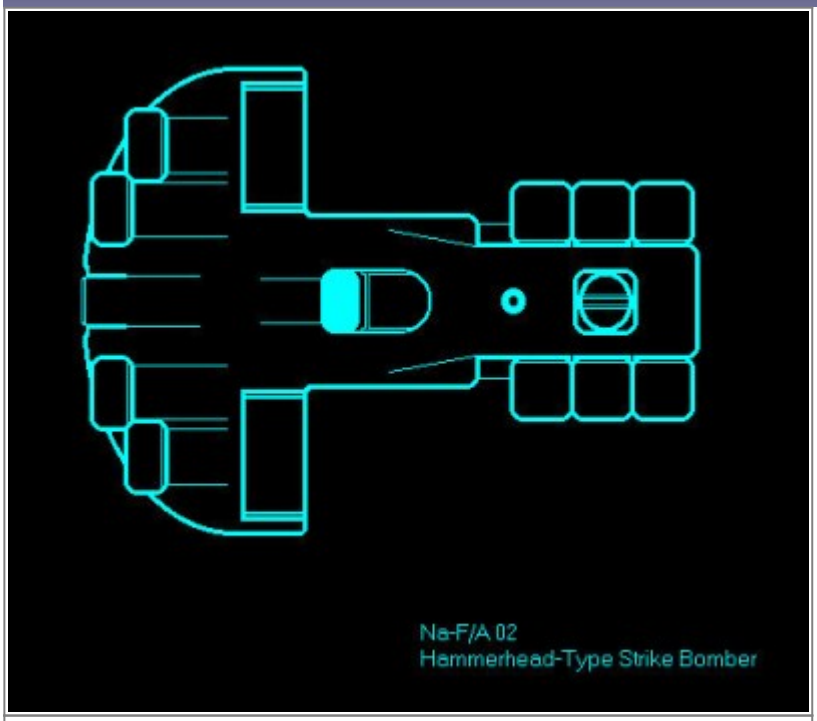
Appearance

A jagged, heavy set bomber craft whose basic profile is something of a cross between that of the Hray Stealth Gunship and squarish Wolverine Utility Mech. Weapons sit in the front of the craft, with missile racks lining the more slender rear of the craft, each of them pointing for a broadside barrage.









Blueprints, Top View

Dimensions

- Length: 32.36 meters
- Width (Front): 26.82 meters
- Width (Back): 15 meters
- Height: 8.23 meters (Landing gear extended)

Performance

- Speed (STL): .365c
- Speed (Atmospheric, sea level): Mach 7.2

- Speed (Underwater): 240 km/h
- Speed (CDD): 10, 000c
- Maneuverability Characteristics: In a vacuum the craft is capable of changing direction and orientation almost instantly through use of FTL systems. In the atmosphere the craft is limited in maneuverability by atmospheric friction. The computer will automatically limit the craft to maneuvers of less than 10Gs. Though the craft is not intended to, it is capable of hovering and movement in all directions in the atmosphere.
- Range: 1 Month (Passive), or 72 hours (Combat)
- Lifespan: 20 years
- Refit Cycle: Requires regular maintenance after every mission, as well as possible rearming during combat operations.

- Hull: 25 ADR
- Shield:* 25 ADR (Threshold: 3/5)

Inside the Ship

Cockpit

The cockpit was designed to accommodate a humanoid standing between 4 to 8.5 feet, with a fairly spacious interior the has and a simple, comfortable pilot's chair. The compartment lacks any manual controls of any sort. Instead, there is a visor that can be lowered by the pilot, and sockets at the ends of the arm rests that the pilot may insert their hands into. At the pilot's feet there is a storage large storage compartment. While there are no display screens, the entire cockpit windshield is covered in alternating 2 inch Leptonium and 3 inch Transparent Durandium to view the area outside.

Weapon Systems

Primary Weapons

(3) NAM Plasma Lance Cannon

- Location: Front of the Hammerhead

(12) NAM Pulse Laser Array PLA-01a

- Location: 6 on front edge, 2 in the rear, 4 on the flanks (2 each side)

(1) NAM Plasma Chaingun Turret PCT-01a

- Location: Turret mounted behind the cockpit.
- Ammunition Replenish: 100 Rounds per Minute

Hardpoint Weapons

NOTE: Any of these can be mounted in the appropriate slots. Due to their organization, the forward missile racks have twice as much ammunition as the rear ones.

