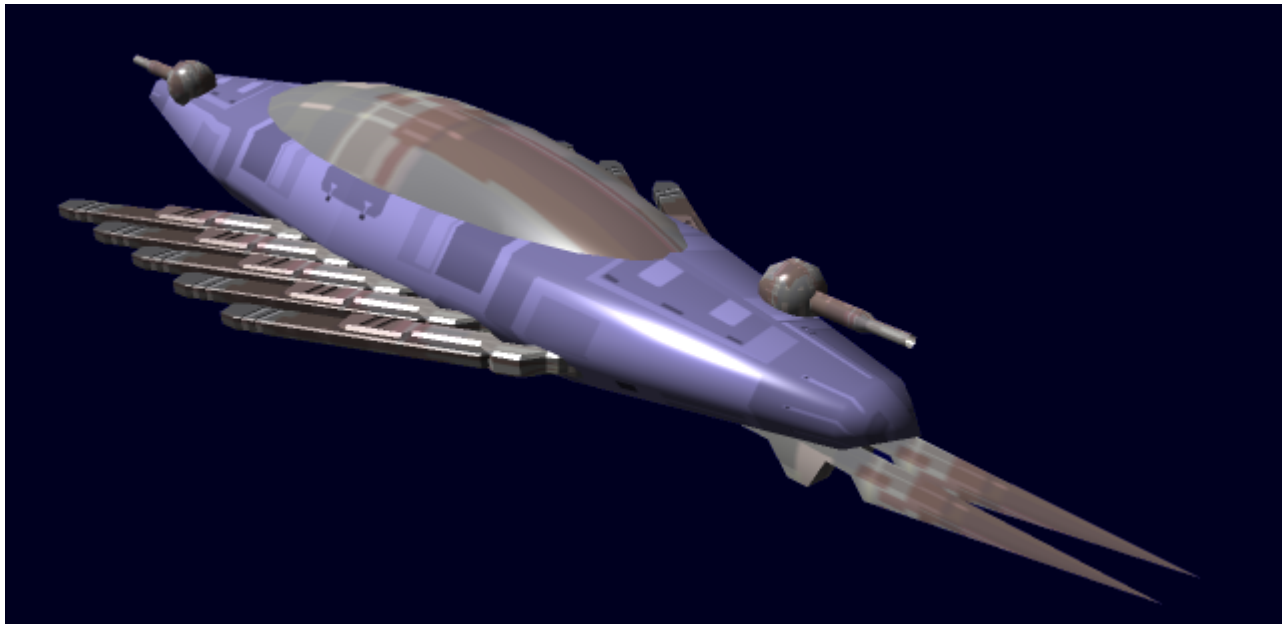


Odori-class Medium Freighter

The Odori-class medium freighter is a compromise between cargo runner and warship. Designed to hold its own in a fight only if necessary, the Odori relies on durability to see it through the day. Unlike Phoenix Aerospace's Heron-class or Geshrinari Shipyards' Sojourner-class, the Odori has modern aether generators, a Combined Field System, a complement of power armors with adequate support, and anti-starship weaponry. Its main drawback is weaponry borrowed from several different sources, requiring mechanics and soldiers to be trained in both Nerimian and Mishhuvurthyar technology.

This ship is considered obsolete by the [Star Army of Yamatai](#) and should no longer be used.



NOTE: To come in line with the Starship Speeds Standard, the Odori's new engine speeds are as follows:

- Speed (STL): .15c (~44,968 kilometers per second) using main engines, .25c (~74,948 kilometers per second) using all engines. Acceleration is 0.01 c using main engines, 0.022c using all engines.
- Speed (FTL): 12,500 c using CDD field
- Speed (on fold-equipped vessels): 394,470c

Damage Capacity

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

- Hull: 10
- Shields: 10 (Threshold 1)

1. About the Odori:

The *Odori*-class medium freighter is a compromise between cargo runner and warship. Designed to hold its own in a fight only if necessary, the *Odori* relies on durability to see it through the day. Unlike Phoenix Aerospace's *Heron*-class or Geshrinari Shipyards' *Sojourner*-class, the *Odori* has modern aether generators, a Combined Field System, a complement of power armors with adequate support, and anti-starship weaponry. Its main drawback is weaponry borrowed from several different sources, requiring mechanics and soldiers to be trained in both Nerimian and Mishhuvurthyar technology.

