# Naginata-Class Battlecruiser

The *Naginata-class* is a warship of th battlecruiser type used by the Star Army of Yamatai. It is manufactured by Ketsurui Fleet Yards and first began deployment in YE 37.


## About the Naginata-Class

The *Naginata-class* is a battlecruiser-type warship; vessels in this class straddle the line that exists between smaller cruiser warships and the largest and most powerful vessels designed to survive combat while trading the heaviest blows; such as battleships, dreadnoughts, and fleet flagships. Amongst the Star Army's own list of warship classes, this places the *Naginata-class* between the *Super Eikan-Class Heavy Cruiser* and the larger *Sharie-class Battleship* and *Yamato-Class Flagship* in terms of physical size and combat power.

The *Naginata-class* is built with enough firepower to severely threaten any single battleship, and in fact, the *Naginata-class* carries very nearly as many weapons as the *Sharie-class* itself mounted upon its hull. Where the *Naginata-class* most greatly differs from the *Sharie-class* and other larger warships is its greater maximum speeds and acceleration rates; most battlecruisers are specifically designed to outrun and annihilate smaller prey, like heavy and light cruisers, gunships, and escorts like destroyers and frigates. This speed is accomplished by sacrificing much of the heavier shielding and thicker armor plating normally possessed by the largest classes of warship, replacing that shed mass with superior STL and FTL drive systems. This aspect of its design lowers a battlecruiser's survivability in major fleet engagements; to compensate for this weakness in such situations, battlecruisers are grouped to operate in small squadrons of four to six ships when they are required to engage larger warship types.

The Yamataian term *naginata* which is used as this ship's class designation can be translated as meaning “halberd”; to be more specific, a *naginata* is an ancient bladed polearm-type weapon.

## Key Features

- Superheavy-grade armament
- Superior STL and FTL drive systems
- Aerospace carrier capability
- Century-sized infantry complement

