

# Kyoto-class Carrier

The *Kyoto* (originally called the Capital-class Infantry Carrier Ship, named after the battle of [Ayenee Capital City of the Chaos Hive War](#)), was designed to meet the needs of the [Grand Star Army's](#) 20,000-soldier infantry regiments. Each ship can carry and provide long-term support to a Star Army Infantry Battalion of 5,000 soldiers. The Capital ship had been in the design stages for some time, but was not actually finalized until after the creation of the [Horizon-class Colony Ship](#). Rather than see the Infantry Regiments placed on a single, vulnerable ship, KFY engineers quickly finished the Capital, using the latest advances in technology that had been added to the [ISFC](#).

Year introduced: [YE 24](#)



## History

All one hundred ships of the first two production runs were already issued out to units and were in use by the time the [Lamia Power Armor](#) came out, and not all 1b variants had them. The 1c variant, introduced throughout the Star Army in [YE 25](#), replaced both 1a and 1b variants. Key improvements include additional mecha. The CICS was the last KFY-built ship design to be upgraded to a [PANTHEON](#)-type IES by [Kessaku Systems](#). The IES was added in the 1c upgrade.

In [YE 39](#), some previously-discarded Kyoto-class carriers were restored to combat status for use during the [Kuvexian War](#).

## Design Goals

Objectives of the Kyoto/Capital Infantry Carrier Ship:

1. To provide a mobile base station for an Infantry Regiment (20,000 troops).
2. To provide up to Regiment-level command and intelligence analysis.

- 3. To be capable of indefinite stealth operations
- 4. To provide rapid deployment capability.
- 5. To provide Power Armor Support.

## Notable Kyoto-Class Carriers

Notable Kyoto-class carriers include:

- [GSS Kyuubi](#)
- YSS Adventure II (YL-732)
- YSS Namiko, which served as flagship for the [Fifth Expeditionary Fleet](#) was was destroyed in the [Battle of Murf](#)

## Stats

- Government: Yamatai Star Empire
- Organization: Star Army of Yamatai
- Ship Type: Long-Range Heavy Assault Transport
- Ship Class: Kyoto/Capital Ki-L3-1c
- Designer: Ketsurui Fleet Yards
- Manufacturer: Ketsurui Fleet Yards, Tabidatsu
- Production Runs:
  - YL-620 to YL-700, Ki-L3-1a
  - YL-701 to YL-720, Ki-L3-1a
  - YL-721 to YL-770, Ki-L3-1b
  - YL-771 to YL-800, Ki-L3-1b, YE 25
  - Thousands for the Nekovalkyrja War Fleets
- Length: 1,905 meters (6250 feet)
- Width: 914.4 meters (3000 feet)
- Height: 1,097.28 meter (3600 feet)
- Decks: 300 @ 3.66 meters (12 feet) each
- Weight: about 20.4 million metric tons (22.5 million tons)

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

- Speed (Atmospheric): Mach 1
- Landings: Cannot land. Can hover indefinitely.
- Maximum Range: Effectively Unlimited
- Lifespan: Estimated 20 years
- Refit Cycle: Yearly or as needed.

Crew: 662 (not counting Infantry or pilots)

- 12 Command Staff
- 60 Command Support Staff
- 120 Ship Crew
- 60 Crew Support Staff
- 20000 Infantry (Battalion)
- 50 Shuttle Pilots
- 360 Fighter Pilots
- 86400 Lamia Pilots (NH-12 Sprites)

Supports up to 50,000 NH-17 and 100,000 NH-12.