2. History:

While most of [KFY](#) and the [Star Army](#) focused on developing the [Sakura-class Light Gunship](#) and later on the systems to be placed on a new *Kochou*-class light cruiser, officials from both organizations made a quiet concession – the sparse fleet of aging freighters and transports, none produced by KFY, were simply not up to snuff. The old [Sojourner-Class Medium Cargo Transport](#) despite numerous retrofits, could not withstand the increasing pirate strikes coming from the Northeastern sector of known space. Limited complements of power armors were not enough. The *Heron* fared slightly better, but it lacked the capacity to carry a Combined Field System, and its revered status as “highly customizable” did not afford it the power to carry high-yield weapons.

Star Army consultants, including enlisted freighter pilots and loading crews, drafted a list of criteria a new freighter would have to meet in order to survive in the conditions of the day. Some were obvious – powered by aether, modern weapons, durable exterior. Others included an interior cargo bay as tough as the outside armor. The pilots universally requested a layer of purposefully placed microthrusters to facilitate easy and precise docking. Loading crews suggested docking tubes with Nodal gates like those found on the [Sakura-class Light Gunship](#) to make it easier to work with civilian and foreign ships.

Commanders, recognizing the danger their ships could get into and the fact that their cargo often was not of vital importance, worked with KFY to develop a system of pods called DOCs – “Detachable Outer Containers” – instead of an internal cargo bay. The system, used by aerospace vehicles for years to facilitate quick turnaround times, involves a securing system to attach the container to the ship. The commanders gave it a twist, however. Instead of being outside of the ship and exposed, claws from the ship itself bond on a molecular level with the containers. When not in use, the claws are retracted. Weaponry was the only major sticking point. All of the consultants agreed they did not want the freighter to act as a reserve pocket battleship. “If I wanted an [Arashi](#),” said one [Shosa](#), “I’d have signed up for one.” A ship that cannot somehow fight back, however, stands little chance of surviving any real engagement.

A compromise was struck in the end that satisfied no one entirely. Taking what was already known about positron weaponry from Phoenix Arms Corporation, Mishhuvurthyar battles were studied to glean the effects of their positron weapons. The information was then applied to make a weapon capable of effective anti-starship action, but not so powerful and versatile as to make it very useful in fleet engagements. These weapons, while not too different from their Phoenix Arms ancestors, are test types, as far as SARA is concerned – if they are successful, their manufacture could increase for use on ships not

requiring the same output as a KFY Positron Accelerator Cannon. It took some time to get it through the design and testing process, but after the *Anri*-class DSR finished its initial production run, KFY produced a set of four *Odoris*. The *YSS Odori no Hikari*, NR-S1-51, was given to the 1st War Fleet; the *Odori no Fuu*, NR-S0-52, to the Star Army Depot, the *Odori no Hino*, NR-X1-53, to the [First Expeditionary Fleet](#), and the *YSS Odori no Umi*, NR-X5-54, to the [Fifth Expeditionary Fleet](#).

3. Statistical Data

Organizations Using This Vessel:

- [Ketsurui Fleet Yards](#)
- [Star Army of Yamatai](#) (Yamatai no Hoshiguntai)
- Type: Medium freighter
- Class: Ke-C1-2901c Odori
- Designers: Ketsurui Fleet Yards
- Manufacturer: [Ketsurui Star Fortress](#) (NH-X1-01)
- Production: Initial run of four vessels. Full production run to come later.
- Total Crew: 20-21, depending on type of crew
 - 1 Commander: Seitô to Chui
 - 1 Starship operator: XO usually; no higher than Shoi. Sometimes two positions.
 - 4 Bridge staff: Sensors, communications, weapons, logistics/requisitions. Usually Seitô; can be Heisho.
 - 10 Soldier technicians: Headed by a warrant officer. Armor pilots who double as general techs.
 - 4 Engineers/technicians: Headed by a warrant officer. Keep the ship in shape.
- Maximum Capacity: Standard accommodations provide for an extra 10 soldiers, but that involves three people in each room, except the commander's. 250 under emergency conditions. If a DOC is attached, 600.

Appearance: A long and narrow oval, low in height. Has either 40-meter long delta wings on either side, located in back; or 41-meter-long mandibles (five on each side) running perpendicular to the ship, gripping a DOC. Length: 150 meters. Width: 32 meters at its widest point (aft), 10 meters at its narrowest. With wings spread, 90 meters (no DOCs attached). With O1-1a DOCs, approximately 125 meters. Height: 27 meters.