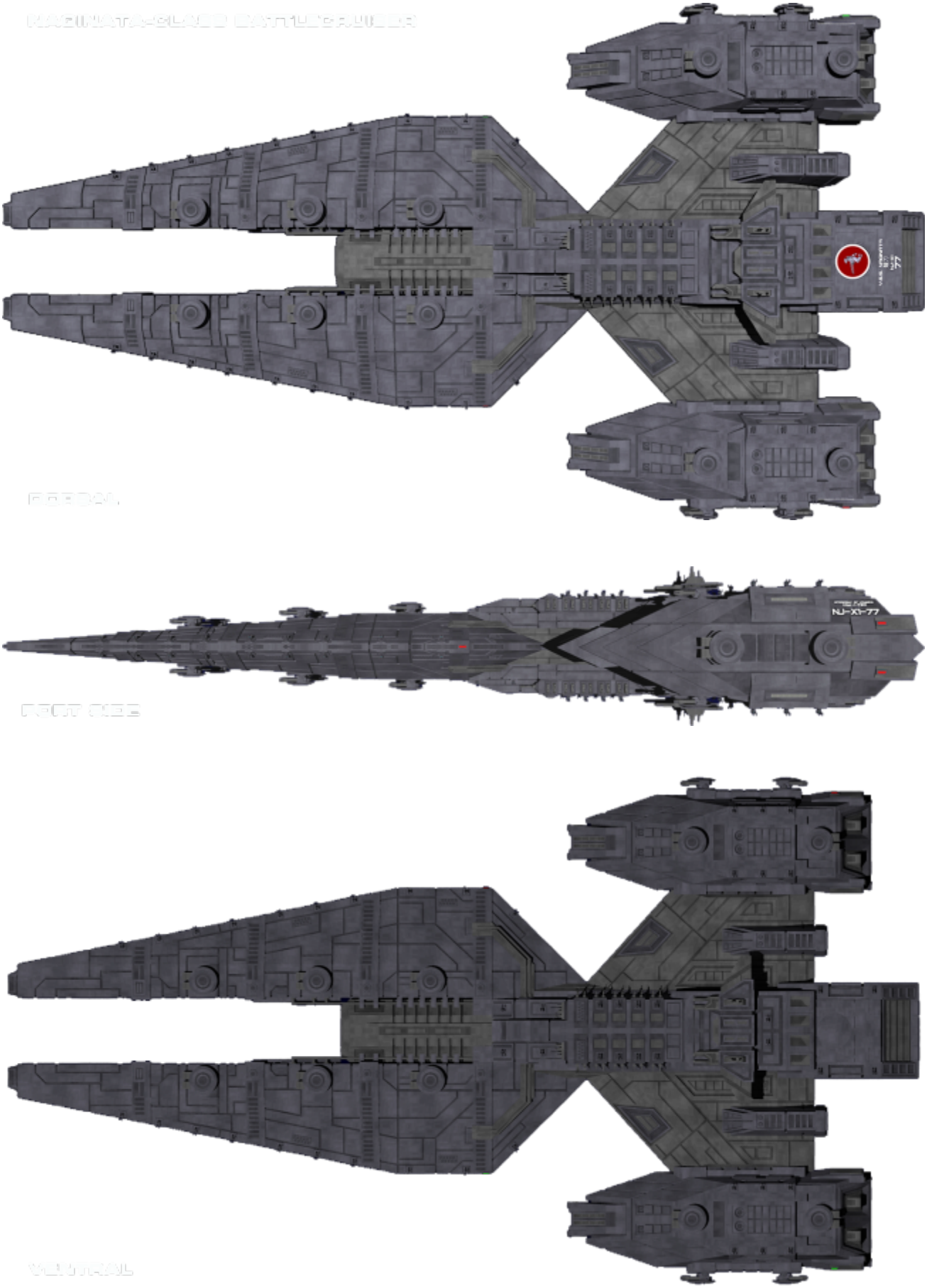
## Mission Specialization

The *Naginata-class* specializes in starship combat and hit-and-fade operations. To be more specific, during solo operations the *Naginata-class* excels in combat against smaller vessels like cruisers, gunships, and escorts thanks to its superior armaments, heavier defenses, and better-than-average speed making it an ideal platform for eliminating smaller warships, commerce raiding, and tracking down pirates.

Due to its extensive flag facilities, it is also well-equipped to perform squadron operations. They are best suited for hit-and-fade operations or for raids against heavily fortified positions behind enemy lines, usually deployed within a group against larger more powerful targets. After an attack, the *Naginata-class* can easily retreat at speeds faster than most pursuers can match.

## Appearance

The *Naginata-class* has design elements in common with both the larger *Sharie-class* battleship and the smaller *Plumeria-Class Medium Gunship*. The forward-pronged nose that comprises its main weapons array obviously can trace its lineage back first to the *Sharie-class*, which in turn evolved from the design of the much older *Irim-Class Heavy Gunship*. The aft section partially resembles that of the *Plumeria-class*; clusters of STL drives mounted on nacelle-like sections protrude horizontally off the ship's central body, with hangar facilities located aft between the engines. Like nearly all other Star Army vessels, the ship's hull is typically two-toned, with some parts a dark gray while other parts are painted blue-gray. Featured prominently above the rear hangar bays are the Star Army Hinomaru symbol, ships designation, and registry number.



# History and Background

The *Naginata*-class had a rather fraught design process. While the first ship was constructed in YE 37, it would take over half a decade for the ship to see active service. In that time, many subsystems were replaced or updated as Star Army of Yamatai technology and doctrine shifted. While these updates would eventually create a better ship in the long run each update further delayed the ship's entry into service in a classic case of letting the perfect be the enemy of the good.

# Statistics and Performance

## General Information

- Class: Ke-C13 Series
- Type: Battlecruiser
- Nomenclature: Ke-C13-1A
- Designer: Ketsurui Fleet Yards
- Manufacturer: Ketsurui Fleet Yards
- Fielded by: Star Army of Yamatai
- Production Cost: 5,400,000 KS or equivalent currency

## Crew and Accommodations

- Total Personnel: 490 (Standard Complement), 499 (Squadron Flag Complement)
- Maximum Capacity: Accommodations for 550. In an emergency situation, the ship can meet the space requirements for approximately 1,200 individuals.
- Skeleton Crew Requirements: Minimum of 100 crew is recommended. Due to a high degree of automation, the ship could be operated by a single person if required.

## Dimensions

- Length: 960m (3,149.6 feet)
- Width: 532.26m (1,746.26 feet)
- Height: 177.3m (581.69 feet)
- Decks: 23 (6 meters each)
- Mass: 1,280,000 metric tonnes

