

Yuumi-class Battleship

Designed in late [YE 22](#), the Yuumi was a strong battleship that served in the [Star Army of Yamatai](#) that was known for its elaborate interior, and notable for being the first ship to have a [KAMI](#). Its class was retired by the Star Army in [YE 29](#).

New Standard Speeds

Cat	Starship Type	Sublight Engines	Distortion Field	Hyperspace Drive
1	Standard Warships	.375c (~112,422 kilometers per second)	18,750c (~2.14 ly/h)	394,470c (0.75 ly/m)

Damage Capacity

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

- Hull: 50
- Shields: 50 (Threshold 5)

Ketsurui Fleet Yards Ke-B2-2D *Yuumi*-class Battleship

1. About the Yuumi

The Yuumi-class battleship filled the role of rapid delivery of extremely heavy firepower, from long distances.Unlike the destroyers, the ship can enter a combat area and maintain a sustained attack, rather than a long-range volley.Its extremely effective weaponry, coupled with its range, speed, heavy armor, and command capability make it ideal for facing groups of ships that outnumber it. The ship is rather extravagant in construction, and is considered as well to be one of the most luxurious assignments a Star Army officer can receive. The Yuumi-Class Grand Star Battleship features a top-of-the-line combined distortion propulsion system, made by Ketsurui Fleet Yards. AvaNet has provided one TTD Type B5. The B5 (Battleship) Drive can transport the contents of a twenty-mile-wide sphere, the same diameter as the B3. The B5, however, can be moved off-center of the host ship (in this case, the GSB), so long as the ship is somewhere in the sphere. This allows the ship to position more ships behind it, etc. The B5 is intended to not only provide safe Transuniversal Teleportation for the host ship, but also for a large number of nearby smaller or equal-size vessels which may not have a TTD of their own. This allows the host ship's escorts to forego TTD installation and use the saved space for other functions, such as extra ammunition. The Type B5 also has a precision mode which it can use to support the transphasic systems integration (overlapping multiple dimensions in the same space to increase interior space).

2. History and Background

The Yuumi battleship is one of the largest and most dreaded ships in the Grand Star Army's fleet, and yet is dwarfed by the battleships of most other fleets. As the powerful preuniversal technology of the Star Army was better understood and supplemented by its officers and by powerful mega-corporations, the government had begun taking its share of the public resources (it provides infinite free raw materials, but can confiscate or order any tech and products it sees fit) once more. The Mistress Empress of the Yamatai Star Empire had been in power for a few years and supervised the construction of the Grand Avatarial Star Battleship YSS Crusher (YB-00), and the construction of the Midgård-class battleships YSS Raumarik (YB-01) and YSS Muspelheim (YB-02). After her resolution to wean the Empire away from the all encompassing control of the avatars, she and her staff (Yuumi's quite an engineer, actually) designed a new vessel to take on desirable aspects of avatarial ships using technology to surpasses the more conventional Midgård-Class GSB. In late YE 24, the Yuumi class suffered its first losses during a massive battle against some four hundred Elysian Ships. During the battle, both the YSS Revelation and YSS Ketsurui Yui were irreparably damaged. Both now lie at the bottom of the seas of Yamatai. This shocking loss of two of the GSA's most powerful ships, combined with new competition from Qel'noran Shipyards' Integrated Strike Force Battleship, injected new life into the Grand Star Battleship Upgrade Program, paving the way for upgrades of the remaining Yuumi Battleships, and the construction of new, more able Yuumi ships. The Yuumi was once again upgraded in early YE 25. This time, the trigger factors were the implementation of the PANTHEON System (of which the Yuumi is a central element) and the close call the YSS Empire (YB-10) had in the battle of Tau Ceti. Yuumi battleship were re-designated as command ships. The deity-like computer system, stealth capabilities, and heavy weapons and armor of this ship make it ideal for commanding fleets in the heat of battle.

