

# Ke-V8 "Kawarime" Fighter

The *Kawarime* Transition fighter is an Endo/Exo-Atmospheric fighter that became available in [YE 32](#). In [YE 34](#) this class of fighter was upgraded to the [Ke-V8-2x](#). Both kinds are now available.



## About Kawarime Fighter

The *Kawarime* is compact atmospheric/sub-light fighter. The 1a version is a single pilot, the 1b is a dual-occupant variant. With the development of the [Heitan-class Carrier](#) the need for fighters to possess FTL capabilities was reduced. This makes the *Kawarime* an ideal craft for use in planetary defense and as part of a battle group with a carrier presence. The *Kawarime* is a short runway craft, and through the use of the [Combined Field System](#) can actually perform 🚀VTOL maneuvers.

## Rival Aerospace Craft

Some see the *Kawarime* as a rival to the [Hayabusa V6 Series Starfighter](#). The *Kawarime* was never meant to fill the same roles as the V6. Intended as an endo/exo-atmospheric craft, the *Kawarime* is ideal for the needs of the 2XF where it is deployed to protect vital assets and does not require the range of the V6. The *Hayabusa* is a "pocket starship", the 2XF developed the *Kawarime* so they could develop numbers to fight against the strategy of the NMX overwhelming SAoY forces with their battlepods. Which is why they deploy them on their carriers bases, and ground installations.

## History

The *Kawarime* was requested by [Taisho Mikasa Sorano](#) for use by the [Second Expeditionary Fleet](#) as a component for their defense forces. The purpose was to produce a versatile inexpensive fighter, capable of fulfilling multiple roles. Development costs were defrayed by the use of many components from the [Ke-T8 "Kuma" Multi-role Shuttle](#).

## Appearance



The *Kawarime* is a delta wing design with an intentional low profile to reduce its radar signature. It features a pair of [Turbo Aether Plasma Drive](#) drives for propulsion. Its four primary guns can be clearly seen and from underneath one can see the weapon mounts on the wings. They typically have the [Star Army Hinomaru](#) on each vertical stabilizer, the owning fleet's symbol on the starboard wing, and the base or ship logo on the port.

## Features

- [Durandium Alloy](#) body with [Yamataium](#) armor plates.
- Running lights
- Retractable landing gear
- Wings, stabilizers and flaps for atmospheric use
- Eject-able cockpit
  - 1 [Type 31A and 31C Survival Kit](#) located under seats

## Statistical Data



## General

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

## Original

- Nomenclature: Ke-V8-1a - Single Seat
- Nomenclature: Ke-V8-1b - Dual seat

## Upgrade

- Nomenclature: Ke-V8-2a - Single Seat
- Nomenclature: Ke-V8-2b - Dual seat

## Dimensions

- Length: 13.95 meters (44.28 feet)
- Wingspan: 8.25 meters (27.06 feet)
- Height: 1.95 meters (6.396 feet)

## Speeds

The *Kawarime* is very responsive fighter craft.

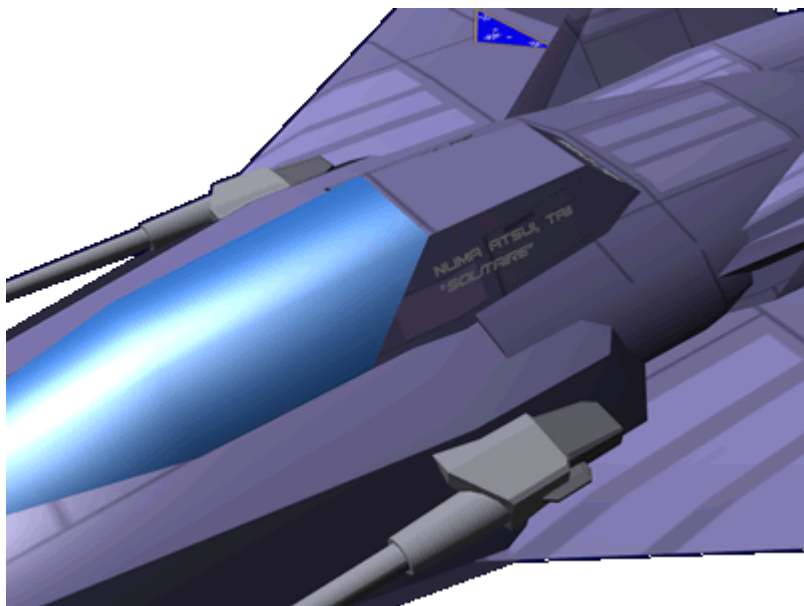
- Atmospheric:
  - Cruise 3,581 kph (2,225 mph) Mach 3
  - Max 7,163 kph (4,450 mph), Mach 6
- Sublight Engines: .4c (~119,916 kilometers per second) (~74,512 miles per second)

## Damage Capacity

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

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

## Systems



## Cockpit

The Cockpit of the V8 *Kawarime* has these features:

- 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

## Communications

- [Ke-T8-E3104 Communications Array](#)

## Computer

- [Ke-T8-E3103 Computer Array](#)

## Ke-V8-V3100 Environmental

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

### Gravity Controls

The *Kawarime* 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 *Kawarime* 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.