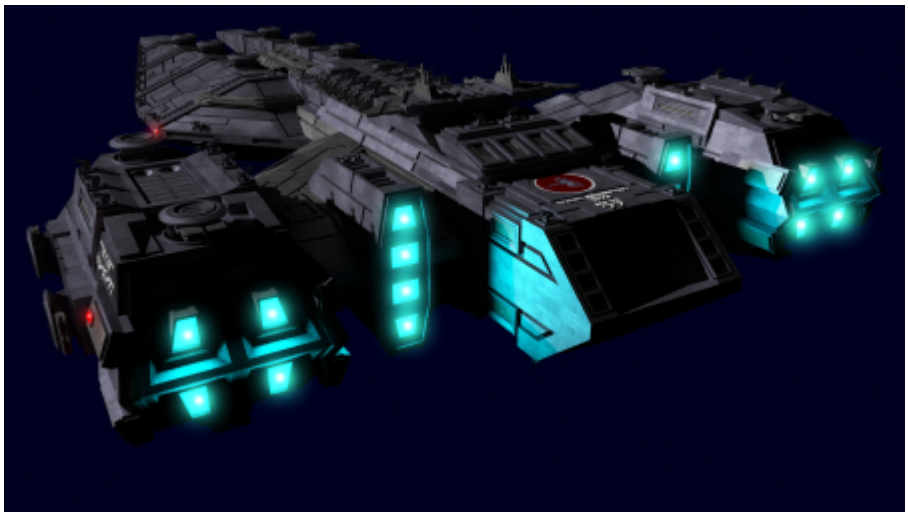
## Propulsion Performance and Range

- Turbo Aether Plasma Drive:
  - Maximum Acceleration: $0.01c^2$ (~2,997.924 $km/s^2$)
  - Cruising Speed: 0.375c (~112,422 kps)
  - Maximum Speed: 0.4c (~119,917 kps - Classified)
- Combined Field System/Continuum Distortion Drive:
  - Cruising Speed: 18,750c (~2.14 ly/h)
  - Maximum Speed: 21,915c (~2.5 ly/h - Classified)
- Hyperspace Fold Drive:
  - Maximum Speed: 525,960c (1 ly/m)

## Durability and Maintenance

*See Damage Rating (Version 3) for an explanation of the damage system.*

- Tier: 13, (Light Anti-Capital Ship)
- Service Lifespan: This vessel is estimated to be able to operate for at least 20 years of constant use.
- Refit Cycle: Frequent minor modifications while in service through the PANTHEON automatic upgrade system.



# Inside the Naginata-Class

## Deck Layout

| | |
|---|---|
| ***Deck 01*** | - Dorsal Sensor Array (Level 2) |
| ***Deck 02*** | - Dorsal Sensor Array (Level 1) |
| ***Deck 03*** | - 250mm Electromagnetic Missile Launchers, No. 41-60 - Heavy Anti-Armor Particle Cannons, No. 25-46 |
| ***Deck 04*** | - Anti-Blast Magazines, No. 41-60 - Primary Fire Control - Fire Control Antennae, No. 1-10 |
| ***Deck 05*** | - Super-Heavy Aether Beam Cannons, No. 7-10 - Enlisted Crew Quarters |
| ***Deck 06*** | - Enlisted Crew Quarters - Heavy Anti-Armor Particle Cannons, No. 21-24, 47-50 - Turbo Aether Drives, No. 5, 9 |
| ***Deck 07*** | - Hangar 1 (Level 5) - Primary Aerospace Operations Control - Aerospace Operations Lounge - Aerospace Operations Briefing Room - Aerospace Flight Simulators - Pilots Ready Room |
| ***Deck 08*** | - Hangar 1 (Level 4) - Primary Medical Laboratory - Officer's Quarters - Recreational and Dining Facilities |
| ***Deck 09*** | - Hangar 1 (Level 3) - Gymnasium (Level 2) - Infantry Combat Simulators |
| ***Deck 10*** | - Hangar 1 (Level 2) - Fabrication Bay 1 (Level 2) - Cargo Bay 1 (Level 2) - Combined Field System, No. 1-2 - Infantry Operations Lounge - Infantry Operations Briefing Room - Infantry Barracks - Gymnasium (Level 1) |
| ***Deck 11*** | - Hangar 1 (Level 1) - Infantry Operations - Power Armour Bay 1 - Main Armoury - Fabrication Bay 1 (Level 1) - Cargo Bay 1 (Level 1) - Main Computer Core (Level 3) - Flag Bridge (Level 2) - Combat Information Centre (CIC) (Level 2) - Main Engineering (Level 3) |
| ***Deck 12*** | - Aether Shock Array Control - Command Bridge - Auxiliary Bridge - Flag Bridge (Level 1) - Main Computer Core (Level 2) - Damage Control Central (DCC) - Combat Information Centre (CIC) (Level 1) - Small Medical Bay - Small Security Office - Main Engineering (Level 2) - Flag Officer's Suite - Captain's Suite - First Officer's Suite |
| ***Deck 13*** | - Hangar 2 (Level 5) - Power Armour Bay 2 - Auxiliary Armoury - Fabrication Bay 2 (Level 2) - Cargo Bay 2 (Level 2) - Main Computer Core (Level 1) - Main Engineering (Level 1) |

| | |
|---|---|
| ***Deck 14*** | - Hangar 2 (Level 4) - Fabrication Bay 2 (Level 1) - Cargo Bay 2 (Level 1) - Combined Field System, No. 3-4 - VIP and guest Quarters - Ward Room - Conference Rooms - General Use Spaces |
| ***Deck 15*** | - Hangar 2 (Level 3) - Brig - Ship's Security - Security Ready Rooms - Security Armory |
| ***Deck 16*** | - Hangar 2 (Level 2) - Secondary Medical Laboratory [1)] - Science Laboratory |
| ***Deck 17*** | - Hangar 2 (Level 1) - Auxiliary Aerospace Operations Control |
| ***Deck 18*** | - Enlisted Crew Quarters - Heavy Anti-Armor Particle Cannons, No. 71-74, 97-100 - Turbo Aether Drives, No. 8, 12 |
| ***Deck 19*** | - Super-Heavy Aether Beam Cannons, No. 21-24 - Enlisted Crew Quarters |
| ***Deck 20*** | - Anti-Blast Magazines, No. 101-120 - Auxiliary Fire Control - Fire Control Antennae, No. 11-20 |
| ***Deck 21*** | - 250mm Electromagnetic Missile Launchers, No. 101-120 - Heavy Anti-Armor Particle Cannons, No. 75-96 |
| ***Deck 22*** | - Ventral Sensor Array (Level 2) |
| ***Deck 23*** | - Ventral Sensor Array (Level 1) |

