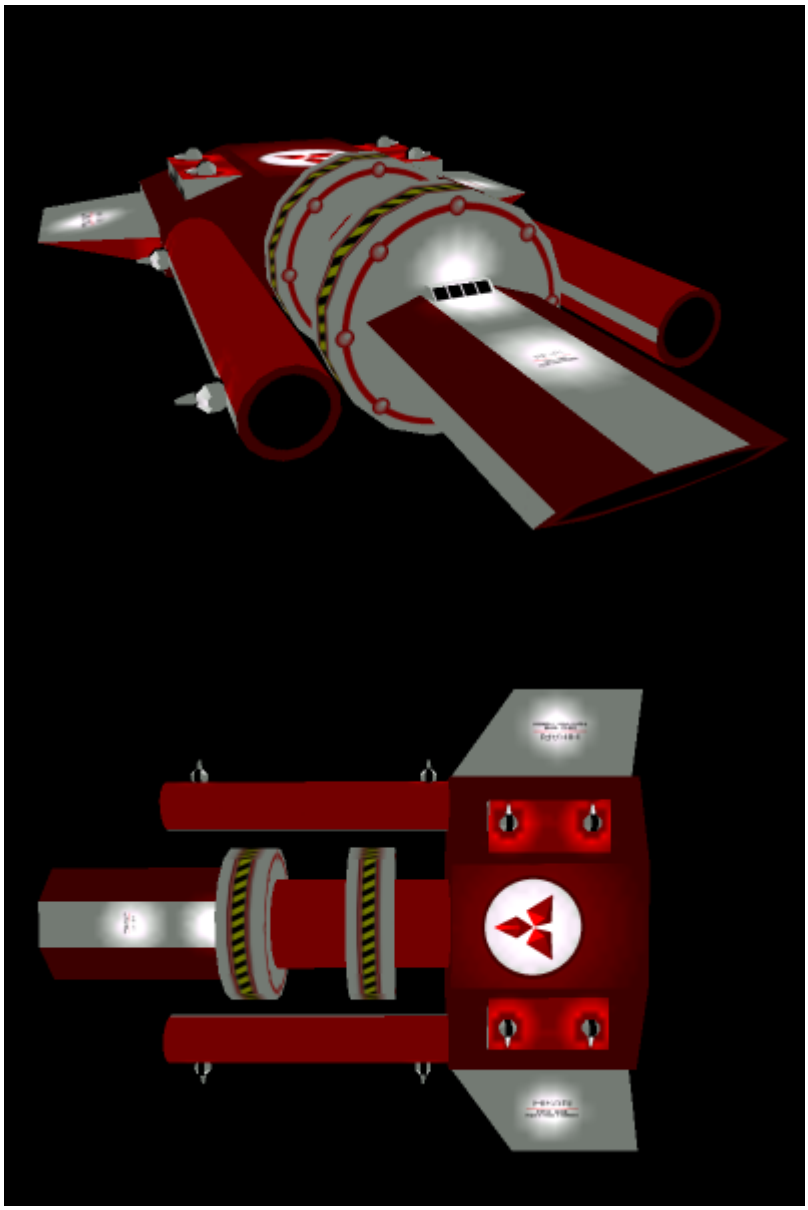
Hikari-Class Mining Ship

The Hikari was designed to do one thing, mine. More specifically asteroid field mining. Improvements in that regard have been made. More sturdy and strong materials used in the Hikari's construction, to her more robust and redundant emergency systems. The Hikari can also operate in close proximity to stars due to such improvements, and standard design specific elements. The Hikari is a large vessel, designed for extended mining operations, and independent operations or in conjunction with others of its kind and many other ships in general. Large storage capacity, strength and sturdiness in design, and more high tech systems. In addition to a unique mining syste, The Hikari all in all is well suited for its task.

Appearance



History and Background

The Hikari was originally designed by Yuki Toshiro to be a mining ship based on simple and reliable technology. When he came to Yuriko Towa and submitted the design to her, Yuriko saw it as being a capable, and reliable ship design. She agreed to construct it for him as long as she could improve it, and have access to the design for her own use. Some of these improvements have been carried over to the variant Yuki Toshiro requested, while others remain on Yuriko Towa's. All in all the design remains mostly the same with very few differences.