Ships of class:

- YB-03 YSS Revelation (Prototype)
- YB-04 YSS Empress Ketsurui Yuumi
- YB-05 YSS Ketsurui Yui
- YB-06 YSS Sirithil Nos Fëanor
- YB-07 YSS Ketsurui Chiharu
- YB-09 YSS Kikyô
- YB-10 YSS Empire
- KB-01 Ketsurui (KFY Fleet)
- YB-11 YSS Gold Dragon
- YB-12 YSS Fortitude
- YB-35 Phantom
- YB-36 Ghost
- YB-37 Shadow
- YB-38 Image
- YB-39 YSS Jaren
- YB-65 through YB-164

3. Dimensions and Crew Complement

Organizations Using This Vessel: Ketsurui Fleet Yards Star Army of Yamatai Yamatai Star Empire

Type: Battleship Class: Ke-B2-2D *Yuumi*

Designer: Ketsurui Fleet Yards

Manufacturer: Ketsurui Fleet Yards

Production: Very extensive (thousands made)

Crew: 845 total (+ Servants of Officers) 006Command 221 Command Staff 600 Crew 018 Command Support Staff

Maximum Capacity: Maximum persons the ship can hold or support.

Appearance: Detailed description of what the vessel looks like.



Length: 3000 feet Width: 600 feet Height: 339 feet Decks: 28 Mass: 250,000 tons

4. Performance Statistics

- Speed (STL): 0.60c Speed (FTL): ~80,000c
- Transuniversal Teleportation: Effectively unlimited.
- Planet-Bound: Can fly in atmosphere at speeds up to mach 2; can land in water (can't float without AG system).
- Range (Distance): Effectively Unlimited Range (Support): Can operate with a full crew for up to a year without replenishment.
- Lifespan: The vessel is intended to last forever.
- Refit Cycle: Automatic upgrades via the PANTHEON system

5. Inside the Yuumi

Bridge (Main): The Yuumi Class bridge spans two decks:

Level I: "The Pit" (The lowest level of the main bridge.) The pit is the most heavily staffed level on the main bridge. It houses Communications Station II (Dedicated to low-moderate level incoming communication traffic, as well as internal communications), Mission Operations (A series of three stations monitors ongoing mission progress and operations), Starship Operations I (The central HUB, which monitors engineering, damage control, as well as resource allocation, and any other systems), several miscellaneous undedicated stations that can be devoted to any function and the sub-deck.

Sub-deck: A lowered subsection of the first level contains the three starship pilot positions and the main navigation station for the flagship. The pilot stations each have been upgraded to accommodate console based interface, SLICS, and the new `[[http://stararmy.com/ccg/species/nh-29/ablities.html|SPINE]]` interface for the new NH-29 model. Level II: Command The command level of the main bridge is where the Captain and First Officer's armchairs are located as well as Communications I (Dedicated high priority communications handling), Main Tactical (Weapons and defensive systems control), several miscellaneous undedicated stations that can be devoted to any function and Science Stations I thru IV. The command armchairs are equipped with SLICS and SPINE interfaces, which can serve as auxiliary interfaces to navigation and other systems. The entire level is within view of a massive wide holo-screen and several smaller ones for displaying mission critical information.

