

Chiharu-class Flagship

The Chiharu Flagship is a class of fleet command starship and battleship used by the [Star Army of Yamatai](#). It was first deployed in [YE 25](#).

About the Chiharu Class

Of all of the ships built thus far by [Yamatai](#)'s greatest shipbuilding agency, Empress Yui's [Ketsurui Fleet Yards](#), the Chiharu-class is probably the most beautiful. Named in honor of the deceased Taisho Ketsurui Chiharu (who Yui was in love with), the massive, stately beauty is a marvel of engineering skill and aesthetic charm. Every detail of the design and construction process was overseen by none other than the Empress herself, in concert with Taisho [Kessaku Irim](#) and Taisho [Kessaku Anri](#).

While impressively armed and capable of a hefty amount of destruction, the Chiharu flagships are meant for command roles, not direct combat.

History and Background

The Chiharu Flagship was painstakingly designed by [Ketsurui Yui](#) (who, at the time, was Empress) and her consorts, after the death of Taisho Ketsurui Chiharu in [YE 25](#).

- Type B Ke-B2-1b Refit added positron turrets
- Type C Ke-B2-1c Refit upgraded technology
- Type D Ke-B2-1d Refit upgraded to newer weaponry, refit main bridge, refit distortion drive

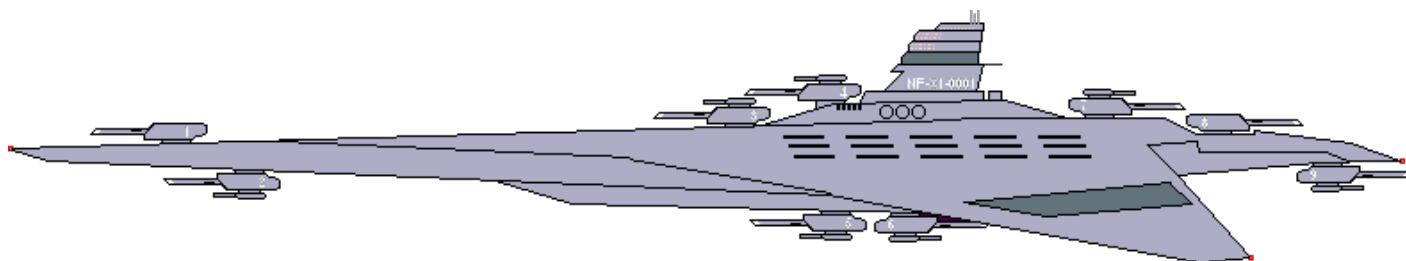
Statistical Data

Basics

- Government: [Yamatai Star Empire](#)
- Organization: [Star Army of Yamatai](#)
- Ship Type: Command Battleship (Senkan!)
- Ship Class: Ke-B2-1d(YE 29) "Chiharu"
- Designers: [Ketsurui Fleet Yards](#)
- Manufacturer: [Ketsurui Fleet Yards](#) at Hoshi no Iori, Yamatai, Taiie no Iori
- Production: Limited production of experimental models in the Yamatai system.

Appearance

The Nekovalkyrja Flagship is long, pointed, and very sleek, like a spear tip stretching across space. Its underside contains a large sensor dish. From the top rear center emerges a beautiful superstructure. Many Chiharu have complex engravings and sculptured patterns along the hull.



Dimensions

- Length: 5000m
- Width: 1200m
- Height: 500m
- Decks: 100 at 5 meters each
- Mass: 7,165,900 tons

Crew Complement

Total Personnel: 20,227

As per YE 29 Fleet plan (numbers may be changed since then):

Command Staff:

- 001 Commander (Chujo or Shôshô)
- 001 First Officer (Taisa)
- 010 Intelligence Officers

- 003 Starship Navigators
- 100 Communications Officers
- 050 Operations Officers
- 006 Capital Ship Pilots

Crew Support Personnel:

- 012 Supply Officers
- 050 Armorers
- 450 Cooking Staff
- 020 Science Officers
- 050 Medical Staff

Ship Support Personnel:

- 050 Tactical Specialists
- 012 Defensive Systems Specialists
- 400 Technical Sentries
- 012 Power Systems Specialists

20,000 Power Armor Pilots

Performance

Category	Starship Type	Class	Sublight Engines	Distortion Field	Hyperspace Drive
1	Standard Warships	Chiharu	.375c (~112,422 kilometers per second)	18,750c (~2.14 ly/h)	394,470c (0.75 ly/m)

- Planetary: Mach 3. Can land in water.
- Range: 30 years of travel
- Lifespan: 100 years of constant use
- Refit Cycle: As Needed. Pantheon-automated self-upgrade system

Damage Capacity

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

- Hull: 50
- Shields: 50 (Threshold 5)

Inside the Chiharu Class

Bridge (Main)

The Chiharu Class bridge spans three decks in the Command Stack.