Statistics and Performance

General

Class: KH-MM1-A2 “Hikari”/TY-MM1-1A “Hikari” Type: Civilian, High Temperature Mining Designers: Yuki Toshiro, Yuriko Towa Manufacturer: Kakutama Heavy Industries Production: Limited Mass Production Fielded by: Kakutama Heavy Industries, Yuki Toshiro

Passengers

Crew: 20 skeleton, 80 recommended. Hikari can function with a wide variety of personnel. Maximum Capacity: Life support systems can support up to 4000 people. Variable oxygen levels for medical areas, from normal to 25% extra saturation if needed.

Dimensions

Length: 800 meters Width: 650 meters Height: 160 meters Decks: 3 Mass: roughly 4,500,000 kg

Propulsion and Range

Continuum Distortion Drive: 10,000c **Hyperspace Fold Drive:** n/a **Sublight Engines:** 0 to 0.2 STL **Range (Distance):** Range is limited by the lifetime of the vessel. **Range (Support):** The vessel can travel for a period of seven months without resupply. Lifespan: With regular maintenance, around 60 years Refit Cycle: Every Ten Years

Inside the Ship

Deck Layout

Deck 1

Bridge,Crew Quarters Port and Starboard, Med bays Port and Starboard, Wardroom/Mess hall, Kitchen, Rec Room, Laundry, Shuttle Bays, Armories.

Deck 2

Matter Processing Assemblies, Cargo Bays, Centrimine Laser System Assembly, Grinder/Melter/Centrifugal Module a.k.a. GMCM Systems,Push-Pull System a.k.a. PU2 Systems housing.

Deck 3

Cargo Bays 1,2,3, Engineering, gravimetric, and Continuum Distortion Drives.

Compartment Layouts

Armory

There are three armories located through out the ship. One near the bridge, and one near each of the cabin areas. The armories are armored with reinforced Durandium Alloy and Perfect Iron, and are a sealed, and static free.

Bridge

The bridge is mid sized, and usually abuzz with activity. It features six consoles that control all aspects of the ship and the Centrimine system. As with the Hikari's sister, the Yggdrasill, all seats have bullet proof backs, are able to swivle around and feature an electronic gun safe under each seats. In the center of the bridge is a large volumetric display system. The system is capable of zooming, and selectively tracking targets to a fine degree in addition to display current information of the object being scanned. Of course information on the screen only goes as far as how much info the sensor systems can gather.

Captain's Suite

The Captain's suite is a little more spacious, but still reminiscent of the standard crew's quarters. The captain will have the room to his or herself, it has a twin sized bed, its own small bathroom with a shower, and a closet. There is a larger table with four chairs, and a small work terminal for those long

nights. It also includes a small, but comfy couch.

Cargo Storage Areas

The Hikari has three very large cargo bays, Right, Left, and Center. Right and Left connect directly to both their respective bay doors and medical bays, which connect to their respective crew quarters. As such, these are well suited for shuttles and mecha, but are not necessarily for their exclusive use.. The center bay is used to store various things, like food, water, medical supplies, and mined materials.

Crew Quarters

Crew quarters are spartan in design. They have two people to a room,two twin sized beds, a small table with two chairs. And a shared closet. The floor is also left un-carpeted. Each also feature a small bathroom with a toilet,shower, and mirror.

Crew Recreation

Crew recreation is a little more accommodating. It features a small room with comfy couches, and recliners, a book shelf stocked with the latest novels of interest, and video feeds from local news networks, and other channels via a volumetric display. There is also a drink dispenser, and snack machine. A video game console is also within the room, stocked with the latest, and popular games.

Laundry Room

The Hikari only fields one large, communal laundry room. It features folding tables, ironing boards, washers and dryers, and detergent dispensers.

Bathroom

During those on duty hours, when one just can't get to their room on time, the Hikari features a unisex bathroom facility, walled off to one side are urinals for the men, and toilets for the women, and for men too.

