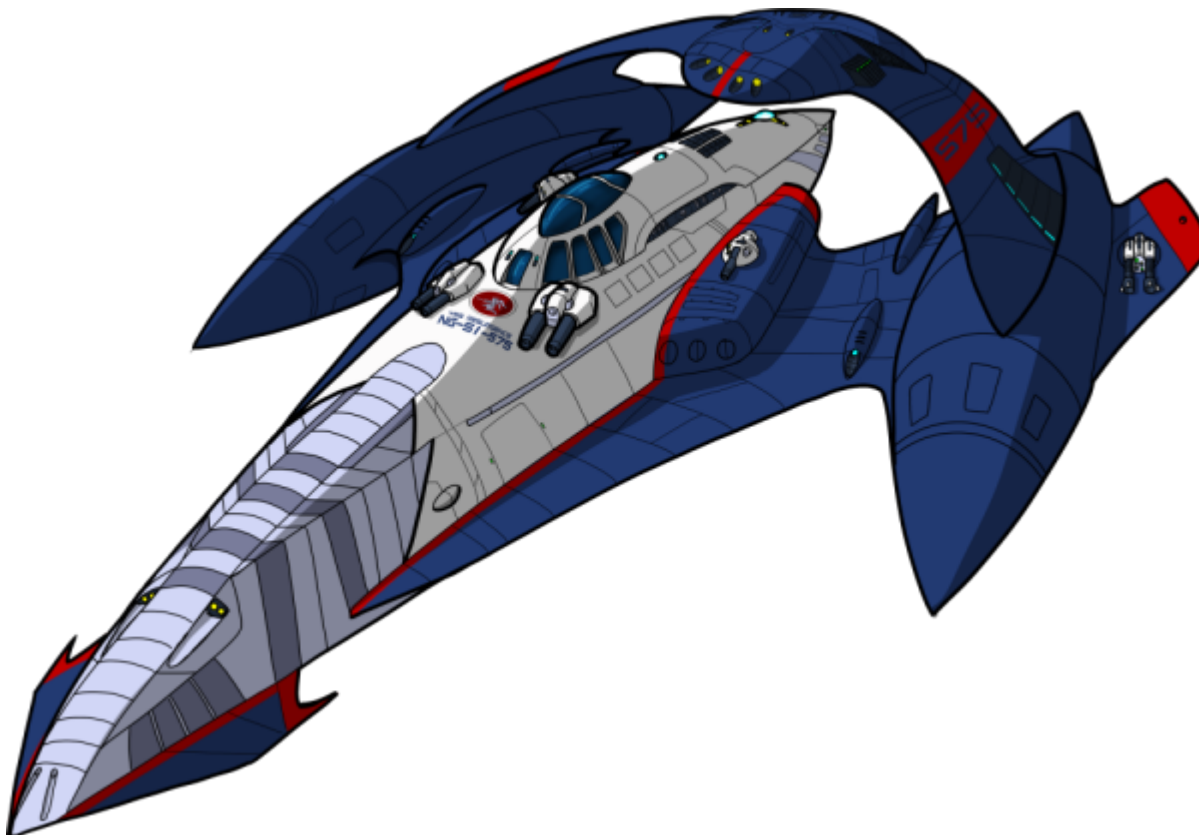


Fuji-class Expeditionary Gunship

The *Fuji* is a large expeditionary [gunship](#) first manufactured in [YE 39](#) by [Ketsurui Fleet Yards](#) for service in the [Star Army of Yamatai](#).



About the Fuji-Class Expeditionary Gunship

The Fuji-class is a large gunship with speed, agility, and durability in mind and boasts a strong weapon array. This ship was built with comfort for VIP guests and officers in mind while giving extended crew accommodations that its predecessor, the [Plumeria-class \(2D\) Medium Gunship](#), was not equipped with. It also includes its own rooms solely for recreation, virtual reality or VR, meditation and introspection, as well as a comfortable monitoring room that doubles as a bridge should the primary one be compromised. The bridge on the Fuji is centrally located and well protected by the rest of the ship. Its shuttle and power armor bays are on the underside of the ship along with the wardroom, which allows those in the wardroom to view what the ship may be orbiting at the time. It has a medium sized custom eight-seater bridge. It is a high-performance ship based around the need for a multi-role vessel.

In [Yamataigo](#) Fuji translates to *wisteria* (富士).

