
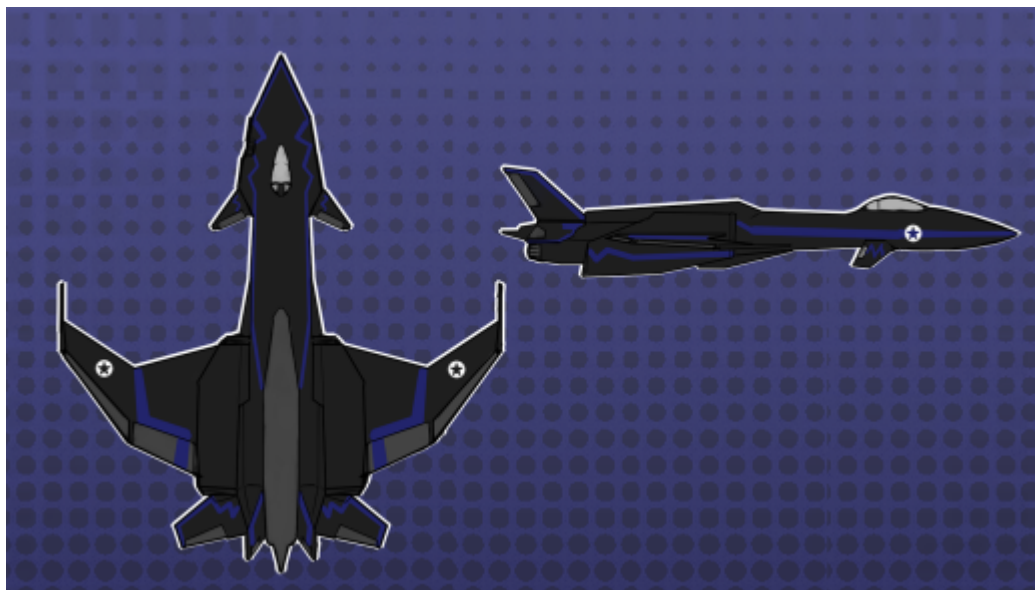


Na-YF/A-6X(A) "Scythe" Stealth Fighter/Interceptor

Na-YF/A-6X(A) "Scythe" Stealth Fighter/Interceptor	
	
General	
Class:	Na-YF/A-6X(A)
Type:	Stealth Fighter/Interceptor
Designer:	Neplesian Arms and Munitions
Manufacturer:	NAM (Aerotech)
Fielded by:	Neplesian Star Navy (Aquila Flight)
Production:	15 units
Crew	
Crew:	1 (Pilot and ACE AI)
Dimensions	
Length:	22.56 meters (~74.02 feet)
Wingspan:	19.58 meters (~64.24 feet)
Height:	3.90 meters ¹⁾ (~12.80 feet)
Propulsion and Range	
Atmosphere Speed (Cruising):	Mach 3.2 (1.0982 km/s)
Atmosphere Speed (Max):	Mach 4.7 (1.6612.1 km/s)
Sublight (Engines):	.400c
Sublight (Boost):	.415c ²⁾
FTL:	17500c
Range:	Unlimited (10-day supply of nutrient-enriched solution)
Durability and Maintenance	
Service Lifespan:	30 years
Refit Cycle:	1 year
Damage Capacity	
Hull:	Tier 7, light armor (even by fighter standards)³⁾
Shields:	Tier 7

The Na-YF/A-6X(a) "Scythe" is a multi-role endo-/exo-atmospheric stealth fighter/interceptor designed in early [YE 36](#) and fielded by the [Neplesian Star Navy](#) the [following year](#). This version of the [Na-F/A-6](#) is *extremely* advanced (thus requiring better-than-average skills to effectively be utilized) and is the sister design of the less-advanced F/A-6(b) "Sabre."



Key Features

- VTOL/STOL capability
- Anti-starship weaponry
 - *Very stealthy*
- CFS-equipped
- Two-stage spacial/planetary propulsion system
- Highly maneuverable

Mission Specialization

- Aerospace Superiority
- Starship-Hunter
- Limited Strike Role Capability

History

Flag officers and strategists alike had, during the twilight years of the horrific [Second Mishhuvurthyar War](#), noted a growing trend of sub-par quality among the small craft of the [Nepleslian Star Navy](#). Consisting of expensive-to-maintain, practically-obsolete relics and their notoriously under-equipped, overspecialized, and over-complicated replacements (which had a well-deserved reputation as *flying deathtraps*, to boot), it soon became apparent to said officers and strategists that something - hell, *anything* - had to be done.