## Compartment Layouts

## General

- Standard Star Army Airlock
- Standard Star Army Maintenance Conduits
- Standard Passageways
- Standard Star Army Zero-Gravity Passageways
- Standard Lifts
- Forcefield-Nested Isolation Doors

## Command Complex

Nested deep in the core of the ship, the Command Complex occupies all of Deck 12 and parts of Decks 11 and 13. The Command Complex is both the *Naginata's* heart and mind. This complex includes both facilities for important command and control functions as well as access to engineering and the computer core. Everything from combat operations to damage control is coordinated from this complex.

While placing so many important systems and personnel in a single place on the ship could be somewhat risky, there are a number of benefits. Firstly, coordination and communications are streamlined and key personnel can quickly move from one compartment to another. Secondly, this allows resources for protection and security to be used more efficiently. The entire Command Complex is the most secure and well-armored part of the ship. Each compartment is separated by a Forcefield-Nested Isolation Doors and the walls are reinforced. Located in the middle of the ship, the Complex is protected from all but the most devastating direct hits. Security is incredibly tight. Not only are specific compartments such as the bridge or computer core off limits to all but authorized personnel, the ships lifts and zero-G passageways do not allow access to Deck 12 without proper authorization. Tight access control and limited points of entry allow the ship's security to deny the Command Complex to intruders with ease.

Command Complex features include:

- Type 34 Standard Large Starship Bridge
- Star Army Flag Bridge
- Combat Information Centre
- Standard Computer Room
- Standard Star Army Engineering Bay
- Small Emergency Medbay
- Security Office
- Damage Control Central (DCC) for coordinating damage control efforts under the coordination of a Star Army Systems & Safety Monitor or Star Army Emergency Services officer.
- Star Army Standard Captain's Suite
- Star Army Admiral's Suite

## Operations Complex

There are technically two Operations Complexes (Dorsal and Ventral). The complexes are mostly mirrored spanning from Decks 07 to 11 and Decks 13 to 17. These complexes are collections of compartments dedicated to the daily operations of the ship from facilities for training and housing infantry and pilots to command centers for coordinating the readiness and sustainment of equipment and personnel for away missions.

### Hangars and Aerospace Operations

- Standard Star Army Shuttle Bay
- Standard Star Army Cargo Area
- Aerospace Operations Centre[2)]
- Standard Star Army Fabrication Area updated with Star Army Fabrication Chamber, Type 39

### Infantry Operations

- Standard Star Army Armory
- Standard Star Army Power Armor Bay
- Star Army Half-Century Barracks (Plumeria Type) x2 for Uchuugun (space infantry) compliment. or Standard Star Army Infantry Squad Cabin

## Crew Complex

The Crew Complex consists of all the compartments dedicated to housing and sustaining crew from crew cabins to medical and dining facilities and including recreational facilities.

### Quarters

- Standard Star Army Crew Cabin (Enlisted)
- Standard Star Army Crew Cabin (Officers)
- Traditional Nekovalkyrja Nests

### Sanitation Facilities

- Standard Star Army Crew Baths
- Standard Star Army Crew Shower
- Standard Star Army Toilet
- Standard Star Army Laundry Room

### Dining

- Standard Star Army Wardroom
- Standard Star Army Dining Hall
- Standard Star Army Galley

### Leisure and Recreation

- Star Army Ship's Store
- Standard Star Army Post Office
- Standard Star Army Crew Lounge

### Sustainment

- Sakura-type Medical Laboratory Primary
- Autonomous Medical Treatment Center
- Star Army Combined Sciences Laboratory (later design addition)

## Security Complex

Security Rooms, brig etc.

## Security Complex

Security Rooms, brig etc.

### Conduits and Passageways

- Standard Star Army Airlock
- Standard Star Army Maintenance Conduits
- Standard Passageways
- Standard Star Army Zero-Gravity Passageways
- Standard Lifts
- Forcefield-Nested Isolation Doors

### Control Centers

- Type 34 Standard Large Starship Bridge
- Star Army Flag Bridge
- Combat Information Centre

### Living and Dining Areas

- Standard Star Army Crew Cabin (Enlisted)
- Standard Star Army Crew Cabin (Officers)
- Star Army Half-Century Barracks (Plumeria Type) x2 for Uchuugun (space infantry) compliment. or Standard Star Army Infantry Squad Cabin
- Star Army Standard Captain's Suite
- Star Army Admiral's Suite
- Standard Star Army Crew Lounge
- Standard Star Army Crew Baths
- Standard Star Army Crew Shower
- Standard Star Army Toilet
- Standard Star Army Dining Hall
- Standard Star Army Galley
- Standard Star Army Laundry Room
- Traditional Nekovalkyrja Nests
- Standard Star Army Wardroom