Key Features

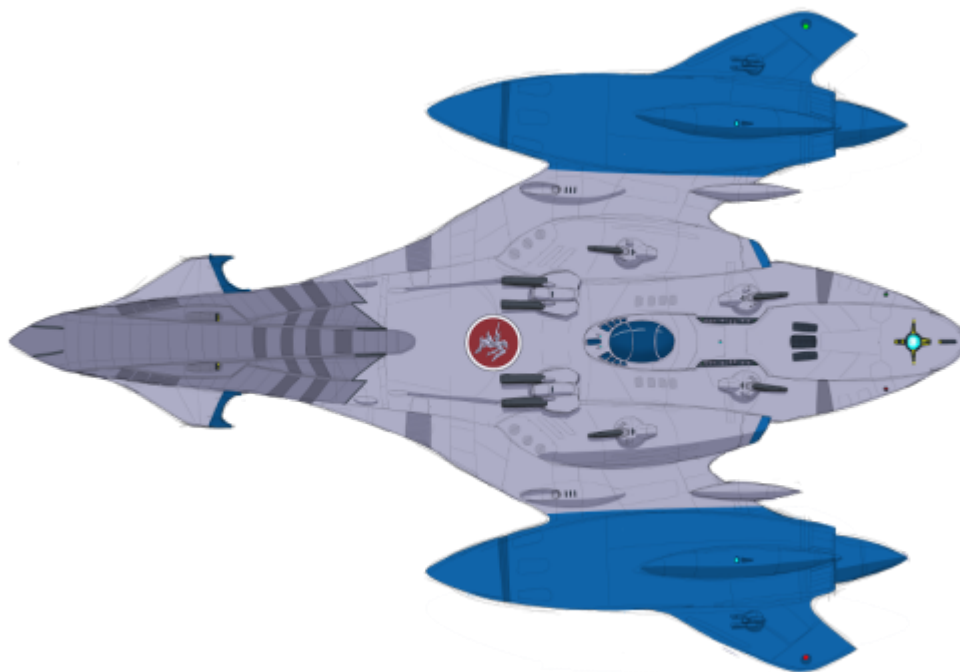
Fuji-class ships feature FTL propulsion. They have a powerful main cannon and secondary turrets as well as tertiary cannons. Key improvements include an expanded crew cabins and expanded main body, enlarged power armor and shuttle bays as well as additional crew rest and relaxation areas and expanded bridge than its predecessor, the *Plumeria*. Like the *Plumeria*, it includes countermeasures including [Electron Countermeasure](#) systems, the [Type 31 Electronic Warfare Suite](#). It works mainly in squadrons or alone as it can be away from home for over a year, though sometimes it will be seen within larger formations.

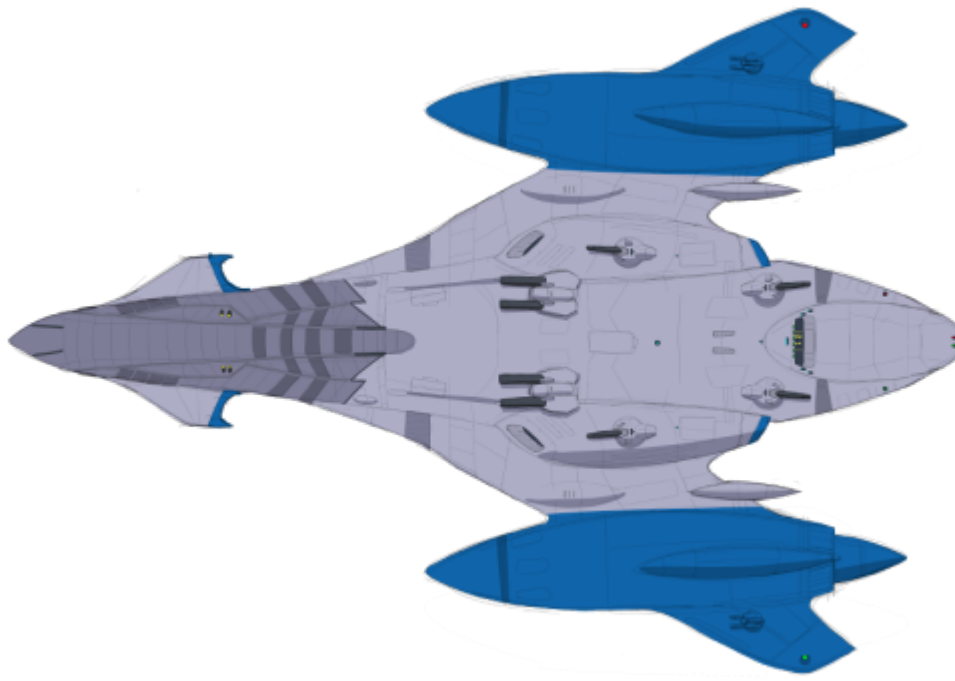
Mission Specialization

- VIP transport
- Insertion of medium-sized teams of power armor or infantry
- Seek and destroy
- Expeditionary missions
- Research and reconnaissances