## Damage Capacity

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

- Hull: 40
- Shields: 40 (Threshold 4)

System Type	Qty	Mfr	Designer	Model	Description
Supportive Frame	1	KFY	KFY	Ke-FL-2512i	Zesuaum-Reinforced Titanium Boron Carbide
Hull	1	KFY	KFY	Ke-HL-2512i	Zesuaum-Coated Titanium Boron Carbide
Environmental	1	KFY	SARA	Ke-EL-2512	Active Recycling System
Main Power	4	KFY	KFY	Ke-PS-2441q	Superheavy Quantum
Auxiliary Power	8	KFY	KFY	Ke-PL-2435zp	Aetheric Energy Generator
Distortion Drive	2	KFY	KFY	Ke-EL-2442cq	Combined Transluminal Drive
Teleportation Drive	1	KES	AvaNet	Ke-ES-2513tt	Transuniversal Teleportation Drive, Type L1
Fold Drive	1	KES	SARA	Ke-ES-2513hf	Hyperspace Fold Drive
Ship Anti-Gravity System	1	KFY	KFY	Ke-RS-2443ag	Inertial Redirection System
Internal Anti-Gravity System	2	KFY	KFY	Ke-RS-2439ag(i)	Force Stabilizer
Cooling System	1	KFY	KFY	Ke-CS-2440ed	Energy Displacement System
Electronics System	1	KES	Kessaku Anri	WIES 1.1	Warship Integrated Electronics System

Systems used on the older 1B version:

- Main Power System: 4 KiP-sh2441q Superheavy Quantum Generators
- Aux Power System: 8 KiP-sh2435zp Superheavy aetheric Generators
- Propulsion: KiE-sh2442cq Combined Distortion Drive (SDD,CDD,QSD)
- Anti-Gravity System, Internal: 1 KiFRS-sh2443ag Inertial Redirection System
- Anti-Gravity System, Internal: 1 KiFRS-sh2439ag(i) Force Stabilizer
- Cooling System: KiC-sh2440 Energy Displacement System
- Transuniversal Teleportation Drive: AvaNet TTD Type L1

## Weapons

**Projected Energy Beams (20):** The projected energy beam was first developed in Yuumi battleship program and has become a staple of Star Army weaponry. The spatial distortion around the ship is used to release condensed potential energy from the aether, the ubiquitous sea of energy. By distorting the shield-space, the origin of the beam can be maneuvered around the field bubble, allowing it to be fired from any point on the field system. The subspace effects of the beam make it naturally piercing to distortion-based shields. Please note that when firing it substantially weakens the shields.

- Primary Purpose: Anti-Starship
- Secondary Purpose: Heavy Assault
- Damage: Total Annihilation in a 5-foot-wide beam (36 6-inch beams for spread).
- Range: 58,800,000,000-mile (94,605,300,000 kilometers, or 1/100th LY) or 1000 miles for spread.
- Rate of Fire: One five-second blast every 15 seconds.
- Payload: Effectively Unlimited

**Variable Weapons Pods (2,000):** (KFY Ke-W2802): The ship's has numerous launchers in its hull that can form discoid custom weapons pods. The weapons take about two minutes to form and usually fire some sort of transphased energy beams or scalar electromagnetic interferometric pulses, due to the abilities of such weapons to hit and destroy shielded targets. When the pods are deployed, they move fully out of and around the ship (they float) and adjust their position to obtain the maximum volume of fire. Each pod has a maximum output of 150,000 PetaWatts (two times as great as the PDV-5). Should a Star Army ship be disabled or destroyed, the pods will actually jump to another suitable Star Army ship that passes close by.

- Location: Hull
- Weapon: Transphasic Phased Polaron/ Scalar Electrogravitic Beam/Pulse
- Primary Purpose: Anti-Starship
- Secondary Purpose: Anti-Torpedo/Fighter/Mecha, Anti-Missile
- Damage: Moderate to very heavy. Scalar field destroys electrical systems, kills life, detonates explosives.
- Range: 32,187 to 1,931,213 km (20,000 to 1,200,000 miles)
- Rate of Fire: Five times a second

**WickedArms Corporation WA-06i Missile Launchers (500):** These semi-retractable missile launchers are located all over the hull. When not in use, the missiles are protected by launcher covers, and the launchers are mostly retraced into the hull.

