

Ke-V8 "Super Kwarime" Fighter

The *Super Kwarime* transition fighter is an Endo/Exo-Atmospheric fighter that became available in [YE 42](#).



About Super Kwarime Fighter

The *Super Kwarime* or *Super-K* is an atmospheric/sub-light fighter. It can have a single or two seat cockpit. The *Super Kwarime* was developed to improve the usefulness of the [Ke-V8 "Kwarime" Fighter](#). The V8-3x features upgraded systems that are now standard. The propulsion system [Multi-Stage Aether Drive](#) is an example. The *Super Kwarime* was requested by [Taisho Mikasa Sorano](#) for use by the [Second Expeditionary Fleet](#) in response to the latest [Kuvexian War](#). [Star Army Research Administration](#) was involved in the project specifically the Ordnance Features.

[Star Army Intelligence](#) began retrofitting Super Kwarime fighters with [Teisatsu](#) sensors packages starting in [YE 42](#), effectively creating the Ke-V8-3A/X "Super Teisatsu" variant.

General

- Class: *Super Kwarime*-class
- Type: Sub-light fighter
- Designers: [Ketsurui Fleet Yards](#)
- Manufacturer: [Ketsurui Fleet Yards](#)
- Organizations using this ship: [Star Army of Yamatai](#), [Second Expeditionary Fleet](#)

- Nomenclature: Ke-V8-3a - Dual Seat

Dimensions

- Length: 14.64 meters (47.88 feet)
- Wingspan: 9.3 meters (30.5 feet)
- Height: 2.5 meters (8.2 feet)

Speeds

The *Super Kawarime* is very responsive fighter craft.

- Atmospheric:
 - Cruise 3,581 kph (2,225 mph) Mach 3
 - Max 7,163 kph (4,450 mph), Mach 6
- Sublight Engines: .4c (~119,916 kilometers per second) (~74,512 miles per second)

Damage Capacity

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

- Shields: Tier 8 - Medium Mecha
- Structure: Tier 8 - Medium Mecha

General Information

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- [Nomenclature](#): Ke-V8-3a
- Type: Starfighter
- Designer: [Ketsurui Fleet Yards](#)
- Manufacturer: [Ketsurui Fleet Yards](#)
- Fielded by: [Star Army of Yamatai](#)

Cockpit

The Cockpit of the V8-3x *Super Kawarime* has the same features as the original:

- 1 or 2 pilot couches with [SPINE](#) interface depending on configuration with five point restraint harness.
- Physical controls for all systems
- 2 Ejection rockets with a 30 second burn.

- In atmosphere pilot couches will eject if cockpit is damaged.
- 1 [Type 31A and 31C Survival Kit](#) located under each seat.
- Emergency subspace locator beacon with manual kill switch
- Emergency oxygen supply capably of recharging the occupants [Star Army Aerospace Flight Suit, Type 32](#) doubling its operating time to 104 hours
- [Star Army First Aid Kit, Type 32](#) attached to cockpit interior 1 per crew member

Systems

This section provides information on some of the new and original features.

Ke-V9-E3300 Compact Integrated Electronics System

The Super Kwarime uses the [Ke-V9-E3300 Compact Integrated Electronics System](#)

K3-V9-E3301 - Sensor Package

The Super Kwarime uses the [Ke-V9-E3301 Unified Tactical Sensor Array / FTL Ansible](#)

Ke-V8-V3100 Environmental

The *Kwarime* has environmental controls for the safety and comfort of the occupants.

Gravity Controls

The *Kwarime* uses standard [KFY](#) artificial gravity systems. They serve two purposes: first is to provide standard 1G gravity for occupant comfort secondly they provide inertial compensation to reduce the effects of extreme acceleration on the occupants.

Atmosphere

The *Kwarime* atmosphere processing subsystem uses a combination of 🧼 [scrubbers](#). The occupants can connect their [Star Army Aerospace Flight Suit, Type 32](#) into the system for prolonged missions. The system has an emergency reserve for twelve hours should all power fail.

Propulsion

The *Super Kwarime* uses two [Ke-V8-P4200 Compact Multi-Stage Aether Drive](#) which provides power for

the craft and Sublight propulsion.

It also features a [Ke-V9-P3302 Hyperspace Fold Drive](#).

Ke-V9-P3301 Ion Maneuvering Thrusters

The *Super Kawarime* has [Ke-V9-P3301 Ion Maneuvering Thrusters](#) to provide yaw, pitch and roll control in space. They are located in the nose, the wings and fuselage.

Ordnance Bay

The “Super-K” has an internal ordnance bay. It can also be used to store mission equipment. The bay doors retract to reduce how much of the bay doors are deployed. This helps reduce drag. The retracting bay doors also make it easier to remove mission equipment. It is capable of being loaded with various ordnance.



Current Available and Quantity

- 1 [Ke-Z1 Series Anti-Starship Torpedoes](#)
- 1 [Ge-Z1 Series Torpedoes](#)
- 2 [Ke-Z2 Strategic Aether Bomb](#) stagger loaded in the bay.
- 4-8 [Ke-V8-M4200 - Secure Mission Kit](#)

- 20 [Ke-V8-W4200 - Moeru Suisei \(Blazing Comets\)](#)
- 500 [Ke-V8-W4201 - Nashi \(None Shall Pass\)](#)
- 2800 [Ke-V8-W4202 - Shi no Ame \(Death Rain\)](#)

Weapons (Integrated)



- 2 [Ke-V9-W3300 Turbo Aether Cannon](#) below wings
- 2 [Ke-V8-W3100 Turbo Aether Cannon](#) above wings, swivel mounted to allow targeting of pursuing fighters.
- 1 [Ke-V8-V4200 Aether Lance](#) integrated in nose.

Mounted Systems

One of any of the following devices can be installed on each of the equipment mounts:

- [Ke-Z1 Series Anti-Starship Torpedoes](#) Tier 11, Medium Anti-Starship varies by torpedo
- [Ke-T8-W3101 Mini-Missile Launcher Pod](#) Tier 4, Light Anti-Armor per missile
- [Ke-V8-W3200 Targeting Module](#)
- [Ke-V8-W3201 Decoy Launcher](#)
- [Ke-V8-E3200 Wavefront Module](#)

OOO Notes

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