As a result, in [YE 35](#), it was agreed upon by heads of the [NSN](#) that a *drastic* overhaul program was required to update the [Navy's](#) beleaguered aerospace wings, which - thanks in part to that aforementioned “flying deathtrap” - were notorious for their pilots' high tendency of being shot down

within a single sortie. Spearheaded by a [Rear Admiral](#) Titus Orion, the program would facilitate the modernization of a majority of [Nepleslia's](#) existing aircraft with better mission capabilities, with the additional caveat of introducing several new aerospaceframes fresh off the drawing board. One such project started later that year, codenamed "Reaper," resulted in the prototype Na-YF/A-6X craft known as the "Scythe". The brainchild of an engineering team led by [Lieutenant Commander Jayden Solaris](#), the prototype starfighter was in the summer months of [YE 36](#) submitted to [NAM's X-Tech](#) division for further refinement, where it was finally completed during that [year's](#) winter by a joint [Aerotech/X-Tech](#) production team.

The first prototypes were pushed forward and commissioned for use in [YE 37](#) by the aforementioned [Rear Admiral](#) Orion after the [attack on Fort Sentinel](#) by the [Reds](#). Aptly given the designation of "Scythe" following an especially one-sided simulation test against an entire squadron of the "flying deathtraps," the YF/A-6X(A) is as versatile as it is deadly. Given the steep learning curve associated with the starfighter (courtesy of the highly-delicate touch its stealth systems and spinal-mounted "[Dark Zenith](#)" [Anti-Neutron Cannon](#) require), operation of this fighter craft requires a skilled pilot with both high mental capabilities and extensive training in the aircraft's multiple subsystems. Thus, the Scythe is limited to select pilots handpicked for their ability to handle the intense strain the craft places on its pilots - and is consequentially estimated to only see limited production as a specialist aerospacecraft. A mass-production model, the [F/A-6\(b\)](#), has also been developed and contains scaled-down versions of the YF/A-6X(A)'s systems intended for general usage.

About the Na-YF/A-6X(A) Scythe

Commissioned by [Rear Admiral](#) Titus Orion in [YE 37](#), the FA-6X "Scythe" is a stealth-capable multirole fighter/interceptor, intended for anti-starship roles whilst retaining a considerable measure of anti-fighter capability. Boasting the latest generation in [military](#) aerospace technologies, equipped with the vaunted [Combined Field System](#), and outfitted with the best of [X-Tech's](#) tried-and-true stealth systems, the YF/A-6X(A) "Scythe" is a fast and highly capable aerospace-superiority starfighter intended for both exo- and endo-atmospheric use. Put simply, she's fast, surprisingly durable, can pack one *hell* of a punch, and - in the right hands - can out-fly her [rivals](#) with ease.

Despite this, the YF/A-6X(A) is in no way, shape, or form a "[flying tank](#)" - and only a complete and utter fool (read: a novice pilot) would treat it as such. The Scythe's highly-acclaimed [shielding systems](#) - effectively its *only* line of defense - are, for instance, anything *but* impenetrable and will fail if subjected to prolonged abuse; additionally, the starfighter is *highly* vulnerable to powered armor, as the former has no real way of countering the latter's sheer maneuverability, *especially* at closer ranges where stealth is of little to no use whatsoever - hence, it's (obviously) best to engage said targets at longer distances, where said stealth *is* of use.....yet this brings up a third drawback, namely that the YF/A-6X(A) (owing to its stealth-oriented nature) suffers immensely in terms of combat stamina, as evident in the ship's sub-par missile reserves.

Ultimately, the Scythe is best utilized in lightning-fast "alpha strikes," drawing upon the element of surprise in order to eliminate her foes while avoiding *any* kind of prolonged engagement - as even a ship blessed with superior maneuverability and concealment can't remain hidden (or lucky) forever.....