- Warhead: Subspace Detonator Missiles (SDM)
- Purpose: Creates holes in shield systems, disables FTL flight, collapses wormholes.
- Damage: No direct damage.
- Range: 500,000 miles
- Rate of Fire: Volleys of 5, 10, 25, or 50 each. Volleys can be combined.
- Payload: 500 Missiles each.
- Warhead: Multi-purpose Shield and Armor Piercing (MSAP).

- Purpose: The MSAP Missile is designed to take out small hard and soft targets at middle range.
- Damage: Heavy
- Range: 500,000 miles
- Rate of Fire: Volleys of 5, 10, 25, or 50 each. Volleys can be combined.
- Payload: 500 missiles each.

## Systems

ADN Device: [ADN Device](#)

**Armored Hull:** The key substance that makes up the hull armor of the ship is Zesuaium. The frame of the ship is Zesuaium, and the armor plates are made of Zesuaium coated Yamataium. The ship's windows are made out of special transparent Zesuaium-T which does not block visible light. Zesuaium and Yamataium's main vulnerability is to antimatter weapons.

**Zesuaium-β:** [Zesuaium](#) is a nonporous gray substance which does not conduct any form of electromagnetic radiation, including heat and electricity. It neither bends nor breaks, but will remain in a solid piece. The fabrication of Zesuaium takes place on factory starships, where a certain substance is molded in the shape desired, and then is transmuted into the fixed Zesuaium form. Each plate of the armor is dotted with millions of tiny connection points (consisting of a porous coating) to allow additional armor and paint to be added.

**Yamataium-β:** Because Zesuaium armor is difficult to repair, the ship's plating is primarily composed of [Yamataium-β](#), a SARA-created artificial metalloid with self-healing molecular bonds. Under the guidance of the HSCS-3, the Yamataium can patch holes as needed in a matter of days. Yamataium-β is made to interact efficiently with the repair systems and bond with Zesuaium-β.

**Additional Structural Defense Systems:**

**Internal Compartmentalization:** The ship is sectioned off so that ruptures and fires in one section will not affect other sections.

**Ablative Armor (optional):** In addition to their Zesuaium-reinforced hull plating, Kyoto Carriers have the ability to deploy 50cm of heavy armor over the entire hull of the ship, including areas normally exposed such as the CDD, thrusters, and sensors. 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.

**Hull-Integrated Systems**

**Escape Pods (1500):** [KiS-2408es Escape Pod](#)

**Soul Savior Pod (2):** [Soul Savior Pod](#)

**Graviton Beam Projector (6):** This device creates a stream of gravitons which can be used to tow other spacecraft or shuttles. The projector is ineffective against ships using gravitonic shielding.

**Cloaking Devices:** The ship can be rendered invisible to scalar radar, aetheric-energy sensors, subspace mass detectors, other forms of detection by using the TTD to keep the ship in an alternate plane of existence. It is also equipped with an advanced cloaking device which uses scalar fields to simulate that photons and other sensory forms pass through the “empty space” and thus its presence is hidden.

**Continuum Distortion Drive:** An experimental technology undergoing testing, it propels the ship at speeds many times the speed of light by generating continuum distortions and nesting them to create asymmetric peristaltic fields, using a set of rotary distortion coils. The normal CDD speeds are augmented by working with the forward deflector to enter a quantum slipstream. This allows the ship to travel thousands of times the speed of light.

**Graviton Beam Projector (2):** This device creates a stream of gravitons which can be used to tow other spacecraft. The projector is ineffective against ships using gravitonic shielding.

**Hemosynthetic Conduit System:** [Hemosynthetic Conduit System](#)

**Hydrogen Collection Matrix:** The HCM located on each rotary continuum distortion nacelle allows the ship to collect hydrogen molecules as it travels through space, which can be used to provide fuel for the continuum distortion drive's quantum power core. The HCM units can be shielded in combat with cover plates that were installed since Ki-D2-3c design upgrade.

**Kessaku Electronics Corporation Warship Integrated Electronics System:** See [Warship Integrated Electronics System \(WIES\)](#)

**Lift:** The lift provides quick access from the main deck to the subdeck. The 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).