Level IIB: The aft section of the Command level contains two offices (one for the Commanding Officer, the second for the First Officer) and a small conference area for small important meetings. Crew Quarters: The Chiharu's standard quarters are very luxurious. Unlike most Star Army ships, they have their own bathrooms. A single, twin-size bed with silk sheets (and lots of soft pillows) is each room's most prominent feature, and an elaborate wooden desk between it and the wall on the door side. Opposite of the door and on the other side of the bed, the wall is made up of various storage compartments. The carpet in these rooms is thick and soft. These rooms are intended for one or two crew members each. Officer quarters consist of a bedroom, an office/entertainment room, a bathroom, a walk-in closet, and a dining room. Captain's Suite: Five floors of luxury. A highly customizable space to give the commanding officer of the flagship an oasis from the daily stresses of command. Drenched in the riches of the empire its finely hand-woven carpets, marble flooring, and three level bathhouse. It truly is grand. The first floor has open living space with a restroom off to the side, in which it is the option of the commanding officer upon arrival as to what furnishings and decor are put in the space. The second floor is the private area where the officer will sleep and work during off-duty hours. Space is included for up to a king sized bed, as well as any other furnishings requested. A small office area is included on this level to provide access to the ships databases and systems for those late nights. The three level bathhouse includes a massive steam room, several hot tubs, and a bath/shower chamber that takes up an entire floor. Lifts: The lifts provide quick access from deck to the deck. Lift can also be used to travel to other ships when vessels link together (most Star Army ships have standard gauges of lift systems, allowing lift cars to move from ship to ship). Medical and Laboratory: The ship contains a massive, incredibly advanced hospital and laboratory complex. Cutting edge medical procedures, experimentation of all sorts, memory backups, body synthesis, and, if necessary, torture of prisoners can be performed here. The rooms inside and the labs themselves can self-clean and sterilize equipment automatically using a combination of mechanical and nodal processes.

6. Ship Systems

System	Quantity	Manufacturer	Part Number	Description
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Primary Power System	3	KFY	KiP-b2422q	Superheavy Quantum Generator
Aux Power System	6	KFY	KiP-b2423zp	Aetheric Generator
Emergency Power System	6	KFY	KiP-b2424ss	Super Solenoid Generator
Combined Propulsion System	1	KFY	KiE-b2425cq	SDD/CDD/QSD
Transuniversal Teleportation Drive	1	AvaNet	TTD Type B5	Transuniversal Teleportation Drive
Anti-Gravity System	1	KFY	KiFRS-b2427ag	Inertial Redirection System
Anti-Gravity System, Internal	1	KFY	KiFRS-b2428ag(i)	Force Stabilizer
Radiator Cooling System	3	KFY	KiC-b2429	Heat Exchanger System

Hull: The key substance that makes up the 6-foot-thick hull armor of the ship is Zesuaium. The frame of the ship is Zesuaium, and the armor plates are made of Zesuaium coated Yamataium. The ship's windows are made out of special transparent Zesuaium-T which does not block visible light. Zesuaium and Yamataium's main vulnerability is to antimatter weapons.

Zesuaium-β: Zesuaium is a nonporous gray substance which does not conduct any form of electromagnetic radiation, including heat and electricity. It neither bends nor breaks, but will remain in a solid piece. The fabrication of Zesuaium takes place factory starships, where a certain substance is molded in the shape desired, and then is transmuted into the fixed Zesuaium form. Each plate of the armor is dotted with millions of tiny connection points (consisting of a porous coating) to allow additional armor and paint to be added. **Yamataium-β:** Because Zesuaium armor is difficult to repair, the ship's plating is primarily composed of Yamataium-β, a SARA-created artificial metalloid with self-healing molecular bonds. Under the guidance of the HSCS-3, the Yamataium can patch holes as needed in a matter of days. Yamataium-β is made to interact efficiently with the repair systems and bond with Zesuaium-β. *Additional Structural Defense Systems:* **Internal Compartmentalization:** The ship is sectioned off so that ruptures and fires in one section will not affect other sections. The sections are divided as follows: Weapons booms (2), forward main body (2), rear main body (2), bridge and main computer (1), engine sections (2), forward mecha section and dish (1), rear mecha section (1). **Ablative Armor (optional):** In addition to their Zesuaium-reinforced hull plating, Irim-Class assault ships have the ability to deploy 50cm of heavy armor over the entire hull of the ship, including areas normally exposed such as the CDD, thrusters, and sensors. When the armor takes damage, it flakes away in a controlled manner (ablation), absorbing the destructive force. The armor can then be repaired using hemosynthesis, making the armor self-regenerative. A combined Photonic/Gravitonic field further protects the armor from scalar attacks. **Environmental Systems:**