### Science and Medical Areas

- Sakura-type Medical Laboratory
- Autonomous Medical Treatment Center
- Star Army Combined Sciences Laboratory (later design addition)

### Storage and Maintenance Areas

- Standard Star Army Cargo Area

- Standard Damage Control Station
- Standard Star Army Armory
- Standard Star Army Power Armor Bay

#### Systems Rooms

- Standard Computer Room
- Standard Star Army Engineering Bay
- Standard Star Army Fabrication Area updated with Star Army Fabrication Chamber, Type 39

#### Morale related

- Star Army Ship's Store
- Standard Star Army Post Office

# Systems

## Armoured Hull and Hull-Integrated Systems

### Ke-C13-A3700 - Yamataium/Zensuaium Structural Framework

The 'skeleton' of the *Naginata*-class is composed of Yamataium frames and supports molecularly bonded together for increased structural integrity and resilience. The framework has additionally been reinforced by a micron-thick laminate of Zesuaium; offering the ship's internal supports most of the resilience of Zesuaium while simultaneously permitting the frame to be easily restored in the event of combat damage. The circulatory system for the Naginata-class' hemosynthetic repair conduits also extends around and is interwoven into key sections of the ship's framework, allowing this aspect of the ship's structure the capacity for self-restoration even in the event of catastrophic damage.

Generally, the framework of the *Naginata*-class is of higher concentration along the outer hull and around the central core of the ship, reinforcing secondary armor plating intended to protect the most vital systems and compartments like the bridge, power systems, damage control, and other engineering compartments.

### Ke-C13-A3701 - Yamataium/Yarvex Internal Armor

As a warship designed to trade blows with line battleships and other heavily armed vessels with super-heavy grade weapons, the central compartments of the *Naginata*-class containing the most vital systems are protected by a secondary layer of molecularly fused 100 cm thick Yamataium armor reinforced by a 10 cm coat of Yarvex intended to ward off secondary explosions and dangers caused by various armor penetrating munitions.

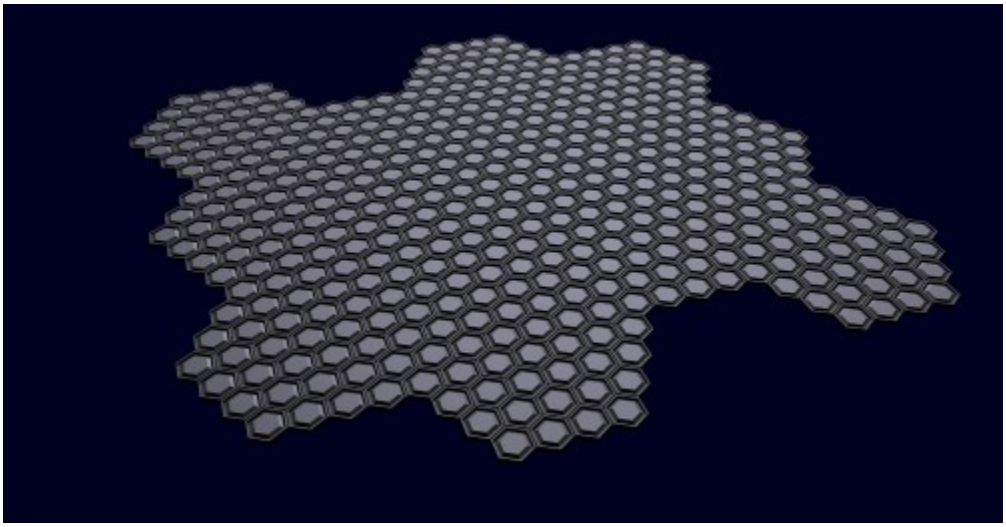
The decks, bulkheads, and wall partitions of the *Naginata*-class are generally constructed of Durandium Alloy plating, except in high-security areas such as around the ships bridge, computer core, and power systems where protection is absolutely critical and Yamataium is utilized instead. Corridors are lined with a 1 cm sheathing of Yarvex.

### Ke-C13-A3702 - Yama-Dura/Xiulurium External Armor

The outer armor and hull of the *Naginata*-class is a 150 cm molecularly bonded layer of Yama-Dura alloy. Unlike most Star Army of Yamatai warships in its size class, the hull of the *Naginata* is relatively lightly armoured because of the use of Yama-Dura alloy instead of Yamataium. Due to its intended role as a battlecruiser, the warship sacrifices traditional heavy armor in exchange for higher acceleration and a greater max speed than is usually found even in much lighter ships; this exchange allows the *Naginata* to overtake and destroy other vessels, even larger ships like battleships, provided the *Naginata* is also deployed as part of a squadron of multiple ships.

The external surface of the *Naginata*-class is further coated in a 5 cm layer of Xiulurium; a material that when energized can provide concealment from certain kinds of sensor systems.