Decks: Two. Deck 1 is as high as 18 meters (aft), while Deck 2 is as high as six meters. There is about three meters between decks (not solid).

Mass: 90,000 metric tonnes empty.

4. Performance Ratings

Speed (STL): 0.69c using main engines, 0.971c using all engines. Acceleration at 0.08c/sec at full throttle and empty; 0.022c/sec DOCed and loaded. All engines are active during acceleration.

Speed (CDD): 150,000c using combined distortion system.

Note: The CFS can still function (although at reduced efficiency) even in the presence of anti-FTL fields.

Speed (Aerial): Mach 11 empty, Mach 2 DOCed and loaded.

Speed (Water): 90 kph using anti-gravity drives. The *Odori* can land on water or land; however, it cannot land on water when loaded.

Range (Distance): Limited only by the lifespan of the vessel. Life-support can support the crew for about seven years.

Range (Support): Limited only by the lifespan of the vessel. Life-support can support the crew for about seven years.

Lifespan: Assuming proper maintenance, about 40 years before major overhauling is required.

Refit Cycle: Frequent minor modifications while in service through the PANTHEON automatic upgrade system. Full refit once per year.

5. Inside the Odori

Symbology: For reference's sake, the symbol for the *Odori* is a small single-hull sailboat with extending pontoons, representing its precise maneuverability. The *Umi's* sailboat cuts to port across water; the *Fuu's* cuts to starboard through clouds; the *Hino's* has its bow pointed at the viewer and has flames licking its sides; and the *Hikari* is seen along its keel, bow pointing up among a field of stars. Armory: The *Odori* carries a small armory behind the bridge on Deck 1 (at the back of the first third). Separate from the power armor bay, the armory carries enough weapons to equip the ship twice over. Power armor weapons are maintained in the *Odori's* general vehicle bay. The armory includes:

- 20 Type 28A Nekoalkyrja Service Pistols with 40 additional BR-28 battery magazines
- 20 Type 28 Nekoalkyrja Submachineguns with 20 additional BR-SMG battery magazines
- 2 chargers each for BR-28 and BR-SMG* 25 Type 28 Army Multi-species Environmental Suits (more are located on the ship)
- Weapon maintenance supplies, cleaning kits, and spare parts (such as human grips)* Explosives, grenades, other weapons, and body armor as needed and/or available

Bridge: A simple affair, despite the Hinomaru emblem on the hull of the ship and in the center of the small, single-deck room. The pilot at the front center, sensors and weapons even with it near the walls, then the commander and communication in the spaces between, set back and above. Only the pilot station has a pit-like feel to it, as its rotating chair is half-surrounded with displays and equipment. Weapons and sensors are actually built into the wall of the bridge, the necessary panels and displays folding out from it to allow the officers at those stations to face the viewscreen. The communication station has only a small "desk" of displays and panels. The commander is one third of a meter higher than the communication station, to ensure he can see what is happening. He also has only a small desk of panels. Comu Cman Weap Pilt Snr Each chair is lined with sea blue suede, as is the other furniture in

the ship, signifying it as the Umi of the Odori series. The floor is thinly carpeted and colored grey. The rest of the bridge is non-reflective paneling. Lighting is generally dim to help pilots concentrate when docking. The bridge is located toward the front of the ship on Deck 1.

CIES room: Located just in front of the central vertical corridor, the Compact Integrated Electronics System is part of the Kessaku Electronics PANTHEON system, albeit a smaller part than the type found on, say, the Sakura gunships. Access to the computer room is only available to technicians certified by KES or the commander. Systems information below.

Crew quarters: Found around the middle of Deck 2, the Odori standard crew quarters are bigger and slightly less spartan than those on the [Sakura-class Light Gunship](#), but still do not provide much in the way of creature comforts. At six-by-six meters, they resemble college dorm rooms without desks (these fold out from the back wall to run parallel to the beds). There are 11 rooms; five on each side of a hallway near back of the ship. The commander's is seven-by-seven meters and located at the end of the hallway. Twin-size beds fold down parallel from the side walls, with the left-side bed normally folded up (the commander's still has two fold out beds, but one is a double-size, and it has a cushy chair for the desk). The linens are made of a refined hemp; spares are kept in the small closets next to the door of each room. To make up for the lack of flash, the linens have each ship's symbol and name in Japanese stitched in sea blue into the blue comforters (fire orange for the Hino, white for the Hikari and a light green for Fuu). The fabric used for the symbols is silk. Also to save on space, toilets and sinks fold out of the wall just beyond the foot of the bed, with bunched silk curtains placed in the ceiling around it. The curtains drop down when the sink and toilet are in use.

