Ke-T2-1c 'Okii-Neko' Aeroshuttle

The 'Okii-Neko' (Or Big-Cat) Aeroshuttle is a Ketsururi Fleet Yards developed shuttle intended for covert operation missions. This shuttle utilizes the current in technological innovations and equipment and is intended for the deployment of both individual and squad based operations.

History and Background

Finding that the Ke-T2-1b was lacking of the current technical refinements available to the Star Army of Yamatai, a redesign of the old YE 24 Model was deemed necessary by SAINT operatives who often entrust themselves to the lifeline provided by the often reliable KFY made shuttles.

Entered into service: YE 29

Through cooperation with SAINT, Ketsurui Fleet Yards developed the ‘Okii-Neko’ aeroshuttle to fit the needs of demanding covert operations missions.

Statistics and Performance

- Organizations Using This Vessel: Star Army of Yamatai
- Type: Shuttle
- Class: Stealth Shuttle
- Designer: Ketsurui Fleet Yards, Star Army Intelligence
- Manufacturer: Ketsurui Fleet Yards
- Production: Limited Production
- Pilots: 1-2
- Maximum Capacity: 8
- Appearance: Sleek shape, smoothed edges, other than the external components, and engine nacelles the appearance is similar to the Kitty aeroshuttle

Dimensions

Length: 7 Meters Width: 3.5 Meters Height: 2.5 Meters Decks: 1.5 Mass: 12 Tons

Performance

- Speed (STL): .25c (~74,948 kilometers per second)
- Speed (CDD): 5000c
- Range: Effectively unlimited under aether power
- Lifespan: 5 years field usage

- Refit Cycle: Six months

Roleplay Stats

Zesuaium Armor: DR 8 Shield System: DR 3

1. Aeroshuttle frame and hull 2. Engine nacelles

Interior

Deck Layout

The ‘Okii-Neko’ stealth shuttle has a single primary deck, and a half meter tall storage compartment located in the belly of the shuttle.

Compartment Layouts

Cockpit

Kept separate from the passenger area of the shuttle through the use of a small hatchway and a zesuaium hatch, the cockpit houses the shuttle’s pilots and controls.

The cockpit has two SPINE and SLICS compatible chairs, two fully redundant pilot display interfaces. Other than the miracle of leg room, the cockpit is relatively cramped.

Passenger Area

The passenger area is furnished with six large seats which are placed against the bulkheads of the compartment. Above these seats are compartments meant for the passenger’s gear and supplies, along with food rations.

The floor of the passenger area can also be slid open to allow access to the shuttle’s storage compartment, or the floor can be removed all together to add an additional .5 meters of height clearance, unfortunately this leaves the passenger compartment without gravity control due to the removal of floor embedded gravity control devices.

Belly Compartment

The ‘Okii-Neko’ shuttle variation takes into account the need for added storage space when deployed into

various operations. This need was accounted for through the addition of a ‘Belly compartment’ which provides a storage compartment with a depth of .5 meters, and with an equal area as to the passenger compartment. The compartment can optionally be provided with air in the situation of the compartment being used as a passenger area.

The belly compartment also provides the appropriate space for added optional components which can be added by the user’s discretion. (Hemosynth tanks, jamming systems, stasis pods, etc.)

NH-12 Crawl Ways

Due to the confines of the shuttle’s workings being too tight for full sized nekovalkryja to gain access to some components while the shuttle is deployed, the shuttle’s mid-deployment maintenance can be handled by a NH-12B. This is achieved through the use of six inch tall crawl spaces to be used by the NH-12 to gain access to various parts of the shuttle. These crawl spaces can be sealed off incase of emergency.

Rear Airlock

The rear hatchway of the shuttle is also an airlock which is capable of allowing two humanoid sized individuals to transition between the passenger area, and the outside of the shuttle. Both of the airlock’s hatches can be opened in the case of atmosphere or emergency.

Shuttle Systems

Armored Hull and Hull Integrated Systems

The hull of the ‘Okii-Neko’ is comprised of Xiulurium coated Zesuaium, with an overcoat of OLED and thermopic material.

Computers and Electronics

The ‘Okii-Neko’ uses the Armor Integrated Electronics System (AIES) computer system. Along with the Armor Integrated Electronics System (AIES)’s communication system, the ‘Okii-Neko’ also includes laser, radio, tachyon, and subspace based communication devices.

Emergency Systems

The ‘Okii-Neko’ incorporates several safety precautions incase of various situations.

First and foremost is the shuttle’s ability to cut off the cockpit from the rest of the shuttle in case of

emergency through the use of a zesuaium hatch. Once sealed off, the cockpit's life support system remains isolated from the rest of the shuttle's atmosphere. The cockpit also includes it's own small power capacitor to provide emergency power to the shuttle's navigational components incase of power disruption.

Placed throughout the shuttle are small pressurized hemosynthetic containers, these containers have small spray nozzles which include a pressure sensor device which detects sudden pressure changes to the shuttle's atmosphere, and a device which monitors the shuttle for signs of fire. In the event of fire or decompression, the nozzles open and release a spray of hemosynthetic material which can clot over hull breaches, or congeal over fire and cut off air from the flame. These nozzles also include a 'tap' feature which allows for an IV tube to be attached to the nozzle and allow a regulated flow of hemosynthetic material to be drawn from the container, which can be used as either a food supply, or for medical treatment.

The shuttle also includes an additional pair of capacitors to provide secondary power in the event of silent running, or aether generator malfunction.