### Ke-C13-A3703 - Multispectral Camouflage Surface



A complement to the Xiulurium stealth material which hides Star Army ships from most varieties of active sensors. This is a laminate of sensor-controlled active camouflage cells over the ships normal armor; specialized nanomachines which possess the ability to change colour and pattern in order to match a ships surrounding environment – across the entire electromagnetic spectrum – effectively making the ship completely invisible to passive electromagnetic and optical sensors when the system is in use.

The camouflage cells ability to adjust their light reflectivity across all frequencies can also allow the system to grant a slight resistance to lower tech light-based energy weapons, like conventional lasers; higher tech particle beams and other energy weaponry are in no way affected.

Additionally the camouflage systems settings can be altered manually by the crew, allowing them to “paint” the ships surface with whatever colour scheme and markings they desire.

Like the Yamataium and Yama-Dura materials widely used in Yamataian construction, this material is regenerative so long as it is supplied with the base elements needed for self-restoration by the ships internal hemosynthesis network.

## Communication Systems

All the listed communication systems of the *Naginata*-class are considered part of the “OKAMI” Integrated Electronics System (O-IES) comms suite.

## Computer Systems

### Ke-C13-E3708 "OKAMI" Integrated Electronics System (O-IES)

The main computer core of the *Naginata*-class is the *Omni-planar Kessaku Advanced Mentafexal Intelligence* – also known as the “OKAMI” Integrated Electronics System (O-IES) – an upgraded version of the KAMI Integrated Electronics Suite (K-IES) typically found as the main computer system in Star Army capital ships.

Two metric tonnes of radically advanced computational matter designed and built at the sub-atomic particle level through the use of nodal femtomachine construction technology; the system incorporates numerous varieties of exotic matter that cannot occur naturally. OKAMI can function as a quantum computer and can simultaneously support several meta-sapient artificial intelligences of incredible intellect and sophistication. Its data processing capacity and speed are augmented by multi-spatial technology – its physical structure extends into both subspace and hyperspace giving it increased processing power for an equal amount of occupied volume within the starship. Temporal manipulation technology also makes it capable of data churning thousands of yottabytes of data a second at literally faster-than-light speeds. Overall, the system has more than enough capacity to run the infrastructure of an entire developed planet.

The OKAMI system features an extended suite of sensors and communications devices, expanded electronic warfare systems and upgraded computational hardware that drastically improves the capabilities of the system and further refines its performance when compared to the original K-IES. The core of the system – disregarding the sensors, EW hardware and communications devices – is located in a heavily fortified and shielded compartment on Deck 12. Access is restricted to authorized personnel and technicians only.

### Ke-C13-E3710 Compact Integrated Electronics System (C-IES)

The auxiliary computer core for the *Naginata*-class is an upgraded version of C-IES; this new variant of the older style control system is essentially a 200 kg scaled down version of the OKAMI, designed using

most of the same technologies and materials – including the multi-spatial technology.

Performance is improved over the older C-IES by approximately the same proportion that the OKAMI improves upon the KAMI and rather than incorporating a redundant suite of sensors, communications devices and EW hardware, this model the C-IES is designed to utilize the existing systems in place for the OKAMI if the need should arise.

# Defensive Systems

## Ke-C13-S3700 Combined Field System

The *Naginata*-class' CFS encloses the vessel within a small “pocket universe” by nesting electro-gravitic and electrostatic fields. Objects inside the bubble are equally protected from solid projectile, particle, and energy weaponry because all matter and energy slides around the distorted space surrounding the warship. The combined field system can function at need in several roles, including propulsion, defense, weaponry, and stealth; as such, it is almost always active.

Note that when performing in any particular role, energy constraints prevent maximum performance for other possible functions; thus when the defensive functions are in full use, limited power will be available for speed and weaponry diminishing the performance of the CFS in those areas.

### Propulsion

The CFS serves as the *Naginata*-class battlecruiser's primary means of slower-than-light propulsion within any given star system – though faster-than-light speeds are also possible. Using the CFS, the *Naginata*-class can propel itself at any speed up to a maximum velocity of 21,915c by generating continuum distortions in the CFS bubble surrounding the ship and nesting them to create asymmetric peristaltic fields; essentially transforming the combined field system into a continuum distortion drive (CDD).

This system also allows the vessel to come to a resting stop or to attain its maximum velocity almost instantly. When using this method of propulsion the ship is not technically “moving” but instead folding the space around itself, as with other gravimetric or distortion-based reactionless drive systems.

### Primary Defense

The CFS of the *Naginata*-class has a projected dispersion rating of 45.2 yottawatts per square meter of its surface area; sufficient to whether the blast of even aether-based beams and warheads without penetration occurring. The distortion field generated by the CFS is automatically modulated and phased by the ship's O-IES. Although all energy frequencies and spatial dimensions are theoretically protected against by the distortion field, remodulating enables extra power to be routed to the specific frequency bands or spatial planes in which specific enemy weapons operate – decreasing the possibility of a shield

overload and enemy weapon penetration.