Ship Systems

Hull

Durandium/Zanarium Composite Frame - Zanarium-Laminated Nerimium Armor

The hull of the YF/A-6X(A) "Scythe" consists of a [Durandium Alloy/Zanarium](#) frame layered over with protective plates of [Zanarium-laminated Nerimium Armor](#), giving the craft impressive structural durability versus its counterparts in the [Nepleslian Star Navy](#) while maintaining a (fairly) light overall weight - and drastically reducing its sensor footprint *before* any active stealth systems are used.

Cockpit

Zanarium-Armored Canopy - Panoramic Volumetric HUD/Neural Interface

Encased within a protective layer of [Zanarium](#), the Scythe's cockpit is lined with miniaturized arrays of sensors which feed data directly to the Neural Control System mentioned below, providing tactical information directly to the pilot's brain via wireless uplink. Additionally, a panoramic [Volumetric](#) HUD system (along with the accompanying "traditional" instruments) is also provided, in order to help ease pilots into the transition - or allow them to fall back to something familiar in situations of *extreme* stress.

NAM "Kraken" - Neural Control System

In a bold move away from the current neural technologies employed onboard vessels of the [Star Military of the Democratic Imperium of Nepleslia](#), data analysis on recovered [Ayana-Class Escorts](#) (and more importantly [NovaCorp's Superconductive Quantum Interface Device \(SQUID\)](#) technology) has given [NAM](#) a means for stepping up their (proverbial) game - as demonstrated by the "Kraken" Neural Control System.

A definitive nod to the aforementioned [SQUID](#), the Kraken essentially links - via wireless (read: telepathic) connection - the pilot's organic mind to the Scythe's synthetic systems, thereby allowing the pilot to control the aircraft at literally the speed of thought. As one might imagine⁴⁾, this consequentially grants the YF/A-6X(A) both unparalleled mobility and reaction speeds - though comes at the cost of *drastically*-increased mental strain on the pilot with extended use. As such, the Kraken is able to be deactivated, thus allowing the aerospacecraft to be flown entirely by hand via the included traditional flight sticks and manual controls.

In the event of emergency takeoffs and/or powered armor system failures, the YF/A-6X(A) can be operated with or without a [M10 Raider Light Armor](#) or [Hostile](#) being worn. However, usage of the [Disrupter Flight Suit](#) is highly recommended, due to the additional degree of safety it provides.

Life Support

The life support system within the Scythe provides up to 10 days of a highly-nutritious - yet horrifically bland - solution; additionally, the environmental systems within the cockpit pod are effectively self-reliant in terms of supplying a breathable atmosphere as long as said pod is within the hull of the ship and connected to the dedicated power systems. An ejected pod can support one unarmored occupant for 24 hours, and can be boosted to 60 hours using the supplemental life support systems of a PA.

Power

Second-Generation Zanarium-Lined Miniature Hyperspace-Tap Reactor

The YF/A-6X(A) features a miniaturized second-generation [Hyperspace-Tap Reactor](#) - with markedly-improved performance over the [original model](#) - as its primary source of power generation. Clad in [Zanarium](#), featuring an output comparable to that of an equally-sized [Aether Reactor](#), and - somewhat - difficult to detect (courtesy of the aforementioned cladding), this reactor system provides more than enough power to meet the impressive energy requirements of the Scythe, even when under a full load.

Miniaturized Military-Grade QNC Generator, Zanarium-Encased

For the purposes of localized "quiet" energy generation, the Scythe employs a [Zanarium](#)-sheathed [Miniaturized Military-Grade QNC Generator](#), procured from the [United Manufacturing Cooperative](#). This redundancy provides the Scythe with a highly-efficient active power generator/distribution system, therefore allowing this aerospacecraft to operate with a nearly-limitless range, only restricted by the needs of its pilot.

Zanarium-Encased Hyper-Capacitor Array (x2)

In addition to the subsystems mentioned above, the YF/A-6X(A) features two [Zanarium](#)-encased Hyper-Capacitor Arrays which allow for it to operate a limited number of systems for up to 8 hours, or be combat effective for up to 20 minutes (depending on how hard said systems are pushed).