Along with these systems, the 'Okii-Neko' also includes an 'Emergency Homing Beacon' like it's predecessor.

Life Support Systems

First and foremost is the shuttle's three air systems, the cockpit, passenger area, and belly each have their own fully functional air supply, able to provide life support to their individual area, or the entire shuttle.

In the event of a hull breach, there are several small panels placed on the ceiling of the shuttle, these panels can be slid open to allow access to collapsible breather masks which pull air directly from the life support system.

Embedded in each of the seats of the shuttle are waste management tubes which can be inserted into the occupant's waste orifices to allow for the expulsion of waste during long term deployments.

Propulsion

The 'Okii-Neko' aeroshuttle utilizes a CDD field system for the shuttle's FTL capabilities.

In light of the rampant spread of aether detection devices, the 'Okii-Neko' also includes a pair of fusion engines which are located on the port and starboard sides of the shuttle. These fusion engine nacelles are enclosed inside of a zesuaium shielding thus preventing ambient radiation from being released by the fusion cells. The fusion engines also include a thrust vectoring system to allow for increased maneuverability. The engine nacelles are also able to pivot 360 degrees in relation to the shuttle's Y axis, and 180 degrees on the shuttle's X axis.

In the tradition of KFY made spacecraft, the 'Okii-Neko' also includes an antigravity system.

Shield Systems

The ‘Okii-Neko’ aeroshuttle is protected by the typical generic shield system used by it’s predecessor and other aeroshuttle variants.

PSC

As with nearly all modern space vessels, the ‘Okii-Neko’ includes an up to date model of the Psionic Signal Controller device.

Stasis and Hemosynth Tank Seating System

The large seats of the ‘Okii-Neko’ include a retractable enclosure which can make the large seat into a stasis and hemosynth tank. The seat includes a capacitor system which charges from the shuttle’s primary aether generator, and stores this energy incase of emergency. Beneath the seat includes the capacitor, a pressurized hemosynth tank with recycling feature, and a small computing system which manages regulation of hemosynth flow and the administration of anesthetic drugs and cryonic state inducing chemicals.

With a proper charge and without damage, the stasis system is able to preserve a nekovalkryja subject for up to twenty years. A Geshrin or Nepleslian subject would be able to be preserved up to ten years.

Rations & Emergency Supplies

The ‘Okii-Neko’ includes the typical supplies;

2 Army Multi-Species Environmental Suits, 72 standard Star Army Field Rations, 150 gallons of Water, a WickedArms TA-17 Survival Kit, a WickedArms TA-13 Field Surgery Kit , 3 two liter containers of nodal devices, and eight containers of 100 Star Army Emergency Ration Pill.

Weapons Systems

Main Weapons

Pivoting Aether Gatling x1 The ‘Pivoting Aether Gatling’ is a modified Aether Gatling Rifle which has been adapted for usage as a pivoting and telescoping turret to be mounted onto a spacecraft’s hull. This modified weapon pulls power directly from the shuttle’s power supplies, or can be switched to it’s own independent rechargeable power cell. This weapon can be removed from the turret mounting by removing a series of magnetic clamps which hold the weapon in place. Once separated from the shuttle, the weapon operates like a normal Aether Gatling Rifle.

- Placement: Mounted beneath the nose of the shuttle
- Primary Role: Anti-shuttle
- Secondary Role: Anti-powerarmor
- Damage Rating Value: DR 8
- Range: 250,000 Miles
- Rate of Fire: 1200 Beams Per Minute.
- Payload Unlimited

Secondary Weapons

Offensive Augmentation Pods

Located on the shuttle’s port and starboard forward hull, the Ketsurui Fleet Yards Ke-M2-2908 Offensive Augmentation Pods are two pods that contain launchers for Multi-purpose Shield and Armor Piercing mini-missiles. When not in use, the missiles are protected by the pods' launcher covers.

- Warhead: Ke-M2-W2908-MSAP Multi-purpose Shield and Armor Piercing.
- Purpose: The MSAP Mini-Missile is designed to take out small hard and soft targets at close range.
- Damage: One missile is capable of destroying an enemy drone, gun turret, or small enemy mecha.
- Range: 50 miles (80.47 km).
- Rate of Fire: Individually, or in volleys of 1, 2, 3, 4, 5, or 10 from each pod.
- Payload 10 Mini-Missiles each for a total of 20.

Countermeasures

Countermeasure Augmentation Pods

Located on the shuttle’s port and starboard aft hull, the Ketsurui Fleet Yards Ke-M2-2907 Countermeasure Augmentation Pods are two pods containing launchers for wormhole-killing mini-missiles, as well as a countermeasure system. When not in use, the missiles are protected by the pods' launcher covers.

- Warhead: Ke-M2-W2907-SDMM Subspace Detonating Mini-Missiles.
- Purpose: Creates holes in shield systems, disables FTL flight, collapses wormholes.
- Damage: No direct damage.
- Range: 50 miles (80.47 km.)
- Rate of Fire: Individually, or in volleys of 1, 2, 3, 4, 5, or 10 from each pod.
- Payload 10 Mini-Missiles each for a total of 20
- Warhead: Ke-M2-W2907-MFMA Multi-Function Missile Avoidance.
- Purpose: Distracts enemy missiles with intense heat and electro-magneto-gravitic spikes.
- Payload 10 in each pod for a total of 20
- Warhead: Ke-M2-W2907-ARMA Anti-Radar Missile Avoidance.
- Purpose: Distracts enemy missiles with aetheric distortions and chaff dispersal.
- Payload 10 in each pod for a total of 20.