Engineering

Engineering is the heart of the ship. Some of the Hikari's most vital systems are to be found here. In the center of the room two anti-matter reactors are stationed with the secondary power systems which are two fusion reactors are space evenly apart on either side of the room. It also features a central terminal

in which the chief engineer can work from, with additional consoles for subordinate staff. In a series of lockers are environmental suits, a first aid kit, and all the tools necessary for work within engineering.

Maintenance Conduits

The Maintenance Conduits are a series of crawl ways throughout the ship. Inside conduits, and cabling are within the walls, and outside for access by technical staff. Some of these cables are attached to power generation, and the active cooling systems. Small work panels can be found at regular intervals to allow work within the inner workings.

Medical Center and Laboratory

The Hikari features two medical centers. Both have up to date medical equipment ranging from scanners, medical tools, beds, medicines and the like. They both feature two or three medical beds, a screened off examination room, and if needed, a small, but well stocked operating theater. One is usually operating while the other holds the majority of the spare medical supplies. These rooms are kept sterile with a series of air filtration, and climate control systems, and also feature two contamination chambers that can double as cells.

Passageways

Passageways on the Hikari are consider 'just the basics' of standard passage ways. Metal floor, slightly padded walls, with removable panels at regular intervals holding a medical kit, and or fire extinguishing gear. Over head lighting is provided, and is a soft, pure white, illuminating the passageways quite nicely.

Shuttle Bays

The Hikari utilizes three large shuttlebays, one close to the bridge, and one on each wing of the ship. All shuttle bays are capable of holding a minimum of six mid sized, to large shuttles. While capable of holding more, and an even larger number of small shuttles. The shuttle bay also doubles as a power armor bay.

Wardroom

The wardroom doubles as the mess hall for the Hikari. There are many tables for the crew to choose from, the chairs provided are comfortable, and there is a 'buffet' style counter where the cook, or cooks put their completed dishes for the crew to consume.

Kitchen/Galley

The kitchen of the vessel is located in a walled off section of the messhall/wardroom. The kitchen primarily relies on a Emfratec "Galley Master". The kitchen also includes a stainless steel cooking surface/counter, and an all-in-one blender, food processor, and rapid food dehydration unit. The Lorath were gracious enough to allow the usage of their cooking and food fabrication technologies for the Hikari.

New Galley Technology

Energy to Matter Device - Galley Edition

The galley includes an energy to matter converter designed to create organic compounds to be utilized in the organic tissue culture chamber. The energy to matter device also produces water for crew consumption.

Organic Tissue Culture Chamber

The “Organic Tissue Culture Chamber” is a climate controlled containment unit which also includes cloning and culture growth technology, allowing for one organic tissue sample to serve as a catalyst to produce a nearly never ending supply of organic material intended for consumption.

- **Meat:** Through the use of a tissue sample from healthy genetic stock gathered from cattle, the meat culture chamber produces a two meter by two meter lump of meat every day.
- **Fruit:** By utilizing multiple culture systems and feeding the product into a blending chamber, the fruit culture chamber produces a multi-fruit paste by the bucket full. Excess fluids from the process are drained to a containment unit which contains the fruit juices for later consumption.
- **Vegetable:** Much like the fruit culture method, the vegetable system produces a green sludge-like paste which incorporates various vegetables into one combined product. Much like the fruit variant, excess juices are stored in a container for crew consumption.
- **Dairy:** By utilizing the culture system, a steady production of dairy product can be produced and fed into a double-chambered culture unit. In one chamber, the dairy product goes through a treatment and catalyst induction process which produces a blended cheese product. The other chamber yields a sweetened yet creamy milk product.
- **Grain:** The grain production culture chamber also includes a milling system which produces a fine powder-like grain product which can be utilized to produce Bread, cereals, imitation rice, pasta, and flour.

Small Organic Tissue Culture Unit

The smaller organic tissue culture unit is utilized for producing various organic compounds in small quantities, such as spices, sugars, and other such materials.

Emfratec Stove

The galley includes the "Galley Master" Emfratec Cooker.

Refrigeration Unit

The galley includes a walk-in refrigeration and freezing unit where food can be stored for later usage. The walk-in unit also includes an emergency door-release on the inside.