Common area: The common area is joined to the wardroom, which are both in front of the center corridor (the crew quarters taking up space in front and behind). The two make one long rectangle on Deck 2. There are enough bolted-down couches to sit two soldiers a piece, and there are a few tables with lamps and chairs along the edge of the room, but in general it is rather empty. Sticking with practicality, only the floor has carpet (shaggy and blue). In the center of the room is a non-carpeted area; engraved in Yamataium circles, the Hinomaru is put above the ship's logo.

Engine room: Because of the sublight speeds the *Odori* is designed to reach in a hurry, it was fitted with two different types of engines. The two main engines are old Ke-22 Heavy Ion/Graviton units, lifted from Ki-F2s in Zero Fleet that weren't being used, and they take up about a sixth of the space at the back of the ship on Deck 2. Another sixth (roughly speaking) is taken up by the four secondary engines, which are KE-25 Ion/Graviton units from the same Ki-F2s. The space behind the main engines and between the secondary engines is the engine room. While it looks benign, considering its simple walls and non-carpeted floor, it has the most advanced equipment anywhere on the vessel. Upon entering, there is a terminal with a single chair surrounded by a thin circular barrier rife with diagnostic equipment and spare tools. From above, image panels are always active, displaying information taken from the monitoring devices attached to each engine. The foreperson sits in this terminal during their shift. Forward from that, large portions of the engines are exposed to allow mechanics to do their work. Initial reports suggest the CIES will have a hard time keeping the room clean, despite the absence of anything to get it dirty.

Generator room: On the other side of the aft vertical corridor is the generator room. This gives mechanics access to it if necessary; for the most part, it is run by the CIES or remotely accessed from the engine room. Note there are two sets of generators in the room shielded from each other – twin aether generators providing power to nearly all of the ship's systems, including most weapons, and a small quantum-gravitic reactor. The reactor's primary purpose is to provide by-product antimatter for the

positron cannons. When not in use it is shut down. It can act as a back-up power generator in dire circumstances, but doing so forces the ship's Nodal System to devote nearly all of its time maintaining the power conduits, as they are not designed to receive the type of energy the reactor produces.

Medical facility: Located near the front of the ship on Deck 2, the Odori's medical room is standard for the Star Army. Operations, body synthesizing and repair, and memory backup are all within the capabilities of this room. The torture and containment of prisoners is not, but it is possible. The computer-generated medic (an NH-29) relies on the Nodal System to replenish its medical supplies and tools, which are stored in a series of cabinets against the wall where the exit is (port). **Passageways:** All passageways are square in shape and have artificial gravity, except the three circular ones that serve as gateways between decks. Those three (located at the center and at the two "foci" of the oval-shaped ship) maintain zero gravity at all times. Appropriately labeled panels contain emergency supplies, including AMES suits, rations and the like.

Shuttle / Power Armor Bays: At the back of Deck 1 is the general purpose vehicle bay. It carries 10 power armors and one *Fox*-class shuttle. The room is large for a simple vehicle bay, but it is meant to be a complete unit – all starship and power armor weapons are kept behind a thin wall behind the power armor racks. The floor of the bay is standard black; walls paneled gray. The ship lacks a proper rapid-launch bay; instead, a section of the starboard wall extends into the bay, open on the inside. A door on the outside of the ship is opened after forcefields have separated the pressures of the bay and space. A power armor need only fly through the forcefield and out the hole created in the ship's hull. **Shower room:** A slight blip in the design that was smoothed over later, the shower room is just behind the armory, strangely enough. A small tunnel built into the port wall of the armory, it is made of opaque plastic and has no door leading from it to the armory.

6. Vital Systems

Detachable Outer Container Bondable Securing Claws (DOC-BSC)

For its new freighter, the Star Army decided to put its hemosynthetic systems to use beyond life support and restoring armor. When not in use, the first three BSC ports on both sides of the vessel are closed. The rear two form Yamataium-S delta wings, which take about three minutes to form and retract. When in use, each port produces two-pronged claws that extend and grip a DOC by temporarily bonding with its Zesuaium hull. This provides a secure method of holding the containers, one much better than standard clamps or rails.

