

Ke-V4 "Hyuga" Fighter

Ketsurui Fleet Yards Ke-V4-1a Hyuga The Hyuga is a fighter designed to be a valuable weapon against other fighters and power armour sized opponents and as such is designed to be fast, maneuverable and carry relatively heavy fire power – including the innovative turret system in order to provide far greater versatility. It is also more compact than the earlier [Uriko](#) to make sure that it can fit in most ships shuttle bays.

History and Background

The development of the Hyuga was largely motivated by the Mishhuvurthyar weapon pods and the new generation of [Mishhuvurthyar](#) power armours. In addition to this the Hyuga was developed to fill a niche that had been left open by the increase in power armor and the development of the powerful “Uriko” Torpedo Bomber – that of a simple anti-armor and anti-fighter fighter. Also, given that the Uriko was too large to fit into many Star Army ships storage bays a fighter had to be developed that could actually fit.

Dimensions and Crew Complement

Organizations Using This Vessel: [Star Army of Yamatai](#) Type: Space Fighter Class: Hyuga Ke-V4-1a Designer: [Ketsurui Fleet Yards](#) Manufacturer: Ketsurui Fleet Yards

Crew: 1. Maximum Capacity: 1. Appearance: The appearance of the Hyuga is largely similar to that of the Uriko, however it is somewhat bigger, there is a second compartment a little way behind the pilots compartment, a turret and the entire craft is somewhat more sleek and fluid.

Length: 9.87m Width: 5.93m Height: 3m

Performance Statistics

Speed (STL): .375c (~112,422 kilometers per second) Speed (FTL) CDD: 5,000c Hyperspace (Optional Attachment): 262,980c (0.50 ly/m). Speed (Aerial): With the use of forcefields Mach 16 as a maximum. Cruising speed considerably lower (around Mach 10).

Range (Distance): Theoretically unlimited, practically limited only by the pilot's sustenance. Range (Support): The ship can supply two weeks worth of food and two months of water for the pilot. Air can be recycled for three months. Lifespan: 30 years. Refit Cycle: Frequent - modifications made through [PANTHEON](#) system.

Inside the Hyuga

Cockpit: The cockpit consists of a laid back chair made out of form fitting foam like substance which molds to the pilots body in a way that is not only comfortable but actually good for the back and spine. Fittingly it is also what contains the SPINE unit for Nekovalkyrja pilots. In front of the chair is a console which comes out once the pilot is seated (or reclined). To the pilots left there are two small compartments, one which contains a Type 28 pistol and the other in to which food and water is placed. The color scheme of the Cockpit is Silver (dominant), blue and red (in the minority). The roof of the Cockpit can slide back and forth, is composed of transparent Zesuaium and is the entrance. While transparent it relies upon a system of cameras on the exterior of the craft and volumetric projectors on the inside can provide the illusion of having nothing but glass (or nothing at all) above the pilots head. The image can be changed in order to be more useful, including the option of casting the illusion that the gunner is simply seated in space without a fighter around them.

Ship Systems

Hull: This ship's armor is composed of titanium carbide plates coated with [Zesuaium](#) which cover the more essential areas. The rest of the armour is composed of [Durandium Alloy](#). While the ship doesn't actually have windows (regarded as an unnecessary weakness) a network of cameras are on the outside of the pilots compartment and gunners compartment, and combined with a volumetric projection system gives the illusion of being a transparent glass pane.

Air Recycling System: The air of the Hyuga is filtered through a Hemosynthetic fluid which purifies it with great efficiency.

Combined Field System: The Hyuga uses a [Combined Field System](#). In effect, the CFS sustains a small "pocket universe" around the vessel by nesting electrogravitic and electrostatic fields. 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 armor. The combined field can serve a number of purposes, including propulsion, defense, and stealth; for this reason, it is almost always on to some extent.

Propulsion: The fighter 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. This allows the armor to travel thousands of times the speed of light. Distortion based systems allow the armor to stop or move nearly instantly because the armor has not "moved" in the traditional sense.

Primary Defense: The shields are automatically modulated and phased by the CIES Integrated Electronics System. Most frequencies, planes and dimensions are covered but the modulation enable extra power to be routed to the bands, planes and requencies in which enemy weapons operates - decreasing the possibility of a shield overload and rendering enemy weapons less effective. The CFS also protects the ship from collisions during high-speed space flight and can be used to facilitate ramming other vessels. The CFS can protect against up to a petawatt worth of damage per each 1 square metre area in either kinetic or ennergy form (equivelant to Class 3 Shielding).

Secondary Shielding: An independant shielding system is used to fascilitate the fighters flight at Mach 12

and above in atmosphere and serve a secondary defensive measure. The shield functions through projecting a barrier strong enough to withstand these forces and whose shape makes the fighter vastly more aerodynamic.

Conformal PSC Device: See [Psionic Signal Controller](#)

Kessaku Electronics Corporation Compact Integrated Electronics System: See: [Compact Integrated Electronics System \(CIES\)](#)

Weapons

Aether Cannon: The 'central' weapon of the fighter this aether beam is only capable of firing forwards and although limited by this it remains a highly effective way of destroying that which is in front of the fighter.

- Location: Built in to the nose/main body of the craft.
- Primary Purpose: Anti-fighter.
- Secondary Purpose: Anti-Mecha.
- Damage: Total annihilation in a ten inch area.
- Area of Effect: Ten inches.
- Range: 350,000.
- Rate of Fire: A three second beam every five seconds.
- Payload Effectively unlimited while power generator exists.

Turret: The turret is the most versatile of the weapons on the fighter due to the fact it can be fired with a very large arc, not limited like most fighter weapons are. The turret is behind the cockpit and has 180 degree by 180 degree firing capacity with its twin-linked aether cannons.

- Location: Behind gunners compartment.
- Primary Purpose: Anti-fighter.
- Secondary Purpose: Anti-mecha, anti-starship.
- Damage: Total annihilation in two 8-inch areas.
- Area of Effect: Beam of one to eight inches in diameter.
- Range: 300,000 miles.
- Rate of Fire: A two second beam every one and a half seconds.
- Payload Effectively unlimited while power generator exists.

Wing Weapons: For some more close range frontal fire power plasma cannons were built in to the wings of the fighter. The fire super-heated plasma at extremely high speeds combining high kinetic power with high temperatures to great effect.

- Location: In each wing.
- Primary Purpose: Close range anti-fighter weapon.
- Secondary Purpose: Anti-mecha.
- Damage: Light - Medium.
- Area of Effect: Two metres squared.
- Range: 200 miles.

- Rate of Fire: 3000 rpm.
- Payload 25,000 rounds in each wing. Restores slowly.

Missiles Salvos (2): These are built in to the wings of the craft and fire dangerous tracking and superluminal aether missiles.

- Warhead: Aether.
- Purpose: Destruction.
- Damage: Medium (5).
- Range: 1000 miles
- Rate of Fire: Volleys of 1 or 2 each. Volleys can be combined.
- Payload 10 missiles each.

OOC Notes

This article was created by [Zakalwe](#). It was approved by [Wes](#) on November 2, 2006: [Approval Thread](#)

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