

Neithorngom-Class Battleship

The Neithorngom-Class Battleship is a new [Sfrarabla Mishhuvurthyar Nougift](#) fourth-generation battleship. It is a [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#) vessel that was first encountered during the [Third Mishhuvurthyar War](#), in [YE 45](#).

History and Background

The introduction of the [Sharie-class Battleship](#) during the [Second Mishhuvurthyar War](#) in [YE 31](#) became a pivoting moment for the [Star Army of Yamatai](#), which helped turn the war in their favor. The [Sharie-class Battleship](#) proved the [Blakkrashiverinth Battleship](#) fielded by the [SMX](#) and the [NMX Line Battleship](#) to be inferior on the battlefield. The leadership of the [Sfrarabla Mishhuvurthyar Nougift](#) demanded a new class of battleship, but soon after the death of the [NMX](#) commander, [Sprufnikkamazzar](#), in [YE 33](#) during the [Battle of Yamatai](#), the war had turned against them and resources began to dwindle as the [Star Army of Yamatai](#) shattered their supply lines.

After the loss of the [Second Mishhuvurthyar War](#), from [YE 34](#) onward the [Sfrarabla Mishhuvurthyar Nougift](#) leadership brooded over the reasons they lost to the [Yamatai Star Empire](#). Among the many reasons they lost, the powerful [Sharie-class Battleship](#) remained a wound to their pride until their design for the Neithorngom-Class Battleship began to come together during [YE 41](#). The design continued to be developed and several of the ships were launched, tested, and perfected until it was finally ready for full service in [YE 45](#) at the commencement of the [Third Mishhuvurthyar War](#).

Description and Specialization

The Neithorngom-Class Battleship was birthed out of spite and hatred for the [Star Army of Yamatai](#). The [Sfrarabla Mishhuvurthyar Nougift](#) went as far as to observe the [Sharie-class Battleship](#) in battle during the [Kuvexian War](#). The new design had become an obsession and a reincarnation of their desire for revenge. Its design was shaped to make the Neithorngom-Class the power behind the new [SMX](#) hordes that would terrorize the [Kikyo Sector](#). It would be a ship from which fleets would be commanded, and populated urban centers on planets could be decimated from orbit. Like most [SMX](#) ships it would become a place where prisoners of war could be inturned and enslaved; forced to serve their new [Mishhuvurthyar](#) masters.

Mission Specialization

The Neithorngom-Class Battleship is designed for the roles of:

- Fleet Command and Combat
- Star System Invasion
- Orbital Bombardment

Appearance

The Neithorngom-Class Battleship was designed to be feared by the [Star Army of Yamatai](#).






The design of the Neithorngom-Class Battleship is a colossal and terrifying vessel that embodies the very essence of [eldritch](#) horror and monstrosity. Designed by the most brilliant and unhinged minds of the [SMX](#) faction, this nightmarish warship strikes fear into the hearts of its enemies as it cruises through the [Kagami Galaxy](#) with the rest of its accompanying horde. Its exterior hull appears almost bone-like, or antler-like with [Aether](#) spines and integrated weapons that hold an eerie pink plasmatic glow. In addition to its most advanced systems and devastating weapons, it has an appearance that inflicts psychological horror on anyone who has encountered it.

Statistics and Performance

Statistical and performance information for the Neithorngom-Class Battleship.

General Information

The general information for the Neithorngom-Class Battleship.

Neithorngom-Class Battleship	
	
Year Introduced	YE 45
Class/Nomenclature	SMX-B2-1A
Designers	Sfrarabla Mishhuvurthyar Nougift
Manufacturer	 SMX
Fielded By	 SMX
Range	Theoretically Unlimited
Maintenance Cycle	Every 5 Years
Lifespan	Review Every 10 Years
Pricing	Starting at 945,000KS

Crew Supported

The ship during normal operation supports up to 2500 [Mishhuvurthyar](#) and up to 1500 captives. During an emergency, it can hold up to 6,500 individuals.

Vessel Dimensions

The dimensions of the Battleship are as follows:

- Length: 600m
- Width: 1300m
- Height: 800m

Propulsion and Performance

This vessel complies with the [Starship Speed Standard](#).

Class	Multi-Stage Aether Drive	Integrated CFS Array	Hyperspace Drive
Neithorngom-Class Battleship	.375c	18,750c	394,470c (0.75 ly/m)

The Neithorngom-Class Battleship is not designed for atmospheric or underwater operations.

Damage Capacity and Combat Durability

This vessel's damage capacity statistics are in compliance with [Damage Rating \(Version 3\)](#).

[Damage Rating \(Version 3\)](#) is Tier 14.