- "Pufferfish" Airburst Missiles
- "Marlin" Penetrator Missiles
- "Eel" Seeker Missiles
- "Flatfish" Pseudomine Missiles
- "Narwhale" Anti-Capital Ship Torpedoes

Ship Systems

Hull/Substructure

Zanarium-Coated Leptonium Plating

DR: 8

Heavy Duty Nerimium Subplating/Chassis

DR: 7

Transparent Durandium Window Slits

DR: 5

Ultralight Anti-Radiation Polymer Layer A result of NAM's forays into chemical science, the new radiation shielding proved to be altogether more convenient than lead. The traditional lead lining has been substituted with a lighter and more sophisticated shielding material. The resulting polymer is light, flexible, non-toxic, and has radiation shielding properties highly similar to the heavy transition metal. This layer is thick as the standard lead lining on older craft, but offers no protection from weapons fire.

Shield Systems

Damper Shielding

NAM Aerofighter-Type Combined Shield System CSS-05a As well as an emphasis on electrostatic and distortion shielding for protection from most targets, the Hammerhead is one of the first small-scale craft to employ a scalar-based Plasmatic shield, which uses a scalar field to defend the ship from projectile harm. It is capable of melting incoming solid mass, and destroying electronics in missiles and other

devices. It is also capable of destroying the nervous systems of enemy pilots, and detonating explosives.

NOTE: Lightning shielding does not work when Damper systems are active.

Shield Type	AOE	DR	Damage on Impact	Power Drain	Max Runtime
Electrostatic	Conformal Bubble 1m from Hull	4	2	Light	Infinite
Distortion	Conformal Bubble 2m from Hull	N/A	2	Light/Moderate	Infinite
Lightning	50m Bubble	N/A	6, Scalar	Heavy, Requires CHT	20 Seconds, 60 Second Recharge

Life Support

Integrated Life Support Systems The Hammerhead provides a full supply of oxygen for up to 72 nonstop, and has optional adjustable water/sucrose/drug solution dispensing tubing that is fixed to the control/HUD visor. Because pilots may be in the field for an extended amount of time, an optional catheter tube can be retrieved from under the seat and attached. Unfortunately, the craft lacks the capability to eliminate solid waste.

Cold Sleep System A pilot can be placed, should there be no suitable alternatives, into semi-cryogenic sleep for up to 2 months. In this state, the pilot is completely immobile and locked in a semi-permanent REM cycle, and full revival can take up to 2 hours.

Emergency

NAM Mini-Escape Pod In case of possible destruction, the Hammerhead can jettison the cockpit compartment as its own escape pod. It's rather cramped, and only equipped with the onboard communications systems, a light gravimetric drive and a tractor beam so it can pull itself towards other objects.

Propulsion Method	Range	Speed	Runtime
Compact Gravimetric Drive	N/A	.05c	12 Hours
Tractor Beam	1KM	Speed of Target	6 Hours

Control/Display

Neural Probe Visor NPV-01a The NPV is a combination display visor/non-invasive neural probe that is worn on the pilot's head. Using the neural probe technology found on other NAM designs, the visor is able to control most of the systems aboard the Hammerhead. One simply has to 'think' the action and the Hammerhead will respond almost instantly. The semi-transparent visor component displays full telemetry over the entire field of vision, with any and all data being called up as needed through use of the Neural Probe.

Movement Sensitive Hand Sockets Should the pilot want to fly with an analog system, there are movable

hand sockets in the side of the cockpit that can be used for more intimate control of the ship. These contain a bio-electrically sensitive gel, encased in a thin and flexible semi-conducting plastic sheet. These are highly responsive to the impulses when one moves their hands, and using the neural probe to change the settings, can be used to control nearly any function desired by the pilot.

Computing

Advanced Command/Combat Executive AI The Hammerhead uses an ACE AI core, which also acts as a tail gunner and manages all secondary systems onboard the craft. Should the pilot request it, the core can be transferred out and into a compatible system.

Communications System

NAM Aerofighter Communications Package The Na-A/F 02 is equipped with standard radio, directed laser and subspace transmissions. 2 multi-directional laser projectors are mounted directly above and below the cockpit, while the rest of the transmission systems are situation in a single transmitter directly in front and slightly below the cockpit.

NAM Subspace Databurst Transceiver With the innovations in CDD technology, craft equipped with this system are capable of sending large amounts of information at FTL speeds, to and from ships and between units employing this device. The data is typically encrypted using a specific song or video files as the key and spliced with anti-tampering ICE programs, that will attempt to foul up unauthorized users and automatically self-destruct the data in case of interception. Due to the frequent use of this method of transmission by other nations, databursts are to only be used in case of emergency, such as death, or completion of an assignment and subsequent requests for evac. The transmitter employs the Hammerhead's CDD bubble for transmission.