Ship Systems

Centrimine System a.k.a. C-Mine

The Centrimine is the name of the Hikari's mining system, which is designed to operate at high temperatures with molten asteroids. Rather than collecting solid ore and taking it to a refinery, and ignoring the molten asteroids because of the heat, the Hikari, in typical Yggdrasillian fashion, turns the difficulty into an opportunity by using the existing heat to separate the ores and materials with a new mining method.

The Centrimine system starts at the main barrel of the craft, where Graviton Beam Projectors (pull) and Pulsers (push) direct matter into it. Using the push-pull action, the PU2 system was developed, which controls spin and matter acceleration/velocity more precisely. The matter is split with more PU2 systems between the two centrifuges, which each use centrifugal force to separate the materials, while continuing to heat the material. Due to the possibility of the centrifuges causing vibration or undue stress to the ship, perhaps even unwanted movement, the centrifuges always move at the same speed, in opposite directions, and are placed as close to the center of the vessel as possible. Also, matter is distributed evenly between the two centrifuges. These measures eliminate wobble and stray rotation forces almost entirely, making a surprisingly stable system. Finally, the separated materials are sent through various heated and PU2-equipped transportation tubes to the rear of the vessel, where the materials are cooled in whatever shape is needed for transport. This system permits the Hikari to act as if she were a one-vessel refinery.

Grinder/Melter/Centrifugal Module a.k.a. GMCM (2)

While not the primary function of the vessel, the Hikari can use the GMCMs within the side barrels to

grind and/or melt down solid materials collected and file them through a more compact centrifuge. The GMCM centrifuges, like in the C-Mine, work at equal speeds, equal masses, and opposite directions. Other than the grinder, the standard GMCM is a compact version of the C-Mine, except more easily replaceable. Modules can be swapped out to allow the Hikari to use various devices, from standard weapons and launching mechanisms to Yggdrasillian Drills and Grapplers.

Push-Pull System a.k.a.PU2 System

Using variable intensity, frequency, and focus Graviton Beam Projectors and Pulsers, internal and external, the Hikari has the ability to control both the pushing and pulling forces of an object to a fine degree rather than just towing. Using a dedicated computer system, the Hikari can control object movement such as spin, angle, velocity, and trajectory with ease. The PU2 system allows such fine control that matter can be towed near or into the ship on a regular basis without excessive risk to the vessel, and even steer external matter down pathways within the vessel. The Hikari's external environment manipulation capabilities are also remarkably advanced, given the simplicity of the technology.

In addition, in emergencies where conventional communications systems are jammed, the Pulsers can be used on maximum focus arc, low energy amplitude to send out a frequency modulated signal, capable of encryption, not dissimilar to FM radio. However, this is a not a faster-than-light communications system, and at this time, is almost unique to Yggdrasillian technology. This communications system is called YEPCS (Yggdrasill Emergency Pulser Communications System, pronounced "yep-kiss").

Communications Systems

The Hikari boasts a more robust communications system over the standard variant of the Hikari. The standard Hikari utilizes the YEPCS system of the Yggdrasill. Where as the Hikari A2, uses Hyperspace, Radio with Dual Modulation, Laser, and Subspace also boasting a more sophisticated encryption system.

Cargo Bays

The Hikari has three very large cargo bays, Right, Left, and Center. Right and Left connect directly to both their respective bay doors and medical bays, which connect to their respective crew quarters. As such, these are well suited for shuttles and mecha, but are not necessarily for their exclusive use.. The center bay is used to store various things, like food, water, medical supplies, and mined materials.

Faraday Panels

Should the shields fail and the ship be subjected to radiation in excess of the hull's ability to cope, there is a conductive panel below the hull constructed of multiple layers. The mesh acts as a Faraday Cage surrounding the interior of the ship, and the openings are tailored to be lesser than the wavelength of

most known stars. Rooms with windows, however, are not safe in this scenario.

Power Systems

The Hikari is a big ship, and needs effective, and powerful sources of energy to power it.

Anti-Matter Reactors (2)

Two Anti-Matter Generators provide the main source of power for the Hikari. Using the potent energy released when matter, and anti-matter collide, and annihilate each other as an efficient, and clean source of power. Every security precaution has been taken to ensure this is a *safe* energy source for the Hikari, from forcefields, to emergency ejection and venting systems and stabilization systems.