Level I: "The Pit"

(The lowest level of the main bridge.)

The pit is the most heavily staffed level on the main bridge. It houses Communications Station II (Dedicated to low-moderate level incoming communication traffic, as well as internal communications), Mission Operations (A series of three stations monitors ongoing mission progress and operations), Starship Operations I (The central HUB, which monitors engineering, damage control, as well as resource allocation, and any other systems), several miscellaneous undedicated stations that can be devoted to any function and the CAPNAV sub-deck.

CAPNAV Sub-deck

A lowered subsection of the first level contains the three starship pilot positions and the main navigation station for the flagship. The pilot stations each have been upgraded to accommodate console based interface, SLICS, and the new SPINE interface for the new NH-29 model.

Level II: Command

The command level of the main bridge is where the Captain and First Officer's armchairs are located as well as Communications I (Dedicated high priority communications handling), Main Tactical (Weapons and defensive systems control), several miscellaneous undedicated stations that can be devoted to any function and Science Stations I thru IV. The command armchairs are equipped with SLICS and SPINE interfaces, which can serve as auxiliary interfaces to navigation and other systems. The entire level is within view of a massive wide holo-screen and several smaller ones for displaying mission critical information.

Level IIB:

The aft section of the Command level contains two offices (one for the Commanding Officer, the second for the First Officer) and a small conference area for small important meetings.

Level III: Fleet Command Deck

In the Type D refit, the "Fleet Bridge" was relocated to the deck above the main bridge in the command stack to allow for higher accessibility for commanding officers. From here the true power of this class of vessel is revealed, through several stations and a massive holo-table the Chiharu can control entire fleets of starships coordinating operations and launch the awesome power of the Star Army.

Stations include; Fleet Communications I & II, Fleet Resource Station I, Fleet Tactical, and the massive

holo-table which is generally used to graphically represent the positions and status of vessels traveling in the fleet as well as any targets of importance.

Crew Quarters:

The Chiharu's standard quarters are very luxurious. Unlike most Star Army ships, they have their own bathrooms. A single, twin-size bed with silk sheets (and lots of soft pillows) is each room's most prominent feature, and an elaborate wooden desk between it and the wall on the door side. Opposite of the door and on the other side of the bed, the wall is made up of various storage compartments. The carpet in these rooms is thick and soft. These rooms are intended for one or two crew members each. Officer quarters consist of a bedroom, an office/entertainment room, a bathroom, a walk-in closet, and a dining room.

Captain's Suite

Five floors of luxury. A highly customizable space to give the commanding officer of the flagship an oasis from the daily stresses of command. Drenched in the riches of the empire its finely hand-woven carpets, marble flooring, and three level bathhouse. It truly is grand. The first floor has open living space with a restroom off to the side, in which it is the option of the commanding officer upon arrival as to what furnishings and decor are put in the space. The second floor is the private area where the officer will sleep and work during off-duty hours. Space is included for up to a king sized bed, as well as any other furnishings requested. A small office area is included on this level to provide access to the ships databases and systems for those late nights. The three level bathhouse includes a massive steam room, several hot tubs, and a bath/shower chamber that takes up an entire floor.

Lifts

The lifts provide quick access from deck to the deck. Lift can also be used to travel to other ships when vessels link together (most Star Army ships have standard gauges of lift systems, allowing lift cars to move from ship to ship).

Medical and Laboratory

The ship contains a massive, incredibly advanced hospital and laboratory complex. Cutting edge medical procedures, experimentation of all sorts, memory backups, body synthesis, and, if necessary, torture of prisoners can be performed here. The rooms inside and the labs themselves can self-clean and sterilize equipment automatically using a combination of mechanical and nodal processes.

Passageways

The Chiharu has [Palace-Style Passageways](#).