System	Transmission Type	Range	Interceptable
Radio	EM	500 KM	Yes
Laser	EM	25 KM	No
Subspace	Subspace	5 AU	Difficult
S-Transceiver	Subspace	10 AU	Very Difficult

Interdiction/Anti Interdiction

Graviton Beam Projectors

Graviton Beam Projectors or “Tractor Beams” are devices that can slow down STL travel and interrupt or reduce the effectiveness of The primary use of these devices is to disrupt FTL travel at a distance or to disrupt enemy interdiction fields. Dual projectors are located on the left and right front wingtips and a third is located directly in the tail of the craft. This system is unable to affect ships more than 4 times heavier than the Hammerhead.

Type: Interdiction/Tractor Beam Range: 50 KM Anti-FTL Level: 2 Rate of Fire: Constant Payload Infinite w/ CHT, 20 Second Burst every 60 Seconds with CCF Affected Ship Classe(s): Fighters, Shuttles

Power Generator

Compact Hyperspace Tap CHT-01a Based on Nerimian technology, Hyperspace Taps are an equally potent alternative to normal ZPE power generation systems, using scalar radiation to release energy from space, providing near-limitless power. To ensure operation in environments suffering from interdiction and other types of gravity tech, which would make the reactors inoperable, a small antigravity generation device is built into the reactor. This generator, unfortunately, is detectable by spatial distortion sensors.

Compact Cold Fusion Generator CCF-1a Using some of the most advanced nuclear technology available, the Hammerhead is the first NAM design to employ cold fusion power generation systems. While power output is reduced in comparison to more conventional fusion reactors, it normally operates at a fairly chill 11 degrees Celsius, and will shut down, rather than detonate in case of a core breach. When running, it only provides sufficient power for life support, propulsion and stealth.

Reactor	Radiation Signature	Distortion Signature	Thermal Signature
CHT	None	Strong	Hot
CCF	None	None	Negligible

Sensors

NAM Aerofighter Sensors Package The Hammerhead employs multiple potent sensor systems of various types, allowing for the detection of a broad range of emission types. These include potent gravitational/spatial distortion sensors that can lock onto spatial anomalies generated by certain reactor and propulsion types, the standard Monoeye kit found on many NAM designs, RADAR, LADAR, SONAR, and a Lockon Warning Sensor. The latter is a sensor designed specifically to detect when another object has the Hammerhead in its sensors range, and when the target has established a missile lock on the Hammerhead, the vessel will preemptively warn the pilot so that he/she may take evasive maneuvers.

Sensor Type	Range	Detection Type	Atmospheric	Vacuum	Detectable
Distortion	2 AU	Quantum Wave/Gravitational	Halved	Yes	No
Monoeyes	6 AU	Subspace Particle	Halved	Yes	On Active
RADAR/LADAR	1500 KM	EM	Yes	Yes	Yes
SONAR	750 KM	Sonic/Echolocation	Yes	No	Yes
Lockon Warning Sensor	50 KM	Multi-Spectral	Yes	Yes	No

NAM Aerofighter Lens Package Specifically for direct visual feeds, the Hammerhead has been equipped with an array of 8 Monoeyes, with 4 in the front, 2 on the left and right flanks and 2 in the rear covering targets on the Hammerhead's tail. As well as these, there is standard visual, Infrared and Light Amplification. Sonar may also be used for visual feeds, but rarely offers much more than basic outlines and depth.

Lens Type	Range	Detection Type	Information	Detectable
Monoeyes	50 KM	Subspace Particles	Full	On Active
Standard Visual	5 KM	Visible Light	Basic Visual	No
Infrared	7.5 KM	EM	Heat Signatures + Basic Visual	No
Light Amplification	5 KM	Enhanced Visible Light	Reduced Basic Visual	No
SONAR	100 KM	Sonic	Basic Morphology	Yes

Sublight Propulsion

NAM Gravitic Propulsion System GD-02a

NAM Plasma Impulse Drive PID-02a

FTL

Continuum Distortion Drive

Modularity

(2) Torpedoe Racks

(6) Broadside Firing Missile Racks

Additional Ammunition Storage: 2x

(4) Forward Firing Missile Racks

Additional Ammunition Storage: 4x

Cloaking

Mass Mesher Device

Mass/Object Size Required: 3x Hammerhead Cloaking Type: EM Power Drain: Light

Misc

Storage The Hammerhead has a set of Nerimium-Encased 2m x .8m x.8m storage compartments the rear section, the small recess between the front of the body and the missile racks. A fourth is located directly beneath the cockpit and if fully is fully integrated into the Mini Ejector Pod structure.

ESG "Easy Sub-Machine Gun" There is an unloaded ESG with 3 clips secured to the upper left corner of the cockpit in case of emergency. Though no amount of movement on the Hammerhead's behalf will dislodge it, it is easily pried off with a bit of force from human hands.

OOC Notes

Authored by exhack and approved by Wes on January 9, 2008[1)]

1)
https://stararmy.com/roleplay-forum/index.php?threads/nepleslia-hammerhead-fighter.927/