



POINT DEFENSE SYSTEMS V4.9J

Project Development SITREP – v5.0:

As of 21st August 2004 the following have been noted:

Fleet news – Hiigaran Navy:

1. Integration of Avenger II heavy fighters into Hiigaran fleet inventory
(Successful completion of all operational trials)
(First fighter-class vessel with directed energy weaponry and fully modular catamaran hull)
(See spec. sheet below)
2. LiirHra (LH) class light cruisers in advanced evaluation phase
(Progressive refinement of AI ship control system's close-in combat maneuvering routines)
(Acceleration limiters programmed in ship control to prevent structural overstressing of hull)
3. Armed Merchant Cruisers
(Optimization in fleet deployment planning and strategic management has removed the need to resort to ad hoc measures - escorting long-range supply convoys with converted merchant vessels)
(There are no plans to field AMCs as fire support platforms – their armament may be impressive in firepower demonstrations, but poor maneuverability, primitive fire control and lack of integrated battle management systems significantly hinder combat efficiency)
3. Advanced (MVTA) torpedoes
(Several FFTs on convoy escort duty have been refitted to support the new Hydra Mk.III multi-vector terminal attack torpedoes)

Fleet news – Vagyr Military Fleet:

1. Rebel uprising
(-sentence censored-)
2. Armaments refit (Tier III standard) of Sword-class Battlecruiser
(Redesignated from BCFG to BB)
(See spec. sheet below)
3. Type X (10) Reconnaissance Frigate
(Refurbishment of decommissioned hulls underway to alleviate vessel shortages)
(Replacement of 1-man Scout fighters with longer endurance platforms)
4. Type III-B FFGs
(Starscatter munitions added to vessel loadout wef. 210804)
(No modifications necessary to accommodate new missiles)
5. DDK
(Basic specifications have been declassified)
6. Starscatter LRICM
(Reports of this weapon system's low reliability is being investigated)
7. Plasma lance PDWs
(Present multi-autocannon point defense weapon stations potentially will be replaced, or complemented by directed-plasma weaponry)
(Survivability concerns from the requirement of additional plasma conduits being studied)
8. Single-barrel flechette cannons
(Autoloading flechette cannons have been added to the point defense weapon stations of CV(S/SR), SY, BB, to provide extended range deterrent against flank attacks)
(Fire control of these weapons alike to ancient sailships' broadside guns)

Battle Management Interface:

1. Standardized tactical interface text displays and modular subsystem database
(See screenshots below)
2. Docking procedures for heavy fighters streamlined
(Namely LSFs and HACs to carriers)
3. Cloaking systems
(Capital class cloak generators are now modeled correctly, providing various new tactical options)
(Proximity sensors are now available for construction on VMF vessels)
4. Skirmish/Multiplay startingfleets
(You will now start general engagement exercises with a full force disposition)
(Note what part of the combined fleet is lacking on each side)
(“Survivor” option added – select Jin Vagyr faction. This is a player-only assignment intended to simulate a rebel faction going against their former masters to gain independence)
5. Lineship systems survivability
(Systems resilience to battle damage has been improved for this class’ focus on survivability)
(Heavy lineships’ support cost increased)

Miscellaneous:

1. Improved documentation
(You’re reading one of such now)
2. Singleplayer Campaign (Ascension)
(The challenge of the unpatched campaign has been restored – since deleting ships from the enemy side is not an option in actual warfare!)
(For now, this is only M04 – I find the M13, 14 difficulty proper)
(There is a surprise in M13...play and see)

Ship Registry:

The ship descriptions here are in summarized form consult extended documentation in:
(#Your HW2 directory here#/PDSDocumentation/ShipRegistry)

HGN:

Kharakian Avenger Mk. IIA *Heavy Space Superiority Fighter (HSSF)*

Crew: 3 (Pilot, Tactical Ofcr/copilot, Engineer)

Armament:

2x Pulsar DEW
4x Fighter class automatic cannons
2x Missile launch bays

Description:

Kharakian Avenger fighters are the definitive product from generations of space warfare, and is the future replacement of the Blade Mk.20 Interceptor. Mating heavy armour, crippling firepower, state of the art avionics and excellent acceleration, these heavy fighters are virtually unstoppable in the right hands.

Extremely large for fighters, these craft offset their poor agility with a combination of armour protection, raw acceleration and crew training – Avenger II crews make full use of the 3 dimensional freedom afforded by outer space, and utilize fully advanced datalinks and AI assisted piloting for tactical coordination.