As a word of caution, the [Anti-Neutron Cannon](#) is *not* usable with just the power from this system alone - rather, the capacitors are meant for situations which prioritize absolute stealth over speed.

Energy/Matter Converter - Anti-Neutron Containment (Zanarium-Encased)

Designed by a joint [MFY-NAM](#) team and housed (unsurprisingly enough) within a protective casing of [Zanarium](#), the Energy/Matter Converter and Anti-Neutron Containment System, when used in tandem, permit the operation of the Scythe's signature weapon - the (in)famous ["Dark Zenith" Anti-Neutron Cannon](#).

Operation of this particular subsystem is, of course, fairly simple (and thus typically [automated](#)): As energy is drawn from the [Hyperspace-Tap Reactor](#) or [QNC Generator](#), the converter - in a fashion not unlike its *vastly*-upscaled [forerunner](#) - siphons off a minute portion of the aforementioned energy and [converts it into anti-matter](#); immediately thereafter, the products of this process - anti-neutrons - are amassed within the containment field for later usage by the aforesaid [cannon](#).

Electronics

Computer

X-Type Quantum Computer Node (Advanced Command Executive AI)

Given the complexity and advanced technology utilized by the YF/A-6X(A), it made perfect sense to outfit the craft with an extremely fast and powerful control center; thus, at the epicenter of the Scythe is a [X-Type Quantum Computer Node](#), complete with an [Advanced Command Executive \(ACE\) AI](#) (and optional [JANE\(JOHN\) AI](#) integrated personality matrix). This allows for the pilot to have greater control over the entire ship and make optimum use of the [Kraken Neural Interface](#) to its fullest capacity, due to said [AI](#) being capable of performing a plethora of complicated secondary tasks simultaneously (such as electronic warfare, [secondary/defensive weapon](#) management, and [countermeasure](#) utilization).

Sensors

Monoeye Directional Sensor System, Retractable (x4)

Similar to practically every other vehicle employed by the [Star Military](#), the YF/A-6X(A) makes use of the [Monoeye Directional Sensor System](#) as its primary detection system; what's *different* from every other small craft currently employed by the [Star Military](#), however, is that the [Monoeyes](#) employed by the YF/A-6X(A) are *retractable*. Owing to both tactical considerations and engineering limitations, these cyclopean sensor suites can be found in the following locations:

- On the dorsal surface near the front of the fuselage, in a retractable housing between the starfighter's two dorsal [HPLV](#) firing ports; it's protected by a modest layer of [Zanarium](#) armor. Mounted in a ball socket.
- On the ventral surface near the front of the fuselage, in a retractable housing just behind the starfighter's two ventral [HPLV](#) firing ports; it's protected by a modest layer of [Zanarium](#) armor. Also mounted in a ball socket.
- On the dorsal surface of the fuselage, in a retractable housing between the starfighter's wings; it's protected by a modest layer of [Zanarium](#) armor. Mounted in a ball socket as well.
- On the ventral surface of the fuselage, in a retractable housing between the starfighter's wings; it's protected by a modest layer of [Zanarium](#) armor. Mounted in a ball socket, shockingly enough.

OmniEye Sensor System

The “miniaturized arrays of sensors ” mentioned in a [previous section](#), the [OmniEye Sensor System](#) is included on the YF/A-6X(A) for several reasons, such as the enhancement of the vehicle's overall sensor capabilities by the additional functionality granted, the additional field-of-vision made available to the pilot, and the necessity of the system's [Threat Acquisition Detector](#) for countering hostile self-guided ordinance.

Communications

Enhanced Communications Array

Based upon the [system](#) utilized by [X-Tech's Hray](#), the communications suite employed by the Scythe allows for highly-encrypted, long-range communication across a vast range of spectra, including laser-, radio-, subspace-, tachyon-, and hyperspace-based frequencies - though all of this *does*, unfortunately, have a rather significant downside: Despite practically every attempt imaginable (and *then* some) at miniaturization, the aerospacecraft's communications array takes up a *painfully-high* amount of internal volume, squeezing out what *could* have been a highly-versatile modular systems bay.....