During general use, the CFS protects the ship from collisions with debris and dust particles during high-speed space flight and can also be used to facilitate ramming actions against other vessels.

### Outer Defense

Extending from the periphery of the CFS distortion field out to a maximum distance of twenty kilometers is an intensive electro-gravitic (scalar) field designed to destroy the sensitive electronics of hostile munitions, mecha and fighters – as well as prematurely detonate enemy warheads, ablate lightly armoured targets and scramble the central nervous systems of unshielded enemy pilots.

Typically this feature is disabled during normal operations and enabled during combat.

### Stealth

The *Naginata*-class can render itself effectively invisible to scalar sensors, aether detection systems and most standard electromagnetic sensors by using a distortion bubble and separating the ship from normal-space; segregating it within its own separate plane of existence. The CFS can also use electro-gravitic fields to selectively emit photons and the other emissions of normal region of “empty space”. This can further assist in keeping the warship hidden.

During stealth operations only the RDD sensor can be used to monitor events in normal space; all other sensor types are effectively useless. Additionally, while very effective this means of stealth is not completely perfect – it is possible that sufficiently sensitive sensors of the right variety might detect the presence or passage of the CFS distortion bubble itself, particularly at close range.

### Anti-Phasing

The CFS distortion field of the *Naginata*-class serves as an effective countermeasure to phased matter due to the fact the CFS field extends through all spatial dimensions; including into those spatial planes through which phased objects travel.

Essentially phased weapons and objects are no more effective at penetrating the CFS distortion shield than weapons and objects existing in normal space.

### Projected Energy Beams

The spatial distortion around the *Naginata*-class generated by the CFS can be manipulated and focused to release condensed potential energy from the aether; the ubiquitous sea of energy. Thus a destructive aether beam can be generated from any origin point along the surface of the field bubble, and the subspace distorting effects of the beam make it naturally piercing to other distortion-based shielding.

Note that the use of this function of the CFS substantially weakens the protection offered by the CFS' distortion shield.

- Damage: Tier 11, Medium Anti-Starship
- Effective Range ~300,000,000 km (~186,000,000 mi. or 2 AU)
- Rate of Fire: Ten five-second blasts every fifteen seconds.

#### Ke-C13-S3701 Combined Field System Expander

The *Naginata*-class comes equipped with a CFS field projection array based upon the model carried by the Yamato-class flagship. The system can significantly boost the maximum volume of space that the CFS' distortion field can encompass – up to a radius of 50 km – though this increased coverage comes at a loss of 40% field integrity.

This means that the Naginata can extend its own protection around other starships or installations should the need arise.

#### Ke-C13-W3700 250mm Countermeasure Launchers (12)

The *Naginata*-class is the first vessel to be equipped with the Ke-Z4-250mm Countermeasure Missiles and the Ke-C13-W3700 Launcher system.

### Emergency Systems

#### Ke-C13-M3700 - Atmospheric Retention System

The corridors of the *Naginata*-class are periodically equipped with sensors and force field generators intended to provide atmospheric retention in the event of hull breaches. Under the main computer's direction, the field generators automatically project energy barriers around breaches in order to maintain the ship's internal atmosphere and pressure, working in a similar manner to the field generators used to maintain a safe working environment in shuttle bays and hangars.

Each field generator is equipped with its own power cell for use in the event of a catastrophic power failure, allowing each individual unit of the system to operate in isolation from the ship's main power grid for up to a maximum of eight hours before the cell is depleted.

Additionally, all the doorways through ship bulkheads are Forcefield-Nested Isolation Doors, which like the individual field generator units scattered throughout the ship, are each able to create a protective barrier that can withstand differences in atmosphere and pressure on opposing sides of the door threshold.

### Standard Star Army Emergency Systems

The *Naginata*-class utilizes several of the Standard Star Army Emergency Systems.

- Forcefield-Nested Isolation Doors
- Damage Control Stations
- Star Army Fire Suppression System, Type 32
- HSCS-3 Updated to Nodal Liquid Conduit System before final production.
- Sound-Powered Telephones
- Star Army Escape Pod, Type 35 "Seizonsha"
- Soul Savior Pod

## Environmental Systems

### Ke-C13-V3700 - Environmental Life Support System

The life support requirements for the *Naginata's* crew are supplied by twelve individual V3700 units separated across its twenty-three decks, each in their own compartment. These systems are also effectively part of the ship's overall HSCS-2 network; which utilizes the hemosynthetic fluid being circulated throughout the ship to break down waste products, filter air and water, etc.

These environmental systems also provide the controls and capacity for basic lighting throughout corridors and compartments, gravity control, inertial dampening, air conditioning, and filtration, basic food production, as well as maintenance of the oxygen and water reserve as long as power is being supplied.

Working in unison, the life support systems of the *Naginata* can support approximately 2,400 individuals; about twice the number that can actually fit aboard the ship when it is at maximum capacity. This redundancy is largely to mitigate the loss of life support compartment during combat; the *Naginata*-class can suffer severe damage, losing as much as half its life support capacity, while still being able to meet the requirements of its crew.