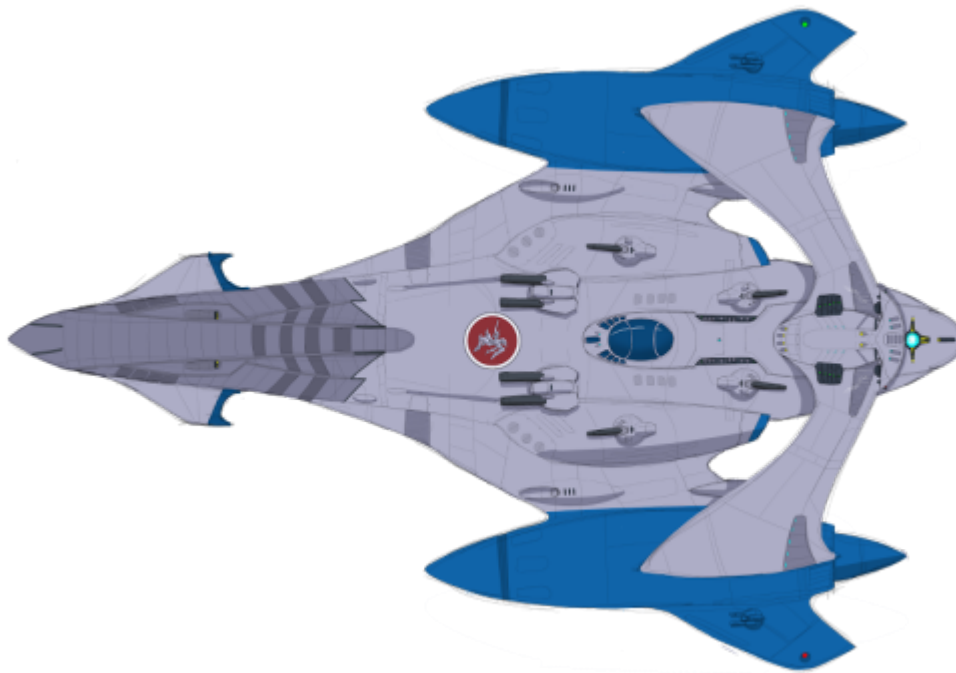
Appearance

The *Fuji-class* ship is shaped with its main cannon in mind, starting at a rounded point with fins coming out of that point twenty meters behind the start of the point. It then spreads to either side of the main wings, which are ovular in the center where the auxiliary engines are located. The ship tucks into itself behind the wings and then comes outwards towards the stern towards the center.





With “rollbar” attachment:



History and Background

When the [Kuvexian War](#) was in its early stages, the need for a replacement for the Plumeria became evident as there was more need for medium-sized strike teams of power armor and infantry while boasting the powerful forward cannons that the Plumeria has. It was sought out by Teien Eden after her

ship was refitted and the upgrades still did not appease her needs for VIP transport, larger crew areas as well as crew relaxation areas besides the lounge room, which saw little use on her ship due to its lack of stimulus. Instead, she incorporated things seen in the [Himiko-class Light Escort](#) such as a calming observation room and monitoring room that doubled as an auxiliary bridge and room for relaxation for the bridge crew.



She also found the need to separate the VR room from the dojo, as the former was used mainly for pleasure while the latter, for physical pursuits. After an incident with a phasing Ghost [Mishhuvurthyar](#), she decided to promote anti-phasing measures in her new ship design, as well. She also felt the need to make more room for the shuttle craft and, thus, created a larger power armor bay as well as one for power armor, given the fact that a [princess](#) and her [samurai](#) were aboard with [Kirie Thought Armor](#) and [Sarah M7 Samurai Power Armor](#) that required most of the power armor bay. The cargo bay was also increased.

With all of these changes in mind, Eden was able to get a design to Ketsurui Fleet Yards and go back and forth about it for a very short amount of time before she was forced to lose contact with Yamatai. A month later and the new ship design was out and ready for service and for the first ships of the class to be rolled out with plans for future upgrades after feedback from crew and captains came in.

Statistics and Performance

Below the statistics and performance specifics can be found for the Fuji-class.

General

- Class: *Ke-S3-3 series Fuji*
- Type: [Nekovalkyrja](#) Expeditionary [Gunship](#)

- Designers: [Teien Eden](#) and [Ketsurui Fleet Yards](#), [First Expeditionary Fleet](#)
- Manufacturer: [Gemini Star Fortress](#)
- Production: In production- 100 built
- Fielded by: [Star Army of Yamatai](#)

Production: Over seventy-five have been built thus far.

Passengers

Recommended Crew: 5 operators are recommended and there is room for 8 on the bridge, though only 1 is required.

Maximum Capacity: There are accommodations for 100 people but around half that is recommended as the standard operating crew. About 205 people can fit aboard in an emergency, but the ship would be extremely cramped.

Crew Type	Number
Night Bridge Shift	3
Day Bridge Shift	5
Officers	5-14
Engineers/Technicians	2-5
Infantry	18-36
Medics	3-10
Supply	1-3
Cooks	1-3
VIP	0-8

Dimensions

The Fuji is so large that the Star Army briefly considered classifying it as a cruiser; however, it was decided to keep its designation as a gunship due to its design lineage.