These ships are serviced on Corvette-class support facilities and function well when paired with Light Strike Fighters (LSFs), which possess superior armour-penetrating firepower but lacking in maneuverability.

MVTA Torpedo Frigate *Hydra Mk.III Guided Weapons Support System*

As the FFT is widely known and familiar to most naval operators, this description focuses on the new MVTA munitions.

Part of the LH-class cruiser's primary armament is the Hydra III MVTA (Multi-Vector Terminal Attack) torpedo, carried externally in a turreted, jettisonable 8-round pod. During live-fire testing the new torpedo proved to be over 50% more effective than present, unitary warhead ACS (Anti Capital Ship) rounds.

Hydra III torpedoes build upon the Hydra I submunition dispenser that is fielded as an anti-strikecraft round, but has negligible performance against armour plating rated Frigate-class and above although the submunitions in question provide excellent suppression by saturation.

The main obstacle to converting the submunitions to armour piercing munitions is their small size, and they being modern fusion propelled munitions that use their onboard plasma load both for propulsion and explosive power. While the route of ancient chemical rockets with shaped charge warheads is lucrative, there exists no infrastructure to produce and support this technology, it being phased out even before the Exodus began. Chemical rockets' inability to maneuver with fusion-powered vessels aside (this factor irrelevant for ACS munitions), MVTA submunitions counter this liability by making use of EFP (Explosively Forged Projectile) technology that has been combat proven in a planetary ground combat context against armoured vehicles.

The torpedo submunition casings are made out of pre-stressed depleted uranium, which on warhead detonation are engineered to form fragments of uniform size and shape. Detonation of multiple submunitions create a shower of projectiles that wreak havoc with both armoured hull and external subsystems alike, while being able to bypass heavily armoured areas – the torpedoes and submunitions can be precision targeted.

VMF:

Claidhmore-class Battleship (BB)

Tier III armaments refit

Long-delayed by funding issues, the T3 standard armaments refit adds the following weapon systems to the Sword-class Battlecruiser:

Primary FC (fire control):
2x2 Starscatter LRICM tube launchers

Secondary FC:
2x2 Heavy flechette autocannons, turreted, bow and portside aft
9x1 Flechette autocannons, broadside
4x10 tube auxiliary fusion missile pods, ventral section
2x2 heavy fusion missile launchers, starboard aft section

PDS grid:
1x3 advanced concussion missile pods, bow
4x1 light plasma lance, side hull

This is the original loadout:

Primary FC:

1x3 "Trinity" super heavy plasma cannon array, forward firing
1x8 heavy fusion missile battery, dorsal

Secondary FC:

4x1 heavy plasma lance projectors, side hull
2x2 external modular weapon systems (optional), lower fore

PDS grid:

5x point defense massdriver weapon station

Sword-class BCFGs are the backbone of the Vagyr Military Fleet and their presence have struck fear into the hearts of many races since the Vagyr Invasion began. This is for good reason as the BCFG's primary weaponry are a trio of massive plasma cannons capable of devastating even heavy lineships – and wreaking mass destruction upon planetary cities.

However, against organized opposition the BCFG often finds itself at a total disadvantage due to its poor maneuverability and lack of secondary weapon systems to offset it. Due to the ship's length it is reliant on thrust vectoring for rotational control – thus the thrust vector vanes are a favourite target for bomber pilots.

With the Vagyr Invasion gradually losing steam and BCFG losses mounting, both to outflanking and boarding actions by Hiigaran Marines, there was a critical necessity to refit the BCFG fleet with an updated weapon configuration, like the Hiigarans themselves shedding traditional principles of space warfare that can be summarized into this statement: Big ship, big gun, nothing else.

However, with the fall of the Glorious Leader in the Balcara black hole cluster in the Battle of Sajuuk, and subsequent disarray of the Vagyr Military Forces, few resources can be directed towards this project, and the Sword class BCFG was relegated to ceremonial parades and the occasional bombardment tasking.

The product of refitting, which included a full systems overhaul, warranted a change of designation from battlecruiser to full-fledged battlewagon, and successfully remedies the shortcomings of this hull while presenting a far greater array of tactical options to commanders.

It is but ironic that the first Claidhmore-class battleship was commandeered by rebels shortly after commissioning, as the ship was in transit to a fleet support station with a skeleton crew.