Hemosynthetic Conduit Systems

This network, consisting of blood-filled tubes, runs throughout the ship carrying femtomechanical purpose-oriented molecules (constructed at the level of elementary particles) that are tied to the ship's life support and computer system. At access points, the bloodstream can hemosynthesize objects, including food and water packages, as well as dissolve objects. A secondary internal network (HSCS-2) recycles and dissolves waste, and a third, independent system (HSCS-3) carries femtomachines through

various parts of the ship where repairs are needed, to control damage automatically, even during combat.

More on the HSCS Systems: The HSCS system fluid can be differentiated by color. The HSCS-1 system is bright red, HSCS-2 is brown, and HSCS-3 is gray. While the HSCS-1 and HSCS-3 fluids are harmless to Nekos, the HSCS-2 waste liquid is extremely dangerous to organics (it dissolves them). Food from the HSCS is probably not what one has in mind when "food" is mentioned. The food packets generated by the HSCS, while edible, come only in the form of slimy blocks of nutrient-rich "flesh." Note: The HSCS-3 tube on Odoris is larger than on most Star Army ships of its size, due to the DOC-BSC.

Conformal PSC Device

The PSC (Psionic Signal Controller) is a form of psionic and telepathic protection, capable of nullifying all such activity. The device can selectively allow channels to permit secure telepathic operation and to maintain communication even under psionic attack. The PSC devices also negate 'magical' attacks and effects. This PSC is safe enough to remain active at all times, unlike older "ADN" devices. The field generated by the PSC protects the entire ship, and extends only one meter out past the hull (thus, it will not create an obvious psionic "dead zone."

Life Support Systems

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 5,000 Yamataian or Nekoalkyrja personnel for up to twenty years. Water can be recycled for twenty years as well. Matter Collection System: The MCS allows the ship to collect hydrogen molecules as it travels through space, which can be used to provide fuel or converted into higher elements for use in the HSCS. The MCS units can be shielded in combat with cover plates. Graviton Beam Projector (mounted aft): 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 port

Located on the bottom of the starship, this attachment systems include full umbilicals and airlock systems. Mission-variable weapons or sensor systems (or shuttles) can be attached to the mounting port, or the ports can be used for docking with another ship with a Type 24, Type 26, or Type 28 lift shaft airlock. The sealing system is self-adjustable so that the Odori can interface with nearly any type of circular airlock hatch under a certain size.

Nodal System

Trillions of tiny femtomachines are distributed in the air aboard the ship, allowing anywhere to become a control panel with a simple swirl of a person's finger. The ship can use the system to sense what is

happening throughout the interior, thus giving it more information to use for environmental control, security, and communication. Using the Nodal System, the ship's computer may manifest herself anywhere on the ship in physical or holographic form.

Compact Integrated Electronics Suite

The CIES system, based on the MEGAMI concept, is a network of sensors, communications, and fire control all built around a centralized computer system. CIES is built for smaller warships not suitable for command or escort duty. CIES is both a subordinate and a master system; it operates as part of a larger command hierarchy of computers, but commands all elements below it. The hierarchy is as follows: CIES is the lowest major computer. Above CIES is EIES (Escort Integrated Electronics System; for cruisers, destroyers, and escort carriers) and WIES (Warship Integrated Electronics System; for battleships and assault ships). The CIES can be divided into several subsystems, which are distributed throughout the ship: The System Core, which consists of the power management system, processor, and central memory system; the inner layer, which includes the environmental control subsystems, force stabilizer (inertial dampener) control, unidirectional sensors, and bridge interfaces; and the outer layer, which holds the majority of the ship non-vital electronic systems: mapping and navigation system, weapons control system, ship defensive systems, omnidirectional Sensors, telepathic communications, translator system, and common control interfaces. The heart of the integrated electronics suite is an advanced quantum computer, capable of performing super-high-speed data-churning and possessing untold memory. Quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits, making them awesomely powerful. In addition, the system's sub-particle memory system allows for truly magical storage and access speeds. Data processing is further assisted by an electrogravitational temporal distortion field which can increase the processor and memory signal speeds to many times that of light, for use during continuum distortion travel. CIES computers usually share the name of the ship they are on, and if necessary, can run up to two ships on their own (frigates, corvettes, gunboats). CIES ships can remote control up to 10 sprites at one time. The systems were designed by Kessaku Anri and are now by her company, Kessaku Electronics.