Power Armor Bays

See: [Standard Star Army Power Armor Bay](#)

Ship Systems

System Type	Num	Mfr	Description	Location
Armored Hull Sections	20	KFY	25" Zesuaium + Yamataium-Y + Xiulurium	Ship Exterior
Kessaku Advanced Mentafoxal Intelligence	1	KES	Accelerated Yoctotronic AI	Command Core
KAMI IES Systems Components	2	KES	Sensor and Communications System	Command Tower, Main Dish
Combined Field System	2	KFY	Coil System	Wingtips
Hyperspace Fold Drive	1	KES	7LY/min 20-mile radius movable bubble	Fold Systems Core
Transuniversal Teleportation Drive Type B7	1	KES	20-mile radius movable bubble	Fold Systems Core
Hemosynthetic Conduit System (KFY)	5	KFY	3-Part Recycling-Repair System	Ship Interior/Hull
Graviton Projection Systems	25	KFY	Lamia Recovery and Ship Towing	Ship Hull/Mindy Bays
Escape Pods	5500	KFY	4-Person Pods. Planet-Landable.	Ship Hull
Conformal ADN Device	2	KES	Low-Profile Telepathic Filter	Command Core

Armored Hull

The Chiharu has the heaviest armor of any Star Army ship ever built, except the Yuumi (which is equal). More than six feet of armor protect the ship on all sides, enabling the ship to survive even the worst antimatter attacks, and all but immunizing the ship to other types of weapons. The key substance that makes up the 2-meter-thick hull of the ship is [Yamataium](#). The frame of the ship is [Zesuaium](#), while armor plates are made of [Xiulurium](#)-coated [Zesuaium](#) and Yamataium. Zesuaium and Yamataium's main vulnerability is to antimatter weapons.All interior passageways and rooms are surrounded by [Yarvex](#) sheeting.

Ablative Armor (optional)

In addition to their Zesuaium-reinforced hull plating, Chiharu-Class Flagships have the ability to deploy 500cm of heavy armor over the entire hull of the ship, including areas normally exposed such as the shuttlebay When the armor takes damage, it flakes away in a controlled manner (ablation), absorbing the destructive force. The armor can then be repaired using hemosynthesis, making the armor self-regenerative. A combined Photonic/Gravitonic field further protects the armor from scalar fields.

Emergency Systems

The Chiharu has all [Star Army Standard Starship Emergency Systems](#)

Escape Pods (5500)

Fifty-five-hundred KFY Type [KiS-2408es Escape Pod](#) escape pods, each able to hold up to four people, are located aboard.

Soul Savior Pod (2)

See: [Soul Savior Pod](#)

Hull-Integrated Systems

Graviton Beam Projector (7)

This device creates a stream of gravitons which can be used to tow other spacecraft or shuttles. The projector is ineffective against ships using gravitic shielding.

Mounting Ports (2)

Located at the end of the “wings” of the starship, these attachment systems include full umbilicals and airlock systems. Mission-variable weapons or sensor systems (or shuttles) can be attached to the mounting ports, or the ports can be used for docking with another Chiharu Flagship or with a Type 24, Type 26, or Type 28 lift shaft airlock. The sealing systems are self-adjustable so that the Chiharu Flagship can interface with nearly any type of circular airlock hatch under a certain size.

Rapid Launch Bays

The ship's exterior is equipped with two large rapid-launch bays, which are forcefield-contained openings in the hull. The bays make it possible for power armors to leap out into space and into combat at their convenience. The ship contains standby units and extensive facilities for repair, maintenance, and construction of the power armor. If the bays are going to be used for some recreational purpose, the ship has netting that can be attached to rings that line the interior about a foot inside from the forcefield; these nets prevent people and objects from accidentally being pushed, thrown, or stumbling into the vacuum.

Combined Field System

The Chiharu B2 has an excellent [Combined Field System](#) that can protect against up to 55 YottaWatts worth of damage (5.5 x 10e22 joules a second) per 1 square meter area in either kinetic or energy form, making the ship VERY difficult to damage, even with most main guns.

Interdiction Field

The ship is capable of projecting a powerful artificial gravitic field that disrupts the operations of FTL drives of all types in a specific area of effect (minimal effective AOE is a 1,000 meter cubic area; maximum AOE is 1 AU cubic area). This is useful in preventing enemy vessels from escaping from battle. The interdiction field also has a secondary mode that can defeat the interdiction efforts of enemy forces in a localized area roughly half the size of its normal operation.