Typically each unit provides dedicated life support for a pair of decks, though the bridge and medical compartments also each have their own dedicated life support systems.

final updates involving Star Army Standard Life Support Systems

Aquaponics system to extend the ship's food stores with plants and edible marine animals. The Aquaponics “farm” is tied into the ship's waste processing system for vital nutrients.

### Ke-C13-V3701 - Scalar Heat Exchange System

### Ke-C13-V3702 - Psionic Signal Controller

Psionic Signal Controller

## Engineering Systems

### Ke-C13-M3700 Industrial Fabricators

### Ke-C13-M3701 Hemosynthesis Conduit System

### Ke-C13-M3702 Matter Collection System

### Ke-C13-M3703 Nodal System

Nodal Liquid Conduit System update from the Hemosynthetic Conduit System

## Generator and Power Systems

### Ke-C13-G3700 Aether Power Cores

### Ke-C13-G3701 Fusion Power Cores

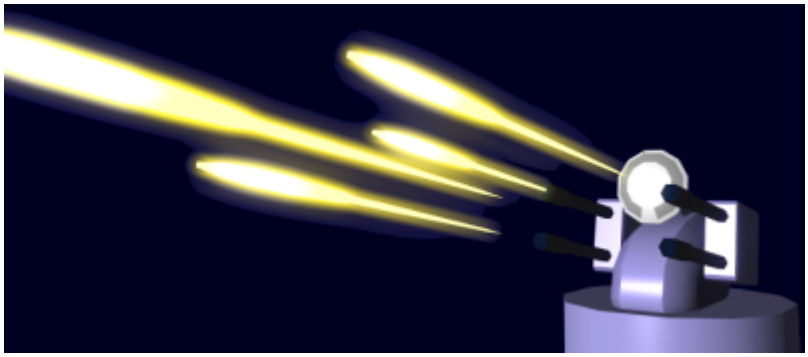
### Ke-C13-G3702 Nodal Power Broadcast System

## Miscellaneous Systems

### Ke-C13-M3704 Dual-Mode Graviton Projection Arrays (2)

## Offensive Systems

- (1) Aether Shock Cannon Array or update to Multi-Mode Aether Shock Array Tier Variable
- (24) Ke-B3-W3100 Superheavy Turret Tier 13 (10 above, 10 below, 2 port, 2 starboard)[3)]
- (16) Ke-Z1 Series Anti-Starship Torpedoes Tier dependent on warhead (2 banks of 8 Torpedo Launchers)
- (48) Ke-B5-W3906 Type 39 250mm Heavy Anti-Mecha Missile Rack Tier 9 or 10 dependent on warhead (4 banks of 12)
- (20) Ke-S3-W3102 Star Army Anti-Fighter Turret, Type 31 Tier 9



- (120) Type 32 Medium Anti-Armor Turret Tier 5
- (100) Space and Orbital Offensive Warheads (SOOW) Mini-Missiles Final run should have Star Army Mini-Missiles, Type 41 Tier 6

## Propulsion Systems

### Ke-C13-S3700 Combined Field System

update to Integrated CFS Array

### Ke-C13-P3701 Turbo Aether Plasma Drives (16)

Turbo Aether Plasma Drive

### Ke-C13-P3702 Counter-Gravity System

### Ke-C13-P3703 Hyperspace Fold Drive

### Ke-C13-P3704 Hyperspace Fold Booster

### Ke-C13-P3705 Manoeuvring Thrusters

## Sensor Systems

All sensor systems are part of the "OKAMI" sensor suite. The suite includes a wide variety of:

- Ke-C13-E37XX Passive Unidirectional Sensors
- Ke-C13-E37XX Passive Omnidirectional Sensors
- Ke-C13-E37XX Active Unidirectional Sensors
- Ke-C13-E37XX Active Omnidirectional Sensors

## Stealth and Electronic Warfare Systems

Type 31 Electronic Warfare Suite

### Ke-C13-E3731 "Harai" Tri-Core Autonomous AI Firewall System

The Harai firewall system is comprised of twelve cooperative non-volitional artificial intelligences and supporting software that serves in a supplementary role to a ship's primary AI command and control entity.

The AI and their systems are divided amongst three compact and EM-hardened computer cores, each of which are typically segregated in different sections of a given ship for redundancy purposes and as a counter to the possibility of damage sustained during combat - normally in the same sections as the ships main comms system, the central computer core and with the auxiliary computer core.

The purpose of these cores and their dedicated AI is to filter all incoming communications and continually monitor the ship's internal network, software, and data for malicious tampering, viruses, and hidden or unauthorized code.

# Vehicle Complement

# OOC Notes

This page was originally created on 2014/02/20 21:01 by Khasidel.

As of 12/26/2022 being continued by Locked 0ut under the Nashoba WIP Project

Approval/Discussion Thread

1)
Doubles as quarantine and containment area
2)
coordinates all launched missions fighter or armored
3)
A straight broadside can aim up to 15 of these at a target