More information on the CIES: The AI-driven system can manifest itself as a hologram on the bridge, or through a synthesized body. The computer room is located in an armored room that is normally inaccessible. Since the system is involved in nearly all functions of the ship, it is vitally important. This was brutally clear to the crew of the YSS Yui (YD-30) when a seraph infiltrated the ship and destroyed the ship's MEGAMI, rendering the ship stranded and unable to call for help. Access to the computer room is only available to both the ship's captain and chief technician or technicians from SARA or KES. While not truly sentient, the CIES system is intelligent and intuitive, and usually interacts fairly well with the crew. The CIES system actively defends and maintains itself; it creates its own NH-17 and NH-29 weapons to do so. These computer-generated Nekos take orders only from the CIES and are usually assigned the rank of Nitô Heisho. For reference, CIES systems have the rank of Shoi. CIES is compatible with the PANTHEON system.

CIES's sensor/communication suite: Unidirectional sensors: Included in the CIES include variable wide-band imaging clusters, long-range gravimetric and magnetic resonance and distortion sensors and spectrometers. These sensors face the front of the ship and have a range up to ten light-years. Omnidirectional sensors of the CIES include aetheric/quintessential field/differential/particle/wave

sensors, scalar field sensors, subspace mass sensors, and unified field mass/energy sensors. These sensors have a range of five light-years. Time-Modulated Ultra-Wide Band Radar: Signals transmitted by UWB radars are pulses generated pseudo-randomly in time. They are only .1 nanoseconds in duration. The energy content in any conventional frequency band is below the noise, making TM-UWB transmission highly covert unless one knows the specific pseudo-random sequence. TM-UWB has no carrier frequency, no conversion either up or down, and because of the low frequency content of TM-UWB signals, they are capable of seeing through foliage and nonmetallic objects better than regular radar can. Ideal for atmospheric operations and nebulae. Communications: Any CIES ship is equipped with a multi-channel wide-band array that gives both security and versatility. Among the types of communication supported are radio, laser, subspace, and hyperspace. Communications can be secured using Quantum Encryption technology, which (due to the Heisenberg Uncertainty Principle) allows the system to detect any monitoring attempts and counter them. Radio: Full spectrum, dual-modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed. Laser: For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed. Subspace/Hyperspace Transceiver: Allows faster-than-light transmission. A standard means of communication. Transuniversal Quantum Relay: Delivers a message anywhere, instantly, but precise coordinates of the receiver must be available. Mainly used by PANTHEON computers for relaying information through starships. Shields may interfere with TQR transmissions. Fire Control: The CIES does not use an independent Fire Control System per se, but operates a sub-system of itself dedicated to fire control operations. CIES compensates for all movement of the ship and of target ships, and can track upwards of a trillion targets ranging from pebble-sized shrapnel to planets. CIES-FCS is a mainly offensive system, and ignores all but the largest incoming missiles, leaving the powerful shields (below) to dispose of the threat. Weapons under CIES's control automatically: target sensitive areas of enemy ships; identify friendly assets; optimize beam power and range; guide missiles and torpedoes, assign (and reassign, if necessary) targets in real-time; and control ECM, and ECCM functions. CIES-FCS usually controls all point weapons systems but the CFS (which the tactical specialist controls). Control of torpedoes is shared between the pilot and CIES. The pilot fires, and CIES takes over tracking the target, creating a "fire and forget" system.

7. Emergency Systems

Blast Shutters

The ship contains numerous blast shutter systems in the passageways. These shutters will automatically close and lock if the ship experiences any significant disturbance. When a shutter is locked, it will say "LOCKING SYSTEM ENGAGED," in pink letters on a display on the shutter. If unlocked, it will say "LOCKING SYSTEM DISENGAGED" in light blue letters. "LOCKING SYSTEM CYCLING," appears briefly in white when the doors are unlocking or locking. The shutters cannot be opened if locked, and can only be unlocked from the bridge, or by the captain or Megami System. Once unlocked the shutters can be opened by the control panel on each of them, but they can not be raised remotely. Note: If you attempt to open a blast shutter where there is a vacuum on the other side, it will warn you and ask you if you are sure you want to open the shutter.

Escape Pods (6)

KFY Type Ke-XS-2600es escape pods, each able to hold up to five human-size people, are located throughout the vessel. The pods are capable of sustaining life for 120 hours (five days) and contain 75 standard Star Army rations, 150 gallons of water, a [WickedArms TA-17 Survival Kit](#), a [WickedArms TA-13 Medical Kit](#), and 5 [Star Army Environmental Suit, Type 28 \(AMES\)](#). The pods also have a stasis function, and can support their occupants in stasis for over a century. Each pod contains a homing device, but it must be manually activated. The pods will automatically put themselves into a safe descent if there is a planet nearby (rather than burning up in the atmosphere).