- Length: 300 meters (984 feet)
- Width: 150 meters (492 feet)
- Height: 42 meters (137 feet)
- Decks: 5 (7 meters each [save for deck 5, which is double that])

Propulsion and Range

The Fuji class is fast and capable of high speeds, which are outlined below:

- Sublight Engines: .375c (~112,422 kilometers per second)
- [Combined Field System/Continuum Distortion Drive](#):
 - Cruising Speed: 18,750c (~2.14 light-years per hour)

- Maximum Speed: 21,915c (2.5 light-years per hour - *This speed is a military secret.*)
- Hyperspace Drive: 525,960c (1 light-year per minute)

See [Star Army of Yamatai Starship Speeds](#) for a comparison of the Fuji's speeds with other ships of the [Star Army of Yamatai](#). This class of ship is equipped with [Anti-FTL field](#) countermeasures.

Durability and Maintenance

The Fuji is built with long-lasting durability in mind and has particularly strong frame.

- Lifespan: An estimated thirty years of constant use, although this could certainly be extended.
- Refit Cycle: Frequent minor updates through the PANTHEON system and a refit once every three years.

Damage Capacity

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

- Tier: 12

Inside the Ship

The inside of the ship contains many non-standard and standard passageways, two zero G passages, a cargo lift, as well as the typical rooms found on a Star army of Yamatai ship as well as key additions made to this class, such as the newly standardized dojo and atypical observation deck. The non-standard passageways are white and blue, wide, and mostly found on decks 1-3.

Deck Layout

Below is information on the deck layouts of the Fuji-class gunship.

Deck #	Purpose
1	Observation Deck, Sensor Dome and Science Lab
2	VR Room, Dojo, Monitoring Room, Life Support Room
3	VIP Suites, Bridge, Captain Suite, Onsen, Deck 1 of Engineering
4	Crew Cabins, Fabrication, Medical Center, Deck 2 of Engineering
5	Wardroom, Cargo Bay, Power Armor Bay, Shuttle Bay, Armory

Compartment Layouts

The compartments of the Fuji-class are laid out in order to make the best possible use of space within it and are outlined below.

Deck 1

This deck houses the science lab and sensor dome and also has an observation deck for relaxing and watching the stars.

Observation Deck

The observation deck of a [Star Army of Yamatai](#) vessel includes lounge chairs, a large bulbous [Zesuaium](#) window and little to no ability to interface with technology save for the omnipresent [PANTHEON](#). The observation deck is a simple and small deck in design and is a getaway for off-duty officers and enlisted. It can be reached from an aft door that is preceded by a short set of stairs. Forward of the observation deck is a two-tiered shelf with artificial lighting and auxiliary gravity for the upkeep of two varying types of plants. The top shelf is used for [bonsai](#) growing and tending while the bottom tier is where the herbs, tomatoes, and carrots of the ship are grown, though these types of plants sometimes vary captain to captain or ship to ship. The three lounge chairs on the observation deck are padded and can be adjusted to either be laying down, sitting up, or somewhere in between. There are no arm rests on the lounge chairs, so the three lounge chairs can be pushed together in order to utilize the deck to the fullest when in the company of others. This deck is primarily a place for relaxation, tending to the plants, and looking to the stars through the full [Zesuaium](#) window. To get to the observation deck, one would go up the stairs to the sensor dome and go around the starboard side of it and enter the observation deck through a doorway on the starboard side of the room.

Combined Sensor Dome and Science Lab

The combined sensor dome and science lab makes the best use of the area at the top of the ship typically used for only a sensor dome. Here is where the scientists and researchers aboard the ship can fully work out the problems of both the Empire and the ship. It is a circular room, the far corner of which is filled with wires, control and access panels, and the sensors equipment of the ship. Near the entrance and in the center is a medical table for experimentation. To one side is a terminal for interfacing with via [SPINE](#) or by doing so manually. The other side contains a shelving unit with various substances and chemicals. Near the door is a refrigerator for such things, as well. The combined sensor dome and science lab is entered through an aft staircase and around the edge of it on its starboard side is a passageway to the observation deck.

Deck 2

This deck is mainly composed of the dojo and VR room for recreation and working out the mind and body. On top of that, it has a lounge room called the *monitoring room* that acts as a secondary bridge. The MEGAMI and life support rooms are on this deck as well.

Dojo

The [Star Army Dojo](#) of the Fuji-class consists of a polished wooden sprung floor beyond what is a small carpeted section near the door for removing shoes. Inside is a punching bag to the left of the carpeted section, mats to the right, and to the far right are weights. The center and far left are to be used for sparring, kata, ground techniques, practicing, and training. The walls save for the one closest to the door are mirrored.