Hemosynthetic Conduit System: This network, consisting of blood-filled tubes, runs throughout the ship carrying femtomachines. These purpose-oriented molecules are tied to the ship's life support and computer system. At access points, the bloodstream can hemosynthesize objects, including food and water packages, as well as dissolve objects. A secondary internal network recycles and dissolves waste, and a third, independent HSCS system carries femtomachines through various parts of the ship where repairs are needed, to control damage automatically, even during combat. **ADN Device:** The ADN is a form of psionic and telepathic protection, capable of nullifying all such activity. The ADN has been in use for over 4500 years, without a great deal of change. Modern ADN devices can selectively allow channels to permit secure telepathic operation and to maintain communication even under psionic attack. The Yuumi's ADN devices also negate magical attacks and effects. The ADN is usually on standby, and activates after sensing an attack or unfamiliar signal. Activated ADN's are known for causing weird

psychological effects on the ship's crew. KAMI Q5/S2: The *KAMI Integrated Electronics Suite* is Kessaku Systems' new package of sensors, computers, and electronic systems designed for the Yuumi. The IES (Pronounced "Ice") combines the TQP-RDD system's remote observation technology with a wide range of sensors and communications, all backed by the famed KAMI Quantum Computer System. The IES system is designed to work as a master system, feeding data to client ships in its secure network.

The KAMI-IES can be divided into several subsystems, which are distributed throughout the ship: The KAMI System Core, which consists of the power management system, processor, and central memory system; the inner layer, which includes the environmental control subsystems, force stabilizer (inertial dampener) control, internal security, unidirectional sensors, and bridge interfaces; and the outer layer, which holds the majority of the ship non-vital electronic systems: the remote detection device, mapping and navigation system, weapons control system, ship defensive systems, omnidirectional Sensors, telepathic communications, translator system, and common control interfaces. The heart of the Yuumi's electronics suite is an extremely advanced quantum computer, capable of performing nearly endless amounts of data-churning and possessing untold memory. This system is known as the Kami (Kessaku Advanced Mentafexal Intelligence). KAMI quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits, making them awesomely powerful. In addition, the KAMI's sub-particle memory system allows for truly magical storage and access speeds. Data processing is further assisted by an electrogravitational temporal distortion field which can increase the processor and memory signal speeds to many times that of light, for use during continuum distortion travel. Megami computers usually share the name of the ship they are on, and if necessary, can run a battalion of ships on their own. The systems were originally designed by Kessaku Anri for the Star Army Research Administration, and are now built by Kessaku Electronics. The systems are built by KES for use on the Yuumi Battleships only and use the OS-M, the same programming as the MEGAMI system found on the Yuumi-Class destroyer. The processing power of the KAMI systems is about 3 times as much as that of the MEGAMI and can easily outperform the Overlord system found on the ISFB. The KAMI is named after its designer, Kessaku Anri.

More information on the KAMI: The AI-driven system can manifest itself as a hologram on the bridge, or through a synthesized body. The computer room is located in an armored room that is normally inaccessible. Since the Kami system is involved in nearly all functions of the ship, it is vitally important. This was brutally clear to the crew of the YSS Yui (YD-30) when a seraph infiltrated the ship and destroyed the computer, rendering the ship stranded and unable to call for help. Access to the computer room is only available to both the ship's captain and chief technician or Technicians from SARA or KES. The KAMI systems actively defend themselves. They are very particular about the hows and whys of any visitors to their room, and create their own NH-12 and NH-17 weapons to maintain and defend the KAMI. These computer-generated nekos take orders only from the MEGAMI and are usually assigned the rank of Juni. For the record, KAMI systems have the rank of Taisa. KAMI is compatible with the PANTHEON system. The KAMI can control up to a million sprites at once. Unidirectional sensors included in the K-IES include variable wide-band imaging clusters, long-range gravimetric and magnetic resonance, distortion, and interferometry sensors and spectrometers, electromagnetic trans-space flux sensors and imaging scanners, quark and gluon density scanners, and spin polarimeters. These sensors face the front of the ship and have a range up to fifteen light-years. Omnidirectional sensors of the K-IES include aetheric/quintessential field/differential/particle/wave sensors, scalar field sensors, subspace mass sensors, and unified field mass/energy sensors, neutrino/tachyon sensors, as well as the all-seeing eye of the TQP-RDD. These sensors have a range of 5 light-years. The Integrated Electronics Package is

so fast, that the ship can attack faster than many ships can comprehend, doing a faster-than-light drive-by-shooting.