Fusion Generators (3)

Fusion, the age old power source. Reliable, capable of a good output of clean energy, and relatively safe. Three high output fusion generators supply the secondary source of power, and also the method in which the anti-matter generators obtain their source of anti-matter. An energy converter is hooked into one of the fusion reactors to supply this.

Plasma Reactors (8)

Plasma reactors provide the Hikari with an adequate emergency source of power. This is achieved by collecting left over plasma from anti-matter, and fusion reactions. Through the use of laser and electromagnetic accelerators, plasma reactions become a feasible means of providing sustained electrical and heat power for the Hikari. Due to having a matter collection system, powering the reactors is no problem as the necessary matter can be collected readily. When not active, left over plasma is collected and stored within magnetic containers, or within the reactors themselves. When finally needed the plasma will be injected into the reactor, and begin to power the ship.

To fuel the Fusion Generators, and to supply the matter for the anti-matter generators and plasma reactors, the Hikari uses a Matter Collection System.

Sensors

Mass Sensors

Subspace mass sensors instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the ship. The readings are used both for early warning and navigation when traveling at sublight speeds. The readings are not very detailed and cannot detect objects of less than 60,000 kg.

There is a second sensor system that can scan to within 100,000 km and is more detailed, and used for more exacting work. It is the primary mining proximity sensor array, is it can be used to give indications as to the content of the mass before it is taken into the vessel for processing.

Tachyon Scanners

Tachyon Scanners detect the disturbances in the gravitic characteristics of normal space caused by the passage of ships traveling through hyperspace. Tachyon scanners also reduce the effectiveness of enemy missile jamming systems.

Gravitational Sensors

Being is such close proximity to stars and asteroids, precise gravitational readings are a must. These sensors are also heavily relied on in the Hikari’s work, detecting the gravitational pull of stars and even asteroids, and allow more precise calibration of the centrifuges in the Centrimine system, to compensate for nearby gravitational forces.

Radioscopic Sensors

Through the use of radiation emitters and receivers, radioscopic sensors analyze artificial and naturally occurring radiation. This allows for sensors to detect increases in harmful radiation, trace radiation sources, or even to conduct scans of objects utilizing directed radiation. These sensors are also capable of conducting a multi-spectral scan of objects across the entire EM spectrum.

Thermal Scanners

Due to the nature of the Hikari's working environment, Thermal Scanners have been added to the Hikari's sensor suite. These can be used to measure, and detect temperature changes, and solar flare activity.

Omnidirectional Imaging Scanners

Using heat resistant cameras all over the ship, the main computer can calculate the 3 dimensional image of any object as viewed from essentially any point on the ship. This is processed via the main computer, and has the added benefit of being able to use triangulation to calculate distance and vector.

Space Frame

The frame of the Hikari is constructed out of Durandium Alloy to ensure the best possible strength in the

frame. The frame itself has secondary supports composed of Titanium Boron Carbide to reinforce the main frame supports, and to help weather an impact on the ship should any occur. These secondary supports are more densely concentrated in areas that may come under attack, such as the CDD drives, Engineering, and the Bridge.

Armored Hull

The main element that makes up the composition of the hull of the Hikari is Durandium Alloy in three meter thick plates. The thickness is to ensure the Hikari stands a good chance of survival while mining in dense asteroid fields. The plates have been treated with a heat resistant coating to further aid the active cooling systems of the ship.

Active Cooling System

With the Hikari working in close proximity to stars at times, a potent system was needed to ensure the ship would not burn up. The active cooling system performs this task. Series of coolant filled pipes and tubes run between the outer and inner hull to ensure the outer hull remains marginally cooled, and the occupants within the ship do not feel the extreme heat. Pumps are located at regular junctions, and the coolant is recyclable making it an efficient system.

Computers and Electronics

The Hikari features a Neural Processor Pack for its computational requirements.

Emergency Systems

The Hikari features a robust set of Emergency systems. In the event of loss of drive functions, the Hikari can deploy two large solar sails from dorsal and ventral mounts. These can be used inside of a solar system as the Hikari will be close enough to the local star, or stars to get some force out of them.