VR Room

VR stands for *Virtual Reality* and has been created in order to better simulate events and situations in which the user has or could find themselves in. This style of room is employed by the [Star Army of Yamatai](#) and is useful for crew recreation or training aboard a starship. The VR Room is operated by the [PANTHEON](#) of a starship. When entering it is a plain white-walled and black-floored room, but when a program is input, the computer changes the scenery of the room into one you may interact with. For example, if one wanted to visit the [Empress' Palace Conference Room](#), one would only need to specify that. If they wanted it to be a busy day, they would have to specify that, as well. Any variables or factors would need to be specified or else the computer would choose an average representation of the location asked for. People can be requested by the computer, but if a Star Army personnel or member of the [Ketsurui Clan](#) is to be used in the VR Room, they will be notified beforehand and asked if they accept this usage of their persona.

The program can be terminated by saying to do so or saying to end the program. Programs can be saved after they have been built up and the VR Room comes with a vast pre-downloaded array of programs to choose from. Much like a [VCE Cafe](#), one can choose to enjoy the experience with friends or alone.

Monitoring Room

The Monitoring Room of the [Star Army of Yamatai](#) is based around comfort and relaxation while being in command of the starship. Only the Commanding Officer of the ship may access the controls during normal operating procedures, but most bridge officer can access their console readouts and monitor the ship via [SPINE](#) while sitting in plush black leather chairs and loveseats spread throughout the room. The carpeted floor is sea blue and the ceiling is a volumetric projection of the space currently inhabited by the ship. There are small tables in front of each chair of polished deep black bamboo that can be flipped over to become consoles for manual controls and SPINE interface. From this room the bridge crew can act if the bridge has been compromised in an emergency situation. Several varying sized monitors line the walls of the room as well as extend up from inlays in the arm rests in which [Volumetric Display](#) protrude from.

MEGAMI

The Fuji-class ship hosts a [Standard Computer Room](#) for the [MEGAMI](#) Integrated Electronics System. It is

protected by armored walls and closed blast shutters. This room is typically inaccessible except to the ship's captain and certified technicians. The walls of this room are adorned with access panels, controls, and displays. There is also a generator system which powers the mainframe and a coffin-like bed for the ship's avatar.

Life Support Room

The [Star Army Standard Life Support Room](#) is composed of two segments for the air recycling and the water recycling. This room entails the additional [Star Army Fire Suppression System, Type 32](#) which is used in combating fired and other hazards aboard the vessel, should they happen.

Deck 3

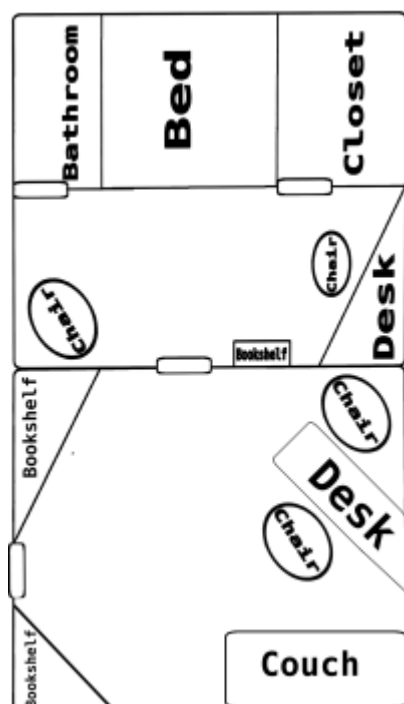
The VIP suites, onsen, first deck of engineering, bridge, and captain's suite are on this deck.

Bridge

The [Fuji-class Bridge](#) is a three-tiered circular bridge with seating for eight. It is a restricted area on Deck 3. The bridge walls have control panels and supply lockers throughout. There is an entrance to the Captain Suite near the command chair in the back and escape pods and entrances to either side of the second level.

Captain's Suite

The captain's suite is behind the bridge on Deck 3. It operates as a place for the captain of the ship to sleep, work, and conduct meetings. Its main entrance is located at the back of the bridge to facilitate the captain quickly getting to the bridge in an emergency. There are two segmented portions, the ready room which is first entered when coming into the suite from the bridge. In it are several built in bookshelves and a large desk along with a couch and chairs opposite the desk. Inside the bedroom portion is a small bathroom with a sink, toilet, and shower as well as a small desk, and bed larger than those found in the officers or crew cabins. To the left of the bed is the bathroom, and to the right is the closet so that it is flanked on either side.



Engineering

The [Engineering Room](#) takes up two decks and is the hub of the engines and technicalities of the ship. The bottom level contains a catwalk and two [aether generators](#) are in the center of the room. The hyperspace unit is to the side of the main doorway and is a large system found in engineering. To the opposite side near the doorway is [Standard Damage Control Station](#). There are fusion reactors (for secondary power), [Standard Star Army Maintenance Conduits](#) that can be entered from engineering, and liquid coolant systems in this room.