Propulsion

STL

Zanarium-Lined Dual-Stage Hyperspace-Tap Drive (x3)

The Scythe includes three large (and very, very powerful) [Dual-Stage Hyperspace-Tap Drives](#) , two of which can be vectored for more “traditional” VTOL usage. When all of these drives - lined with an internal layer of [Zanarium](#) for the purpose of emissions concealment - are used in combination, they enable the YF/A-6X(A) to achieve impressive maximum velocities (*and* equally-impressive amounts of maneuverability) in both vacuum and in-atmosphere operations.

Zanarium Lined Hyperspace Tap-assisted Photon Drive x2

Intended for usage in highly-clandestine operations where avoiding detection is of *utmost* importance, the Scythe's two [Hyperspace-Tap-Assisted Photon Drives](#) allow for a virtually-undetectable (and *horribly* slow) means of propulsion.

Shuttered Multi-Vector Micro-Thrusters

These tiny multi-directional thrusters, placed about the hull in strategic locations, are a built-in redundancy (in the event of catastrophic battle damage) that also provides a slight (but noticeable) increase in overall maneuverability, in addition to an auxiliary VTOL propulsion system.

FTL

Gravitic Centrifuge

Procured from the [Lazarus Consortium](#), the [Gravitic Centrifuge](#) offers superior performance and versatility to that of normal [Continuum Distortion Drives](#) for a fraction of the cost, space, and power required to use the system. Similar to the aforementioned [CDD](#), the [Centrifuge](#) is additionally able to propel the ship at sublight speeds while providing excellent anti-gravity VTOL capability; in contrast, however, the Scythe's [Centrifuge](#) - with the inclusion of publicly-sourced [firmware](#) is *also* capable of bestowing the vaunted shielding capabilities of a [Combined Field System](#).

Defenses

Shields

Combined Field System

With the inclusion of [Lazarus Consortium's Gravitic Centrifuge](#) technology, the YF/A-6X(A) has the capability of deploying a [Combined Field System](#) for both defense and stealth, rendering it nearly untouchable while within the pocket dimension created by said [Gravitic Centrifuge](#). A first among [Nepleslian](#) vessels, it is set to revolutionize armament research in the [Star Military of the Democratic Imperium of Nepleslia](#), bringing it one step closer to being on par with the [Star Army of Yamatai](#) - and, when combined with the Scythe's already-formidable armor, renders the stealth fighter increasingly difficult to destroy...or even *disable*.

Countermeasures

"Flashbang" Electronic Warfare Suite

For all intents and purposes a combination of the pre-existing [Brainspammer](#) and Dazzle ECM Suites, the Flashbang Electronic Warfare Suite takes the best aspects of both and pairs the result with the synthetic reflexes of an [ACE AI](#) - thus enabling the Scythe to unleash withering attacks on both virtual *and* physical targets.

"AEGIS" Active Missile Guardian/Interception Suite

Included to supplement the starfighter's "direct" anti-missile defenses, the [AEGIS](#) - although as of [YE 38](#) *still* untested in actual combat - should (in theory) make tracking the YF/A-6X(A) an even *greater* challenge for hostile missile guidance systems, thanks to the vastly-increased numbers of potential targets available to the latter.

Stealth

Combined Field System-Enabled Stealth

Its primary defense against long-ranged detection, the [stealth](#) aspects of the YF/A-6X(A)'s pseudo-CFS (generated by the ship's [Centrifuge](#)) grant the starfighter a measure of invisibility versus [scalar](#) radars, [aetheric](#)-energy sensors, and similar forms of detection by essentially relocating the starfighter to an alternate "pocket dimension," thereby rendering it undetectable and - with the [Centrifuge's](#) ability to simulate the photons and such that would pass through the space occupied by the "pocket" dimension - practically *untraceable* to the vast majority of currently-utilized sensing systems.

"Snakeskin" Fluctuation Pigmentation Coating

Meant for operation in scenarios requiring near-*perfect* degrees of stealth, the Scythe is equipped with [Nepleslian Arms and Munition's "Snakeskin" Fluctuating Pigmentation Coating](#) for instances when it is impossible and/or inadvisable to make use of the aforementioned [Centrifuge's stealth](#) capabilities. Although the former is nowhere near as "stealthy" as the latter (due to only being able to conceal the infrared, visual, and partial ultraviolet spectrums) and is nonoperational at the higher velocities typically traveled by space-faring vessels, the YF/A-6X(A)'s designers reasoned that the simple versatility - and, more importantly, the fact that it required none of the ship's precious internal volume *whatsoever* - of the [coating](#) was simply too good of a bargain to pass up.