In addition the Hikari also has a set of blast shutters constructed out Durandium Alloy sheets. These activate automatically in the event of decompression imminent decompression of an area, or to contain any other catastrophe to the ship. They can only be operated by the ship's computer, or by the Captain, or Executive Officer. Or the top ranking being left aboard.

One of the main emergency systems are a set of Damage Control Stations, one located on the bridge, one in engineering and one in each of the smelting areas. In the event of an emergency situation, these are authorized for use should the need arise.

The Hikari has a decent fire suppression system which is put into use during a fire emergency. Wall, floor, and ceiling mounted 'sprinklers' begin spraying out a fire suppressing foam that will blanket the fire in question, extinguishing it. To assist in clearing of the smoke, and whatever chemical fumes from the air a series of atmospheric scrubbers, and venting systems will activate, clearing the smoke and fumes.

Personnel can also find fire suppression kits throughout the ship with a set of portable Fire Extinguisher s, and environmental suits. In the event of an extreme emergency, the area the fire is in will be closed off by the blast shutters, and the air vented, depriving it of oxygen.

The final of the Hikari's emergency systems is a set of six escape pods with five person load capacity. Life support systems,and power can sustain a occupant capacity of five for one week. This also includes one hundred gallons of water, five environmental suits, and enough rations to maintain five people for one week's time. There are also waste disposal pouches provided in addition to blankets, and a medical kit. In the event of the use of the escape pod, a homing beacon must be manually activated, the escape pod also features small drive system capable of propelling the escape pod up to half a light year away before the power source is depleted.

Cargo Pod/Bay Ejection System

In the event should anyone of the cargo bays or pods contain any volatile materials, or for any other reason, the bay or pod can be ejected from the Hikari. Due to the nature of the system and expense, this is an optional addon.

Life Support Systems

Life Support systems on the Hikari are a little on the high end side. Air recyclers, and filtration systems insure clean, breathable air. Temperature, and humidity control are also included.

Propulsion

Dynamic Thruster Drive

Due to the nature of asteroid belt navigation, the Hikari, like the Yggdrasill before her, has been fitted with a network of small front, rear, lateral, dorsal, and ventral thrusters. The Hikari is not as swift or dynamic in movement as the Yggdrasill, though she is still reasonably agile for her size.

Gravimetric Drives

The Hikari features a powerful set of gravimetric drives. These are used as its main STL propulsion, and were needed to be strong due to the gravitational forces of working in close proximity of stars, or other astral bodies with gravitational fields.

Geiru (Gale) Class Continuum Distortion Drive

A civilian Continuum Distortion Drive produced by Kakutama Heavy Industries. It is amongst their first in possibly a line of Continuum Distortion Drives. Since the Hikari has no fold drive in which to speak of, The Geiru was fitted onto it, and provides a moderate speed for the Hikari to cruise between systems.

Shield Systems

Damper Field Generator

A by-product of antigravity (repulsion) technology, the damper field has been heralded as the best defense against scalar electro-gravitational pulse weaponry, which is notorious for their ability to destroy ammunition, electronics, and organic life forms. While scalar EM waves penetrate conventional shielding because they can travel wherever gravity can go, the damper field uses a low-power antigravity field that negates the force of gravity and consequently provides an effective shielding system against scalar EM weapons systems.

Radiation Shields

The shields and hull of the Hikari are meant to protect from stellar radiation and heat more than standard civilian ships, being in close proximity to stars so often. Mercurite shielding is the standard protective material in the Hikari's shields.

Shielding Systems

Given the dangers of asteroid belt navigation and near-stellar operation, the shields have been designed with a fair amount of power for a civilian vessel. The ship uses standard energy and radiation shields to do the job, emitters located all over the ship. (DR 6)

Weapons Systems

M Mode Primary, Matter Launcher (1 main, 2 subs)

In M Mode, the Primary weapon is simply the acceleration and deployment of mined and collected matter that remains in the centrifuges and the Left and Right GMCMs. Using the PU2 system, matter can be accelerated from the centrifuges, with a Mass Driver, out to the main barrel to a speed of about 0.3c with as much or as little spin as desired, and the PU2 system can work in conjunction with the computer targeting system and the gravitational sensors to fire the mass anywhere within a 30 degree arc with as much or as little spin as needed. This 0.3c can be added to the velocity of the Hikari herself, but can not exceed 0.99c. The Left and Right barrels can do the same thing, but are limited to a 15 degree arc. This mode continues until the Centrimine system runs out of matter to project at the target, or until the system is switched into B Mode, which switches to the other Primary Weapon.