TQP-RDD: One of the most sophisticated electronic intelligence tools used by the Star Army, it can detect any ship or energy source by observing its mass and/energy by actually making TTD-based quantum linked observations of phenomena. There are three levels to scanning: a wide range passive scan, which monitors for unidentified energy objects and mass fluxes among a wide range of dimensions and phases; the second is an active scan. Active scans are used rarely because they can give away the presence (but not location) of a vessel to other ships. The active scan is a high-powered sweep of a particular phase and dimension. The third mode is a remote scan of a clearly defined area such as an enemy ship. Using the scan, the complete nature of the target can be recorded. Because of the massive scanning area, the sensors of a ship are not a single solution for quickly finding enemy targets, although they can keep track of them with ease once discovered. The Yuumi's Transmetaphasic Quantum Particle/wave Remote Detection Device can track two target areas at a time. Level Range Sphere Diameter Resolution Minimum Mass

1	100 light-years	10 light-years	Stellar	Star	2	80 light-years	1 light-year	Planetary	Planet	3	60 light-years	0.5 light-years	Lunar	5,000,000 kg	4	40 light-years	0.2 light-years	Rough	2,000,000 kg	5	20 light-years	58.8×10 ⁹ miles	Low	100,000 kg	6	10 light-years	20 trillion miles	Medium	75,000 kg	7	5 light-years	500 billion miles	High	45,000 kg	8	1 light-year	1 billion miles	Molecular	20,000 kg	9	1 light-year	10,000 miles	Subatomic	10,000 kg	10	58.8×10 ⁹ miles	100 miles	Total	20 kg
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More on the RDD: The Remote Detection Device, being teleportation-based, has proven somewhat ineffective against ships with teleportation-oriented defenses. While the RDD can detect such vessels, scanning them yields no results. This is due to failure to create the quantum links necessary to perform the scan. **Time-Modulated Ultra-Wide Band Radar:** Signals transmitted by UWB radars are pulses generated pseudo-randomly in time. They are only .1 nanoseconds in duration. The energy content in any conventional frequency band is below the noise, making TM-UWB transmission highly covert unless ones knows the specific pseudo-random sequence. TM-UWB has no carrier frequency, no conversion either up or down, and because of the low frequency content of TM-UWB signals, they are capable of seeing through foliage and nonmetallic objects better than regular radar can. Ideal for atmospheric operations and nebulae. **Communications:** The Yuumi is equipped with a multi-channel wide-band array that gives a great deal of both security and versatility. Among the types of communication supported are radio, laser, subspace, and transuniversal quantum relay. Communications can be secured using Quantum Encryption technology, which (due to the Heisenberg Uncertainty Principle) allows the system to detect any monitoring attempts and counter them.

Radio: Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed. A Yuumi can also jam the spectrum with white noise and intelligent false radio traffic (such as fake missile guidance orders and IFF traffic). **Laser:** For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed. **Subspace/Hyperspace:** Allows faster-than-light transmission. A standard means of communication. The KAMI system is especially adept at detecting and decrypting messages sent with this means. The Yuumi can also thoroughly jam FTL communications within a light-year of its position. **Transuniversal Quantum Relay:** Delivers a message anywhere, instantly, but precise coordinates of the receiver must be available. Mainly used by KAMI/MEGAMI and relayed through starships. Shields may interfere with TQR transmissions. **Fire Control:** The KAMI does not use an independent Fire Control System per se, but operates a sub-system of itself dedicated to fire control operations. Megami compensates for all movement of the ship and of target ships, and can track upwards of a quadrillion targets ranging from pebble-sized shrapnel to planets. MEGAMI-FCS is a mainly offensive system, and ignores all but the largest incoming missiles, leaving the powerful shields (below)