Firefighting

In every large room on the ship, and throughout the passageways, there are fire- fighting stations. These stations are designed to enable Star Army soldiers to extinguish fires aboard the starship. Each contains three environmental suits, a hose and pumping system, and two portable [Fire Extinguisher](#) s for smaller fires. The hoses mix a concentrated solution mixed with the ship's emergency water stores to produce an water-borne foam that forms a fire- protective film that suffocates fires and prevents spreading onto coated surfaces. High-powered air treatment and venting systems also assist in clearing smoke from areas.

Soul Savior Pod

A different type of escape pod, the SSP, regularly saves an encrypted copy of the entire crew's memories and providing the chance that crew members will survive destruction of the ship even if they cannot make it to an escape pod. Only an upper-Pantheon (such as MEGAMI or KAMI) system can retrieve the data. The pod is heavily armored with Zesuaium, and will self-destruct if tampered with.

Sound Powered Telephones

Sound-powered telephone systems are installed throughout the ship. These phones will work without power because your voice acts as the source of current in the phone circuit. Because of the nature of these phones, each receiver is also transmitter; this means you can talk into the earpiece if your mouthpiece is broken and vice versa.

Total Internal Compartmentalization

The ship is sectioned off so that ruptures and fires in one section will not affect other sections. Airtight internal doors and emergency blast shutters further enable the ship to maintain air pressure in the event of small through large-scale decompression. These systems also make excellent anti-boarding defenses.

8. Defensive Systems

Combined Field System

The *Odori* has an good combined field system. In effect, the CFS sustains a small “pocket universe” around the vessel by nesting electrogravitic and electrostatic fields. Gravity and time outside the shield bubble do not affect the objects inside, and 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 combined field serves a number of purposes, including tertiary propulsion, defense and weapons platform; for this reason, it is almost always on. The CFS can also be used to generate waves and pulses, which can be used to detect hidden ships and objects when used in combination with the sensors. Back-up shields: Automatically modulated and phased by the CIES. While all frequencies, planes, and dimensions are theoretically covered by the shield, the modulation enables extra power to be routed to the bands, planes, and frequencies in which enemy weapons operate, decreasing the possibility of a shield overload and rendering many weapons ineffective. As the ship's back-up defense against weapons and high-speed impacts such as meteors in space and debris from destroyed starships, the shield is fairly powerful

Scalar Field

The CFS/shield system is bordered (at a several kilometers out from the ship) with an intense scalar field which serves to dud electronics of incoming missiles and mecha, as well as detonating explosives, ablative armor, and overloading the nervous systems of pilots. This feature is disabled during normal operations, and (usually) enabled in combat. Armored Hull:

Zesuaium S

Zesuaium is a nonporous gray substance which does not conduct any form of electromagnetic radiation, including heat and electricity. It neither bends nor breaks. 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. The properties of Zesuaium are related to time energy. On the *Odori*, Zesuaium is interlaced with Yamataium in the hull plating. Yamataium S: Because Zesuaium armor is nearly impossible to repair, the ship's plating is primarily composed of Yamataium S, 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 S is also made to interact efficiently with the repair systems and bond with Zesuaium S.

Yarvex

A highly advanced, virtually impenetrable gluon mesh, first used by KFY in the Kylie power armor. Particles that make up protons (quarks and gluons) the gluons and quarks are strung together in a long chain using an alteration of Yang-Mills Theory. This permanently binds the quarks together so they may

never be pulled apart. The resulting cloth like substance is impervious to penetration, although it does nothing to stop kinetic energy. All interior passageways and rooms are surrounded by a thin layer of Yarvex sheeting. Faster-than-light propulsion: The ship propels itself at speeds many times the speed of light by generating continuum distortions in the CFS and nesting them to create asymmetric peristaltic fields. The normal CDD speeds are augmented by working with the forward deflector (located on the belly of the ship). This allows the ship to travel thousands of times the speed of light. This gives Star Army ships the advantage quick ship placement. The *Odori* uses a combined distortion drive capable of generating small wormholes and navigating the quantum slipstream. Distortion-based systems allow the ship to stop or move nearly instantly because the ship has not “moved.”