The room is loud, noisy, and generally hard to be in. It is also not accessible to anyone save for the commanding officer of the vessel and technicians.

Onsen-style Baths

The newly created [Star Army Onsen](#) is located on deck 3 for the purpose of crew and guests to socialize whilst enjoying a calming, peaceful atmosphere. There is a pool in a far corner that is heated and which has filtered water throughout it, larger bonsai bushes in the corner between the circular pool and wall and has rocks surrounding the pool with a place for stepping in as well as steps on the inside of the pool for exiting and entering.

VIP Suite

The VIP suite consists of two beds, a shower and toilet, and desk. The beds are larger than in the officer

or crew cabins and the floor is polished bamboo wood. There are traditional Yamataian wall hangings and paintings of Star Army starships on the blue walls. There is a volumetric display in every suite and it shows movies, locations of certain places on the ship, as well as rules, guidelines, and operating procedures of the ship. It is the foremost place on the ship for VIP guests to find themselves in. There are four of these on the Fuji-class gunship's third deck. There is an additional VIP suite directly forward of Lower Engineering on Deck 4 across from the Medical Center.

Deck 4

Crew cabins, the fabrication room, engineering, med lab, officer's quarters, and the XO's cabin are all on this floor.

Fabrication Room

On Deck 4 is the [Standard Star Army Fabrication Area](#) where there are nanomachine colonies, robotic arms, matter-to-energy converters and refiners, as well as other implements of industrial construction. This gunship can build items such as power armor, vehicles, and torpedoes, though it can not build organic materials, without having to collect external resources. Large and more complex items take longer amounts of time to fabricate.

Engineering

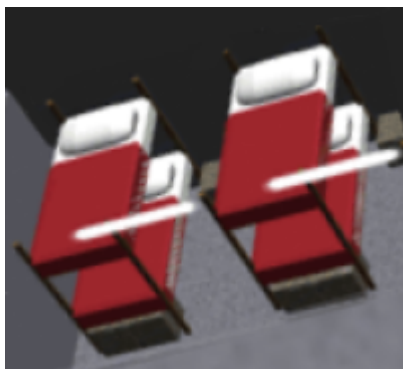
This is a continuation of the [Standard Star Army Engineering Bay](#) which contains capacitors and converters, mostly along the edges and the second tier of the dual aether generators.

XO's Cabin

The XO's cabin contains a large bed to the right, closet behind it, desk facing opposite the door and two chairs and bathroom to the other side of the bed with a shower. There is a painted picture of a bundle of kikyō flowers on the white wall opposite the bed and plush blue carpet throughout, save for the bathroom. It is well decorated with a potted peace lily on a nightstand and a bookshelf next to the bed.

Crew Cabins

These quad cabins have two bunks in them as well as a little bit of room for training and exercising, though not much more than enough to do pushups, sit-ups, jumping jacks, and the like. They have cheap flooring and are connected to a bathroom with only a toilet, sink, cabinet, and mirror on the wall behind the sink, one per room. Each room houses four but can also be converted to house one [Traditional Nekovalkyrja Nests](#). There are nineteen of these aboard the ship, though they are not to be used all at once unless the mission specialty of the individual ship calls for it. The reason for unused cabins is to maintain an ability to take on more crew if necessary, something the Plumeria did not accomplish.



Officer Cabins

The officer's cabin aboard the Fuji-class is a [Standard Star Army Crew Cabin \(Enlisted\)](#) that has two beds and houses just as many officers. There are seven aboard the ship.

Medical Center

An enlarged [Medical Center](#) is mainly and almost exclusively used as a medical facility aboard the Fuji-class vessel and is located at the forward section of the ship. It is different in that it has triple the [Hemosynthetic Reconstruction Tube](#) and quadruple the number of beds.

Deck 5

Deck 5 is two times as tall as the other decks of the ship and contains the armory, cargo bay, power armor bay, shuttle bay, and wardroom as well as the galley and scullery, both connected to the wardroom.

Armory

The [Standard Star Army Armory](#) of the ship is on the predominantly power armor side of the multifunction bay on Deck 5 and is stocked with most of the weapons for the ship's crew. This part of the ship can be used as a panic room or emergency shelter if the rest of the ship is somehow compromised. This armory is a restricted area which can only be accessed by anyone with permission from the ship's captain.

Cargo Storage Areas

The [Standard Star Army Cargo Area](#) holds a multitude of items for use by the ship such as non-perishable foodstuff and repair supplies as well as ground vehicles and primarily houses [Standard Starship Cargo](#)

Containers. On the underside of the ship's armored hull the ship opens and is equipped with a ramp for loading cargo. This ramp utilizes an air-containment force-field.

Shuttle Bay

The shuttle bay is used on the fuji-class vessel on Deck 5. It has one large door that faces aft to the port side of the bay. When opened, the force-field-contained opening in the hull can have shuttles exit without creating a vacuum within the ship. The floors are gunmetal gray and it has a ramp that extends to the ground for cargo to be loaded in from the outside.