to dispose of the threat. Weapons under KAMI's control automatically: target sensitive areas of enemy ships; identify friendly assets; optimize beam power and range; guide missiles and torpedoes, assign (and reassign, if necessary) targets in real-time; and control ECM, and ECCM functions. KAMI-FCS usually controls all weapons systems but the GWB (which the tactical specialist controls). Cloaking Devices: The ship can be rendered invisible to scalar radar, aetheric-energy sensors, subspace mass detectors, other forms of detection by using the TTD to keep the ship in an alternate plane of existence. It is also equipped with an advanced cloaking device which uses scalar fields to simulate that photons and other sensory forms pass through the "empty space" and thus its presence is hidden. Computer System, Auxiliary (ACS): An auxiliary backup in case the KAMI system is damaged, malfunctioning, or deactivated. When the ACS is activated, the computer systems of the TQP-RDD are rebooted in ACS mode, and begin managing vital systems of the ship: Environmental, Power Systems, Propulsion, and Defensive Systems. Continuum Distortion Drive: An experimental technology undergoing testing, it propels the ship at speeds many times the speed of light by generating continuum distortions and nesting them to create asymmetric peristaltic fields, using a set of rotary distortion coils. The normal CDD speeds are augmented by working with the forward deflector to enter a quantum slipstream. This allows the ship to travel thousands of times the speed of light. Escape Pods: One hundred and twenty KFY Type KiS-2408es escape pods, each able to hold up to four people, are located onboard, near the engines. They are capable of sustaining life for 72 hours and contain 36 standard Star Army rations, 72 gallons of water, a WickedArms TA-17 survival kit, and a WickedArms TA-13 field surgery kit. The pods also have a stasis function, and can support their occupants in stasis for over a century. Each pod contains a homing device, but it must be manually activated. The pods will automatically put themselves into a safe descent if there is a planet nearby (rather than burning up in the atmosphere). Graviton Beam Projector (2): This device creates a stream of gravitons which can be used to tow other spacecraft. The projector is ineffective against ships using gravitonic shielding. Hydrogen Collection Matrix: The HCM allows the ship to collect hydrogen molecules as it travels through space, which can be used to provide fuel for the continuum distortion drive's quantum power core. Lifts: The lift provides quick access from the main deck to the subdeck. The lift can also be used to travel to other ships when vessels link together (most Star Army ships have standard gauges of lift systems, allowing lift cars to move from ship to ship). Shield Systems: The Yuumi has an excellent combined defense shielding system, relying on an teardrop-shaped combined spatial and electrogravitational distortion field network to warp space around it and alter the course of lasers, missiles, etc. that are headed for the ship using both dimensional warping and scalar EM interferometry.

The first and primary shield system is the elliptical dimensional distortion. This system folds space using electrogravitational fields, wrapping it around the ship, to render the craft in its own bubble. 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 ship. The shields are auto modulated by the KAMI control system. While all frequencies (and planes) are theoretically covered by the EDD shield, the modulation enables extra power to be routed to the bands in which enemy energy weapons operate, decreasing the possibility of a shield overload and rendering enemy energy weapons effectively useless. The EDD draws its power from the KiP-b2423zp, or, when necessary, the KiP-2422q. The EDD can protect against up to 20 YottaWatts worth of damage (20,000,000,000,000,000,000 joules a second) per five-foot area in either kinetic or energy form. A second system, officially the FDS (forward deflector shield), but more often called "the spike," only protects the front of the ship, acting as a giant cone. It protects the ship from collisions during high-speed space flight. The spike adds to the already deadly blade nature of the ship and can be used to facilitate ramming other vessels. As the ship's primary defense against high-