9. Offensive Systems

Heavy Accelerated Positron Cannon (1)

Though the *Odori* is meant to send *Hérons* farther behind the front lines, Phoenix Arms weaponry was considered in the beginning as ideal for a ship not destined for fleet engagements. Thus, the primary weapon of the *Odori* is a bow-mounted positron cannon, powered by an NDI quantum-gravitic reactor. Using the by-product of the reactor to supply tremendous amounts of anti-matter, the cannon excites the anti-matter into a state of plasma, ejecting it in a massive wave of anti-plasma and energy. Its capacitors carry enough energy for six full-power shots and 14 low-power shots. On the *Odori*, the firing rate is lessened because of the small reactor powering all three weapons. The heavy cannon is built into the bow, and takes up the front sixth of both decks with dedicated capacitors.

- Primary purpose: Anti-starship
- Secondary purpose: Planetary bombardment
- Range: 1 AU (93,000,000 miles)
- Damage: Moderate to heavy. Piercing.
- Rate of Fire: At any given time, the vessel can fire its positron cannons due to the amount of anti-plasma stored in its capacitors. Depending on the output, there are three to seven shots, and one shot can be fired every two seconds. Rebuilding a shot's worth of anti-plasma from the quantum-gravitic reactor takes approximately 10 minutes.
- Payload: Effectively Unlimited. Will function so long as the quantum-gravitic reactor is operational.

Light Accelerated Positron Cannons (2)

These two cannons, mounted fore portside and aft starboard side in turrets, normally face aft. The turrets themselves are set at a 25-degree angle along the ship's hull. Their firing arc is a 180-degree hemisphere. On the *Odori*, the firing rate is lessened because of the small reactor powering all three cannons. On top of that, the light cannons have much smaller capacitors because they're on turrets – two shots on full power, four shots on low power.

- Primary purpose: Anti-starship
- Secondary purpose: Planetary bombardment

- Range: .5 AU (46,500,000 miles)* Damage: Light to moderate. Piercing.
- Rate of Fire: At any given time, the vessel can fire its positron cannons due to the amount of anti-plasma stored in its capacitors. Depending on the output, each cannon has a reserve of one to three shots. Rebuilding a shot's worth of anti-plasma from the quantum-gravitic reactor takes approximately 5 minutes.
- Payload: Effectively Unlimited. Will function so long as the quantum-gravitic reactor is operational.

Projected Energy Beams (CFS)

The aether beam was first developed in the [Yuumi-class Battleship](#) program and has become a staple of Star Army weaponry. The spatial distortion around the ship (the Combined Field System) 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. Keeping in mind the loss of three *Yuumi* battleships due to the loss of shield energy, the *Odori's* use of the CFS is limited, unless manually set otherwise, to an anti-mecha weapon.

- Primary Purpose: Anti-mecha
- Secondary Purpose: Anti-starship
- Damage: Total Annihilation in a beam of 1 to 25 meters in diameter.
- Range: Up to 94,605,300,000 kilometers (58,800,000,000 miles, 0.01 LY, 632 AU). Normally set for 1 AU (46,500,000 miles).
- Rate of Fire: Up to twenty two-second blasts every 15 seconds.
- Payload: Effectively Unlimited. Will function so long as the aether generators are operational.

KFY Ke-W2802 Variable Weapons Pods (10)

Much like the *Anri-class* Deep Space Repair Vessel, variable weapon pods are mounted on the *Odori* in a defensive role, to be used in their secondary purpose as the vessel escapes confrontation. The ship 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 or Scalar Electrogravitic Beam/Pulse
- Primary Purpose: Anti-Starship
- Secondary Purpose: Anti-Torpedo/Fighter/Mecha, Anti-Missile
- Damage: Moderate. 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

10. Odori's Vehicle Complement

- 5 Mindy M2-1F Power Armor
- 5 Ke-M3 Series "Kylie" Anti-Armor Power Armor
- 10 Sylph M4 Light Mecha
- 1 Ke-T4 "Fox" Combat Aeroshuttle

OOO Notes

This page written by Jake Dorsey using source code written by David Morgan and the template designed by Wes Davis.

Approved by Wes on March 8, 2006

<https://stararmy.com/roleplay-forum/index.php?threads/odori-class-medium-freighter.12764/#post-184272>

Products & Items Database	
Product Categories	starships
Product Name	Odori-class Medium Freighter
Nomenclature	Ke-C1-2901c
Manufacturer	Ketsurui Fleet Yards
Mass (kg)	90,000,000 kg

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