Primary Purpose: Anti-Warship (or anything with a relatively low STL velocity that can be damaged by high temperature bombardment).

Range: Keeps going until stopped by some force, gravitational, impact, or otherwise. Gravitational forces can affect trajectory easily.

Damage: Light to moderate. Capable of harming hulls and devices not well shielded against heat and matter bombardment. (DR 4 for a partial hit, DR 5 total for a full 3-hit.)

Rate of Fire: Limited by targeting system refresh, matter supply, PU2 system recalibration, mass of objects fired, and centrifuge revolution speed. Once one round is fired, another is likely ready to go by the time a hit or miss can be confirmed. Refiring too rapidly will deplete the matter supply. Payload: Will function as long as the ship has matter, as long as the GMCMs and/or Centrimine systems are online, and as long as the ship is in M Mode.

B Mode Primary, Quad Gun (2 main, 2 subs)

In B Mode, the Primary weapon, also known as the Q-Gun, is a beam of energy emitted from four points, one each in the Left and Right Barrels and two in the Main Barrel. This beam is also directed by the PU2 system at a 30 degree arc (even the side barrels emit at 30 degrees rather than the Matter Launcher's 15), but is not accelerated a great deal, due to the already high speed. While the weapon can charge from the ship's own energy and fire one normal shot every 5 minutes from the ship's energy systems, it can also absorb solar and heat energy from close proximity stars. This allows faster recharge times, sometimes between 2 and 2.5 minutes. It is simply a powerful, directed energy blast energy blast.

Primary Purpose: Anti-Warship

Range: 0 - 150,000 km

Damage: Moderate to Heavy in four 5 meter areas. (DR 5 for a partial hit, DR 6 total for a full four-beam blow)

Rate of Fire: 5 minutes normal, maybe less depending on output and absorbed external energies.

Payload: Will function as long as the ship has energy and can provide power.

Blaster Cannons (13)

Two on each side barrel, two above each quarters area, two under the FTL assembly, one under each wing, and one on the main shaft's ventral, between the two centrifuges. These are standard energy cannons and can operate in either B Mode or M Mode. They have two points of articulation, swivel of the turret and swivel of the blaster barrel, and effectively eliminate the vessel's potential blind spots.

Primary Purpose: Anti-Starfighter/Anti-Mecha

Secondary Purpose: Anti-Starship

Damage: Light (DR 4)

Range: 350,000 km

Rate of Fire: 20 times a second

Payload: Effectively unlimited, as long as the ship provides power

Centrimine Laser (32)

The two centrifuges have eight lasers on each side, for a grand total of 32, 16 pointing to the front, and 16 to the rear. These operate like a rotating gun barrel, and have the ability to lock on a target within a 120 degree arc (they don't actually fire a 30 degree cone blast, they fire a narrow beam.) This requires computer assistance; however, as using the system manually could make the ship blast itself with its own weaponry. Due to the rate of speed the Centrimine system is designed to operate at, each of the 32 lasers has a high rate of lock-on and fire, even though each operates independently of the others. These lasers can also cut and heat external objects, and are of variable intensity.

Primary Purpose: Anti-Starfighter/Anti-Mecha

Secondary Purpose: Anti-Starship

Damage: Variable. At maximum intensity: Light (DR 5)

Range: 200,000 km

Rate of Fire: Each can fire once a second, resulting is a maximum firing rate of 16 blasts a second for the front, 16 for the back.

Payload: Effectively unlimited, as long as the ship provides power.

Vehicle Complement

Shuttles

Fighters

OOC Notes

This page was made by Soresu. It was approved by Andrew in this thread on 3/25/2008.