**Shield Systems:** The CICS has a fine combined defense shielding system, relying on an teardrop-shaped combined spatial and electrogravitational distortion field network to warp space around it and alter the course of lasers, missiles, etc. that are headed for the ship using both dimensional warping and scalar EM interferometry. None of the ship's shield systems are affected by nebulae or electromagnetic interference.

The first and primary shield system is the elliptical dimensional distortion. This system folds space using electrogravitational fields, wrapping it around the ship, to render the craft in its own bubble. Objects inside the bubble are protected from both solid and beam weaponry, because the projectiles or beams pass through the curved space and around the ship. The EDD can protect against up to 2.75 YottaWatts worth of damage (2,750,000,000,000,000,000 joules a second) per five-foot area in either kinetic or energy form.

A second system, officially the FDS (forward deflector shield), but more often called “the spike,” only protects the front of the ship, acting as a giant cone. It protects the ship from collisions during high-speed space flight. The spike adds to the already deadly blade nature of the ship and can be used to facilitate ramming other vessels. As the ship's primary defense against high-speed impacts such as meteors in space, and debris from destroyed starships, the spike is extremely powerful. For this reason, when possible, the ship combines the spike with the EDD shield, providing enough protection to withstand heavy particle cannons and the like (the FDS alone can take hits equivalent of thousand petaton-sized

blasts). The FDS is almost always on, unless the ship is trying to be particularly stealthy. “Spiking” is using quick extensions and retractions of the FDS to 'punch' a nearby ship, beating in its hull.

Temporal-Spatial Distortion System: Using its TTD and shield systems, the ship generates its own time-space distortion field. This field serves many purposes, mainly keeping the ship safe from spatiogravitational and temporal attacks. It operates as a time/space anchor. The DR device (dimensional retriever) is also built into this system. Gravitational fields outside the shield bubble do not affect the objects inside, allowing the ship to travel in places that would crush other ships (such as hiding within the horizon of a black hole). The TSDS can also be used to generate subspace waves, which can be used to detect hidden ships and objects when used in combination with the subspace sensors.

Transuniversal Teleportation Drive: [Transuniversal Teleportation Drive](#)

## Vehicle Complement

Shuttle and Mecha Bays: The CICS has a large portion of the ship (Some 150 decks worth) dedicated to shuttles and fighters, so much that the ship was almost designated as a carrier, rather than a logistics ship.

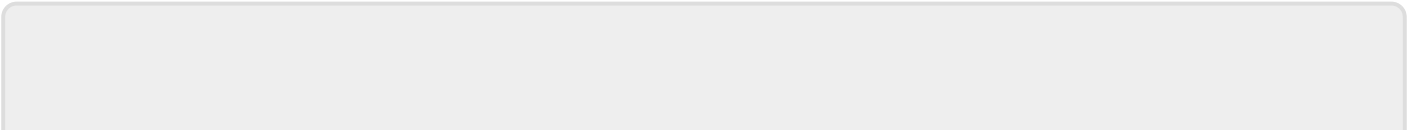
- 25 [Ki-T2/Ke-T2 "Kitty" Stealth Aeroshuttle](#)
- 10 [Ki-T1/Ke-T1 "Gopher" Short-Range Shuttle](#)
- 25 [Ke-T3 "Lion" Transport Shuttle](#)
- 360 [Ke-V2 "Uriko" Anti-Starship Torpedo Bomber](#)
- Power Armor: Ke-M1 / Ke-M2 / Ke-M3 / Ke-M4 (86,400)

## OOC Notes

Created by [Wes](#).

Art by [Kai](#).

Star Army Logistics	
Supply Classification	Class A - STARSHIPS
Products & Items Database	
Product Categories	starships
Product Name	Kyoto-Class Carrier
Nomenclature	Ki-L3-1c/Ke-L3-1c
Manufacturer	<a href="#">Ketsurui Fleet Yards</a>
Mass (kg)	20,400,000,000 kg



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