Power Armor Bay

The power bay is on the starboard side of Deck 5 and is next to the armory. Power armors such as [Ke-M2-4 Series "Mindy" Armor](#) or even [Kirie Thought Armor](#) can fit comfortably on the ship. The door out of the bay is a force-field-contained opening in the hull that can have power armors exit without creating a vacuum within the ship simultaneously.

Wardroom

The Fuji-class [Standard Star Army Wardroom](#) is taller due to Deck 5 spanning the height of two decks and wider. It also has no hibachi, instead using that area for a see-through Zesuaium window at the bottom of the floor to see through to whatever the ship may be orbiting. On either side of the wardroom are hydroponic areas for growing plants. A captain may choose which plants are grown here, but typically, tomatoes, basil, cilantro, thyme, rosemary, basil, chives, lavender, oregano, and nasturtium. It has two sets of stairs on either side next to the hydroponic walls up to gallery with tables and chairs that goes around the top of the wardroom on all side with railings around the inner edges, which is open. The gallery is used mainly in the event that a full crew is present to dine.

Galley and Scullery

Connected to the wardroom is the [Standard Star Army Galley](#), which contains an area for prepping foods, cooking foods, and a walk-in freezer, pantry, and refrigerator. This is where the cooks spend most of their time. They get the majority of their ingredients fresh upon departing Yamatai-controlled space and must conserve and preserve all that they can.

Misc

Below are the miscellaneous systems on the ship.

Maintenance Conduits

[Standard Star Army Maintenance Conduits](#) run throughout the ship and stem from Engineering. They are small and have panels on the walls intermittently as well as pipes and wiring. They run on all decks and are especially located around weapons systems like the main cannon and underneath the turrets and cannons as well as the sensor dome. Technicians will have to go through these passageways to check on systems every so often, especially after battles.

Zero G Passageway

The [Standard Star Army Zero-Gravity Passageways](#), which are vertical passageways, span from Decks 5 to 2. There are four on the ship — two in the fore section and two aft placed symmetrically on the starboard and port sides — to provide quick and easy access between decks. Eating or drinking in these passageways is forbidden due to the nature of their gravity—or lack thereof.

Passageways

The majority of the passageways are [Standard Passageways](#).

Emergency Passageway

Next to the bridge on each side is an emergency passageway that leads to the monitoring room with blast shutter doors at each entrance/ exit. There are three nooks with three [escape pods](#) in each one.

Cargo Lift

The cargo lifts is positioned from the keel (bottom) of the ship to the dorsal (top) spanning decks 5 to 2 in the rear section of the ship. It has a polished maroon-stained wooden floor and plain beige walls with a handhold on the port side and a control panel on the starboard side.

Airlocks

There are two airlocks on either side of the ship on deck 2 just behind the bow's main weapon array and in front of the VR room, monitoring room, and dojo.

Crew Necessities

30 [stand-alone crew showers](#) and [laundry room](#) are located centrally in the section laid out for crew cabins. There are various sensors within the showers, but the visual sensor data is highly encrypted and only reviewed on a special case-by-case basis as designated by the ship's CO or SAoY Command.

Ship Systems

Below are the systems of the Fuji-class.

Armored Hull

[Yamataium Zesuaium Xiulurium](#)-coated [Zesuaium](#) and [Yamataium](#). The windows are made of transparent [Zesuaium](#). All interior passageways and rooms are surrounded by [Yarvex](#) sheeting.

Combined Field System

[Combined Field System Anti-FTL Field Stealth Systems](#) are all aboard the ship which work to both propel the ship forward as well as contain the ship in a CFS bubble, stop other ships from countering the FTL capabilities of the ship, as well as a stealth system to mask its location actively through multi-band jamming or by modifying CFS to be silently and passively to blind and mute the enemy.

Computer and Sensor Systems

The [MEGAMI Integrated Electronics System](#) is primary sensor system and computer system of the Fuji-class and is also capable of creating sprites, has defensive measures, is part of [PANTHEON](#), includes the [Type 31 Electronic Warfare Suite](#), and much more. The ship includes [Psionic Signal Controller](#) and [Active Jamming System](#).

Emergency Systems

The Fuji contains all [Star Army Standard Starship Emergency Systems](#).

Blast Shutters

On the Fuji, blast shutters are located:

- at the entrances to the armory (always locked and closed)
- at the entrance to the bridge
- at the entrance to the computer (always locked and closed)
- at the entrance to the captain's suite

- at the entrances to the crew lounge/cabin area
- at the entrance to engineering
- at the entrance to the power armor bay
- at the entrances to the recreation area
- at the entrances to the wardroom/galley area
- between the shuttle bay and the power armor
- in the rear cargo doorway
- in key places in the maintenance tunnel network.