Inside the Ship

The interior of the Neithorngom-Class Battleship is a confusing labyrinth of unprecedented horror; like most [SMX](#) ships they are a mixture of electronics with walls, floors, and ceilings coated in [hemosynthetic flesh](#). The interiors are often described as having a faint 🦠[latex](#)-like scent, and the flesh-covered structures are coated in a slippery slime or mucus.

Most notably the ship has densely populated clusters of containment cells where captured [Nekovalkyrja](#) and other species are tortured and enslaved. These areas are generally overseen by the cruelest of the [Mishhuvurthyar](#) on the ship.

Subsystems

The subsystems of the Neithorngom-Class Battleship.

Hull and Spaceframe

The Neithorngom-Class utilizes a primarily [Sotuleg](#) hull structure. All windows and viewports utilize [Transparent Zesuaium](#).

Neithorngom-Class Hull and Frame Assembly	
Primary SpaceFrame	Forcefield Reinforced Zesuaium Major Truss
Secondary SpaceFrame	Sotuleg Secondary Truss and Rod Assembly
Outer Plates	Reverse-Engineered Sitearium coated Sotuleg Plate with omnihue-equivelant matrix
Lining	Hemosynthetic Flesh Lining

Integrated Hull Systems

Systems Integrated into the Hull:

- [Mishhuvurthyar Integrated CFS Array](#) - this provides propulsion in CDD, defense, and stealth operation.
- [Hemosynthetic System](#), a system which uses the femtomechanical nature of [Hemosynthetics](#). Assists with damage control and other functions.

Power Systems

The ship is powered by decentralized [Aether](#) generators spread throughout the ship, the highest number of which are located in and around the engineering compartments. The ship has several secondary [Quantum Foam Generators](#) and capacitor systems. [Mishhuvurthyar aether plasma](#) has a distinct pink coloured glow.

Electronics Suite

The Neithorngom-Class utilizes the advanced Mmo-mep Brain Slave System, which has the same capabilities as the [Star Army of Yamatai's KAMI](#). It includes a full suite of integrated [communications](#) and sensors.

Life Support and Emergency Systems

The Neithorngom-Class Battleship is equipped with [Common Life Support Systems](#) that is integrated with the [Mishhuvurthyar Hemosynthetic System](#).

The ship has [Common Emergency Systems](#) and the [SMX](#) utilize their [Hota-Class Battlepod](#) as escape pods.

Factory and Production Bay

Utilizing advanced [Fabrication Systems](#) the Neithorngom-Class Battleship is capable of producing most of the materials it needs while in transit. This includes replacement parts, tools, weapons, ammunition, and other systems. The ship also has a large production bay on the ventral face of the ship, which can provide repairs or construction of escort (up to 4) or gunship-sized (up to 2) vessels.

Weapons

The Neithorngom-Class Battleship is equipped with a powerful selection of weapons:

- 2 x [Multi-Mode Aether Shock Array](#) - Tier 15
- [Neithorngom Aether Spine Array](#) - Serves as the main turret/cannon array for the ship. Located on the antler-like structures of the ship.
 - 16 x [Major Spine](#) (Tier 12 - Heavy Anti-Starship)
 - 12 x [Minor Spine](#) (Tier 10 - Light Anti-Starship)
 - 10 x [Cluster Spine](#) (Tier 7 - Light Anti-Mecha)
- 70 x [Goschatha Point Defense Cannons](#) (Tier 4 - Light Anti-Armor) -Retractable.On elevators hidden beneath movable hull plates spread over the hull of the ship.
- 4 x Multi-Purpose Torpedo Launchers

Torpedo Types Supported		
Module	DRv3	Description
Aether	Tier 12, Heavy Anti-Starship	Single target only
Aether - Planetary Bombardment Version	Tier 12, Heavy Anti-Starship	Single target only
Anti-Shield	Tier 9, Heavy Anti-Mecha	Damages shields only
Anti-Matter	Tier 8, Medium Anti-Mecha	Area effect
High Maneuverability	Tier 5 Medium Anti-Armor	Extra maneuvering engines to increase accuracy

Small Craft and Armor Inventory

The small craft inventory¹⁾ of the ship can be changed, but it usually includes:

- 1000 x [Hota-Class Battlepod](#)
- 1500 x [Ripper Power Armor](#)
- Various Shuttles

OOO Notes

[Andrew](#) created this article on 2023/09/18 17:45.

This was approved by [Wes](#) on 2023/10/04.²⁾

Art is done by [Andrew](#) on Midjourney.

¹⁾

Will change once some more designs get submitted

²⁾

<https://stararmy.com/roleplay-forum/threads/neithorngom-class-battleship.70900/#post-441157>

From:

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

Permanent link:

https://wiki.stararmy.com/doku.php?id=faction:mishhuvurthyar:starships:neithorngom-class_battleship

Last update: **2023/12/21 04:23**