### Sensors

- [Ke-T8-E3100 Basic Sensors Package](#)
- [Ke-T8-E3102 Tactical Sensors Package](#)

### Shields

- [Ke-T8-S3100 Combined Field System](#)

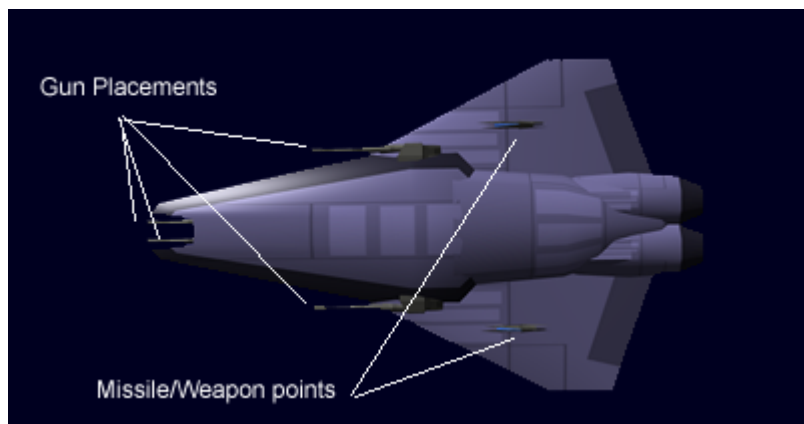
### Propulsion

- 2 Integrated [Ke-T8-P3100 Aether Plasma Drives](#)
- [Ke-T8-P3101 Maneuvering Thruster](#) clusters, to provide yaw, pitch and roll control in space. They are located in the nose, the wings and fuselage.
- [Ke-T8-P3103 Combined Field System](#) used to allow inertia-less maneuvers. It can also be used to perform [VTOL](#) maneuvers in the atmosphere.

## Retractable Landing Gears (3)

The V8 *Kawarime* has three retractable landing gears for landing and taxiing. The forward landing gear swings to the rear and the two rear gear swing forward when retracting.

## Weapon Systems



- 4 [Ke-V8-W3100 Turbo Aether Cannon](#) Tier 9, Heavy Anti-Mecha per cannon
- 2 Wing mounts similar to [Ke-T8-W3104 Weapon Pod Mounts](#) capable of handing the following. (1 per wing)

## Wing Loaded Armament

One of these can be installed on each of the wing mounts.

- [Ke-Z1 Series Anti-Starship Torpedoes](#) Tier 11, Medium Anti-Starship-5 varies by torpedo
- [Ke-Z2 Series Bomb](#) Tier 12, Heavy Anti-Starship
- [Ke-T8-W3101 Mini-Missile Launcher Pod](#) Tier 4, Light Anti-Armor per missile
- [Ke-T8-W3103 Countermeasure Module](#) ADR 0 - 1 varies by system

## Wing Loaded Mission Equipment

The *Kawarime* can also use these *Teisatsu* options.

- [Ke-V8-W3200 Targeting Module](#) DR 0
- [Ke-V8-W3201 Decoy Launcher](#) DR 0
- [Ke-V8-E3200 Wavefront Module](#) DR 0

## Images



## OOC Notes

Authored by [Nashoba](#) and approved by [Wes](#) on Dec 12, 2009 <sup>1)</sup> Artwork created by [Nashoba](#) using DOGA and Fireworks.

Star Army Logistics	
Supply Classification	Class B - SMALL CRAFT
First Used	<a href="#">YE 32</a>
Products & Items Database	
Product Categories	small craft
Product Name	"Kawarime" Fighter
Nomenclature	Ke-V8
Manufacturer	<a href="#">Ketsurui Fleet Yards</a>

<sup>1)</sup>  
<https://stararmy.com/roleplay-forum/index.php?threads/yamatai-v8-kawarime-fighter.4781/>

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Last update: **2024/04/06 18:49**