Transuniversal Teleportation Drive

See: [Transuniversal Teleportation Drive](#)

Life Support Systems

Hemosynthetic Conduit Systems

See: [Hemosynthetic Conduit System](#)

Conformal PSC Device:

See: [Psionic Signal Controller](#)

Recycling

The ship has a very thorough recycling system, tied into HSCS-2, which breaks down anything classified into "waste" into its atomic components. The air recycling system (which is segmented and highly monitored for security reasons) can support up to 50,000 Yamataian or NH-27 personnel up to twenty years. Water can be recycled for twenty years as well.

Matter Collection System:

See: [Matter Collection System](#)

Nodal System

See: [Nodal System](#)

KAMI

See: [KAMI](#)

Computer System, Auxiliary (ACS)

An auxiliary backup in case the KAMI system is damaged, malfunctioning, or deactivated. When the ACS is activated, the computer systems of the TQP-RDD are rebooted in ACS mode, and begin managing vital systems of the ship: Environmental, Power Systems, Propulsion, and Defensive Systems.

Weapons Systems

Weapon/Item	Part ID	Location	Number	Purpose	Rate of Fire
Positron 'Striker' Arrays	KFY-W29A01	Hull	12	Anti-Mecha	250/s/array
Variable Weapons Pods	KFY Ke-W2802	Hull Launchers	2,000	Anti-Mecha/Anti-Starship	Variable
Projected Energy Beams	KFY-W29A02	Shield Bubble	8	Anti-Starship	1/5sec
Heavy Antimatter Turrets	KFY-W29A03	5 forward, 4 aft	9	Anti-Starship	2/turret/sec
Positron Cannons	KFY-W2905	Turrets	17	Anti-Starship	2/turret/min
Torpedoes	Ke-Z1	Lateral axis	4,000	Anti-Starship	2/sec

Positron 'Striker' Array (12):

Location: 2 forward dorsal arrays, 2 aft dorsal arrays, 2 forward ventral arrays, 2 aft ventral arrays, 4 mid-lateral arrays.

See: [Ke-B4-W3000 Striker Array](#)

Variable Weapons Pods (2,000): (KFY Ke-W2802)

See: [Star Army Weapons Pods](#)

Positron Cannons (9)

These are the ship's main weapons. The cannons are deadly antimatter railguns, firing massive ten-ton compressed positron shells at near-light speeds. Each railgun fires a subspace pulse (to provide shield penetration effects) which is used to provide short-term encasement to a packet of compressed positrons (which are suspended with electromagnetic fields until leaving the cannon). The positrons annihilate electrons they come in contact with, thus destabilizing and destroying molecules, and creating an enormous surge of positive energy through the ship. Such a weapon cannot be used in atmospheres.

- Location: Hull
- Primary Purpose: Anti-starship
- Secondary Purpose: Assault
- Damage: [DR 4](#) (Anti-Starship)
- Range: About 804,672 km (500,000 miles)
- Rate of Fire: Once burst every minute.
- Payload: Self regenerating.

Dual Port Type 29 Torpedo Launchers (10)

Similar to the Type 26 Torpedo launchers but with improved firing mechanisms, improved tube cover reaction time to protect the tubes during battle. In [YE 32](#) these were modified to fire the newer, smaller Z1 type torpedoes. Capable of firing the [Ke-Z1 Series Anti-Starship Torpedoes](#) at a rate of 2 per second.

Vehicle Complement

The below is the standard complement for the Chiharu Class, but with the Type D refit it is capable of carrying any approved Star Army Power Armor as well as those planned for NH-29 use.

- [Ke-M2 "Mindy" Series of Power Armor](#) (20,000)
- [Ke-T4 "Fox" Combat Aeroshuttle](#) (3, in rear bay)

OOC Notes

Star Army Logistics	
Supply Classification	Class A - STARSHIPS
Products & Items Database	
Product Categories	starships
Product Name	Chiharu-class Flagship
Nomenclature	Ke-B2-1d
Manufacturer	Ketsurui Fleet Yards
Year Released	YE 29

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=stararmy:starship_classes:chiharu-class_flagship

Last update: **2023/12/21 01:02**