speed impacts such as meteors in space, and debris from destroyed starships, the spike is extremely powerful. For this reason, when possible, the ship combines the spike with the EDD shield, providing enough protection to withstand heavy particle cannons and the like. The FDS draws its power from the KiP-b2422q, or when necessary, the KiP-b2423zp. The FDS can absorb twice as much damage as the EDD. Temporal-Spatial Distortion System: Using its TTD and shield systems, the ship generates its own time-space distortion field. This field serves many purposes, mainly keeping the ship safe from spatiogravitational and temporal attacks. It operates as a time/space anchor. The DR device (dimensional retriever) is also built into this system. Gravitational fields outside the shield bubble do not affect the objects inside. The TSDS can also be used to generate subspace waves, which can be used to detect hidden ship and objects when used in combination with the subspace sensors. Transuniversal Teleportation Drive: A of technology that relies on "linked" space, where particles and energy in different locations react simultaneously. The TTD apparently causes such quantum links and transports the ship instantly to the desired location, usually a different universe. The range of the TTD is unlimited, although teleporting into unknown space is somewhat dangerous. The teleportation drive is produced by AvaNet, the computer-society that inhabits the south islands of Yamatai. Weapons:

Legacy Cannon (2): Superheavy Transposition Flux Cannon units are mounted at angle on the sides of the battleship. These massive weapon units transpose the space between two points, causing the space-time continuum of an area to collapse on itself. This weapon is usually not a first choice as it leaves damage to space which can take weeks or even months for the beam area to "heal." The TFC cannot be fired at the same time as the GWB or the DFCs, since they use the same systems. Ships using space-time anchors or dimensional screens are particularly affected by the TFC and are almost guaranteed to be dragged out of existence in about a minute by their anchors, even when not directly in the path of the beam (50,000 miles). Deactivating the T/SA or DS will halt the ship's approach to the rift. A TFC can also be used to generate a 20-mile-wide black hole anywhere within its normal firing range. The legacy units have built in engines and systems, and can be ejected. Each legacy cannon has its own dedicated quantum generator.

Primary Purpose: Anti-starship Secondary Purpose: Assault Damage: Total Annihilation over a 20-mile wide area Range: 20 through 200,000,000 miles (the beam can not hit anything less than 20 miles from the ship) Rate of Fire: Once every minute. Payload: Effectively unlimited, so long as the ship provides power. Legacy Alternate Function: Directed Fold Cannon (2): This powerful weapon distorts space in much the same way as a hyperspace fold generator does. However, the fold cannon instead of warping the target to another location, it warps the target into a star, a black hole, or perhaps each molecule of the target will warp to a different locale. The cannon has a wide variety of alternative uses, such as capturing and moving large quantities of plasma or anti-matter. It is can even be used to transport other vessels and the firing vessel itself safely. The DFC cannot function if the TTD is disabled, except to transport the frigate. This powerful weapon distorts space in much the same way as a hyperspace fold generator does. However, the fold cannon instead of warping the target to another location, it warps the target into a star, a black hole, or perhaps each molecule of the target will warp to a different locale. The cannon has a wide variety of alternative uses, such as capturing and moving large quantities of plasma or anti-matter. It is can even be used to transport other vessels and the firing vessel itself safely. The DFC cannot function if the TTD is disabled, except to transport the frigate. This powerful weapon distorts space in much the same way as a hyperspace fold generator does. However, the fold cannon instead of warping the target to another location, it warps the target into a star, a black hole, or perhaps each molecule of the target will warp to a different locale. The cannon has a wide variety of alternative uses, such as capturing and moving large quantities of plasma or anti-matter. It is can even be used to transport other vessels and the firing vessel itself safely. The DFC cannot function if the TTD is disabled,

except to transport the frigate.

Primary Purpose: Anti-starship Secondary Purpose: Transportation Damage: Variable (Zero to Total) Range: Effectively unlimited (However, the sensors only see so far). Rate of Fire: Once every fifteen seconds. Payload: Effectively Unlimited. Projected Energy Beams (6): The aether beam was first developed in Yuumi battleship program and has become a staple of Star Army weaponry. The spatial distortion around the ship is used to release condensed potential energy from the aether, the ubiquitous sea of energy. By distorting the shield-space, the origin of the beam can be maneuvered around the field bubble, allowing it to be fired from any point on the field system. The subspace effects of the beam make it naturally piercing to distortion-based shields. Please note that when firing, it substantially weakens the shields (At least 3 Yuumi battleships were lost this way).