Internal Weaponry

Primary

- x 4 [OI-V9-W3600 Heavy Pulse Laser Vulcans](#) (Nose-mounted)
 - Purpose: Anti-Fighter, Anti-Armor
 - Damage: [ADR 5](#)
 - Range (Planetary): ~2.8 miles (4,500 meters)
 - Range (Space): ~87,000 miles (140,000 kilometers)
- Rate of Fire: 15 pulses/second
 - Payload Effectively unlimited⁵⁾

Secondary

- x8 [SWARM Missiles](#)
 - Purpose: Anti-Armor, Anti-Fighter
 - Damage: [ADR 2-3^{6\)}](#)
 - Area of Effect: 10-20 meters⁷⁾
 - Range (Planetary): ~100 miles (160,000 kilometers)
 - Range (Space): Effectively unlimited.
- x2 [Na-V6-W3800 "Dark Zenith" Anti-Neutron Cannon](#) (Retractable; located on the ventral surface between the forward wings)
 - Purpose: Anti-Starship, Anti-Starfighter
 - Damage: [SDR 1](#)
 - Range (Planetary): 10,000 meters (~6.214 miles)
 - Range (Space): 500,000 kilometers (~311,000 miles)
- Rate of Fire: One three-second beam every 30 seconds⁸⁾
- x3 [Point-Defense Phased-Array Lasers](#) (One on the ventral surface of the fuselage and the dorsal surface of each wing)
 - Purpose: Close-In Point-Defense , Anti-Missile
 - Damage: [ADR 2](#)
 - Range (Planetary): ~3.11 miles (5,000 meters)
 - Range (Space): ~31,000 miles (50,000 kilometers)
- Rate of Fire: 20 pulses/second

Defensive

- x1 [Hyperspace-Tap Flare Launcher](#) (Retractable; located on the ventral surface of the fuselage)
 - Purpose: Anti-Missile
 - Damage: [PDR 5/ADR 1](#)
- Range: 5,000 meters (~3.107 miles)
 - Rate of Fire: 5×3 charges/second⁹⁾
 - Payload 75 charges, self-replenishing
- x3 [Anti-Radar Chaff Projectors](#) (Retractable; located on the dorsal and ventral surfaces near the aft of the fuselage)
 - Purpose: Anti-Missile
- Range: 325 meters (~0.202 miles)
 - Rate of Fire: 2 charges/second¹⁰⁾
 - Payload 12 charges¹¹⁾

External (Hardpoint) Weaponry

As mentioned above, the Na-YF/A-6X(A) is outfitted with four under-wing hardpoints; each is capable of equipping *one* of the following configurations:

CAUTION: Equipment attached externally via these hardpoints *significantly* compromises stealth capabilities!

- x3 **SWARM Missiles**
 - Purpose: Anti-Armor, Anti-Fighter
 - Damage: **ADR 2-3**¹²⁾
 - Area of Effect: 10-20 meters¹³⁾
 - Range (Planetary): ~100 miles (160,000 kilometers)
 - Range (Space): Effectively unlimited.

OOC Discussion

ASSUMED DIRECT CONTROL OF THIS PAGE on 2016/07/12 after a lack of response from the [author](#) in [this forum thread](#).

1)

Landing gear retracted.

2)

Operable for up to 15 minutes prior to emergency shutdown.

3)

Remember, no matter what its tier is, fighters are often more fragile than most other things at their tier.

4)

No pun intended!

5)

As long as the weapon's power supply is uninterrupted.

6) 12)

,

Dependent on warhead type; per mini-missile (16 total).

7) 13)

,

Dependent on warhead type.

8)

Thirty-second re-calibration process required by subspace field generators after every 3 shots.

9)

(5 bursts of 3 charges) per second

10) 11)

,

Per launcher.

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Last update: **2023/12/21 04:24**