Damage Control Stations

On the Fuji, [damage control stations](#) are located:

- in Engineering
- in the Shuttle Bay
- In the Power Armor Bay
- in the Cargo Bay (one front, one rear)
- in the room at the rear of the ship below shuttle bay (where maintenance tunnels meet)
- Just forward of the armory

Escape Pods (9)

There are nine [Ke-S3-X2900 Escape Pod](#) escape pods which can be found near the bridge. There are three sets of three which are on each side in the passageways surrounding it, ready in case the crew needs to evacuate the ship. See: [their article](#).

Soul Savior Pod (1)

See: [Soul Savior Pod](#)

Life Support System

Atmospheric systems are aboard the Fuji class. The air recycling system (which is highly monitored for security reasons) can support up to 500 [Yamataian](#) or [Nekovalkyrja, Type 33](#) personnel up to twenty years and is designed to prevent the spread of contaminants and insects. Gunships are all equipped with many anti-infestation countermeasures. This includes small laser turrets as well as ultra-sonic beams inside the ventilation tubes.

Waste is broken down into atomic components and helpful elements that can be utilized are stored for later use in the fabrication area. Water can be recycled for up to three decades and is stored in fairly large quantities for use in firefighting. Fuji gunships have the ability to land and can propel itself in a body of water above or underwater. It can also refill the ship's tanks with pure water in about ten minutes

through pumps, filters, and osmosis mechanisms.

[Psionic Signal Controllers](#) are equipped on the Fuji.

The life support system takes relatively little power to operate.

Cooling Systems

The heat-generating equipment on the ship are paired with scalar-based heat absorbers. These absorb thermal radiation and then convert it to usable energy. The energy conduits are lined with liquid cooling systems. Excess heat can be pushed towards the sublight engines or the combined field system. In their normal mode, the Fuji's pylons can also act as radiators. A thin extended radiator arrays can be deployed from the pylons in an emergency.

Power Systems

This ship utilizes high-output aether generators. There are fusion reactors in engineering as well as anti-matter reactors in the nacelle pylons.

Propulsion

There are auxiliary engines for sublight travel. the fuji class has a hyperspace fold generator as well as combined field for travel at slower-than-light and faster-than-light speeds.

Anti-Gravity

The ship has a basic anti-gravity system on its underside that allows the ship to be lifted off planets.

Auxiliary Engines

Located on the Fuji's nacelle pylons, these engines can move the ship up to cruising speeds of .375c and maximum speeds of .75c (although this can wear the engines heavily). There are additional, more powerful sublight [Turbo Aether Plasma Drive](#) engines.

Combined Field

See: radial [Continuum Distortion Drive](#) and [Combined Field System](#)

Hyperspace Fold

See: [Hyperspace Travel](#)

Weapons Systems

The standard Fuji-class carries the following weaponry:

- 1 Tier 13 ([Light Anti-Capital Ship](#)) [Multi-Mode Aether Shock Array](#)
- 4 Tier 11 ([Medium Anti-Starship](#)) [Ke-S3-W2901 Positron Accelerator Cannons](#) (2 mounted on the top and 2 on the bottom of the main hull)
- 4 Tier 8 ([Medium Anti-Mecha](#)) [Turbo Aether Turrets](#) (2 mounted on the top and 2 on the bottom of each nacelle wing)
- 8 Tier 7 ([Light Anti-Mecha](#)) [Heavy Quad Anti-Mecha Cannons](#) (Evenly spread around the entire starship)
- 1 [KFY Graviton Beam Projector](#) on the ship's ventral stern.
- 2 torpedoes on top-side hardpoints (typically Tier 11 {[Medium Anti-Starship](#)} [Ke-Z1 Series Anti-Starship Torpedoes](#))

Vehicle Complement

- Room for 85 suits of power armor (Typically [Mindy 2](#))
- Room for 6 [Kuma T8](#) shuttles (typically carries 2) or 2 [Raccoon T7](#).
- Room for 2 [Small Trucks](#) or [Tankettes](#) and 1 [STVs](#) in the cargo hold.

Rollbar Option

There is an option to have a rollbar attached to the top of the ship, which takes five hours to take off or put on. There is a crawlspace up to the top of it on the inside of the rollbar from where it connects to the ship. Torpedoes can be mounted to the rollbar, additional sensors can be added, and, most commonly, a sensor drone assembly feature can be added to the rollbar. It extends upwards in an arc over the ship. With this feature, the back-most turrets' range of fire is limited to 30 degree angles.

OOO Notes

[Ametheliana](#) created this article on 2017/07/03 22:48.

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Deck Layout by [Toshiro](#)

Approved [here](#)

Star Army Logistics	
First Used	YE 39
Last Review	YE 39
Products & Items Database	
Product Categories	starships
Product Name	Fuji-class Expeditionary Gunship
Nomenclature	Ke-S3-3
Manufacturer	Ketsurui Fleet Yards

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