Primary Purpose: Anti-Starship Secondary Purpose: Heavy Assault Damage: Good chance of destroying a non-capital ship in a single hit; a great deal of possibly crippling damage on a capital ship Area of Effect: Beam of 1 to 25 meters in diameter. Range: Theoretically unlimited except by the beam's speed (1c). Rate of Fire: Up to ten five-second blasts every 15 seconds. Weapon Pod Primary Array (100): The ship's hull has panels on the upper and lower hull that can form custom weapon arrays to fight specific enemies. The weapons take about five minutes to form and usually fire some sort of phased energy pulses. The weapons are generally in a default configuration if used at all, and are not revealed (via the panels opening) unless combat is imminent.

Weapon: Transphasic Beam Primary Purpose: Anti-Starship Secondary Purpose: Anti-Torpedo/Fighter/Mecha Damage: Moderate to Heavy. Very precise. Range: 1,200,000 miles Rate of Fire: 3 times a second Notes: Can be used to intercept incoming torpedoes (or fighters). Shield-penetrating. Weapon: Scalar Electrogravitic Pulse Primary Purpose: Anti-Mecha/Fighter Secondary Purpose: Anti-Missile Damage: Destroys electrical systems, kills life, detonates explosives. Range: 500,000 miles Rate of Fire: Twice a second Notes: Also effective against enemy starships without gravitonic shielding. Weapon: Transplanar Phased Pulse__ Primary Purpose: Anti-Starship Secondary Purpose: Assault Damage: Very Heavy. Good for one-hit kills. Range: 20,000 miles Rate of Fire: Once every 5 seconds. Payload: Effectively unlimited, so long as the ship provides power. Shield-penetrating. Weapon Pod Auxiliary Array (100): The ship's hull has a second set of the same panels on the upper and lower hull that can also form custom weapon arrays to fight specific enemies. The weapons are generally not revealed (via the panels opening) unless combat is imminent. The second array is wired so that it will still provide defense in the event of major power system damage.

(Same as Primary Array) Maximum duration of Aux. array on battery power is five minutes. Interphasic Quantum Entropy Field Emitter (1): An weapon originally from the Yuumi-class battleship program, this weapon was developed for use against the Nepleslian Spacy and the pirate raider ships which are prevalent at the edges of Star Army of Yamatai territory; however, it is useful on other ZPE-based ships as well. It works by increasing the amount of random particle/antiparticle pairs which appear briefly then annihilate each other, resulting in a chaotic spread of radiation and disabling of aetheric devices, especially radar such as Scalar Wave Radar, and aetheric Energy Generators. While these fields are in place, aetheric Energy generators onboard the firing ship (the Yui Scout) run at a reduced efficiency. The fields operate in multiple planes, and thus are not effected by most shield systems. The Ick-Fay, as it is called, cannot function if the shields of the ship are not at least partially operable, since the the spatial distortion bubble is involved in distributing the field.

- Primary Purpose: Anti-mecha/Anti-fighter
- Secondary Purpose: Anti-starship
- Damage: None (Disables) or if focused, heat radiation/heat damage over a small area.
- Range: 300,000 miles
- Rate of Fire: Once every 15 seconds (effects last for 5 minutes).
- Payload: Effectively unlimited, so long as the ship provides power.

7. Vehicle Complement

- Ke-M2 "Mindy" Power Armor (120)
- Ke-T1 "Gopher" Shuttle (8)
- Ke-T2 "Kitty" Aeroshuttle (5)

OOC Notes

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Star Army Logistics	
Supply Classification	Class A - STARSHIPS
Products & Items Database	
Product Categories	starships
Product Name	Yuumi-class Battleship
Nomenclature	Ke-B2-2D
Manufacturer	Ketsurui Fleet Yards
Year Released	YE 22
Mass (kg)	226,796,200 kg

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