



POINT DEFENSE SYSTEMS V4.9.N4

As of 13th October 2004 the following have been completed (changes from v4.9):

Fleet news – Hiigaran Navy:

1. Addition of Sobani special operations taskforce into operational database

(See spec. sheet below)

2. Refitting of Defense Field, Torpedo and Utility Frigates

(Addition of multi-mission capability to Frigate-class support vessels)

(See spec. sheet below)

3. Thunderbolt Mk. IV Attack Bomber

(Updating of existing FTB hulls with technology derived from LSF and Avenger-class fighters)

(See spec. sheet below)

4. Imperator III Fleet Carrier

(A fleet-wide modernization programme is underway for Imperator-class carriers to extend their capabilities)

5. Empress IV mobile shipyards

(Class designator officialized and Build UI descriptor altered)

6. Frigate doctrine

(FFE and DFF engagement procedure against fighters improved to fully utilize vessel maneuverability)

(A terrifying combination of turreted armament, heavy armour, and self-sustaining fusion power)

(They now also do strafing attacks against larger ships)

5. Armed Merchant Cruisers

(They are now available as fire support units)

6. Prince of Hiigara Tier IV BCH

(The definitive configuration of the venerable battlecruiser chassis. See spec sheet below.)

6. Arbiter II DD, Sentinel V DDE

(Online. See spec sheet below.)

Fleet news – Vagyr Military Fleet:

1. Auvarnagal Battleship

(Main plasma cannon armament has been reconfigured to 3x Crusader DRO lances)

2. Fighter doctrine

(Vagyr forces are again employing fighters en masse – waves of light fighters still remain a viable choice in the modern battlespace when properly supported by other fleet elements)

3. Crusader fire support system

(The issue of excessive thermal emission has been resolved)

(IR signature should be identical to that of other heavy frigates)

4. Frigate Destroyer (Achaemenes DWG)

(Vagyr DDGs have been refitted to DWG standard)

(See spec. sheet below)

5. Xerxes II fleet support stations

(Build UI descriptors altered and class designator officialized)

6. VMS Princess of Assyria

(The old witch has been given a new name...for Arabian flavour)

7. VMS Sorceress Royale

(Strike Carriers refitted with close-in missile systems and lancer PDS and fighter production capability)

(Electronic warfare systems operational)

(See spec. sheet below)

Miscellaneous:

1. Fixes and optimization of various features

(Mass-based hyperspace costing, Vagyr ship class names, stability-related editing, removal of all speed upgrades etc)

(Various scripting optimizations)

(Launch UI crashes resolved)

2. Science (Operational Support) Division

(For Hiigarans, to promote racial distinction and the requirement of planning)

(A pace similar to that of HW1 has been adopted for tactical deployments)

(On the other hand Vagyr research remains expensive, but rapid in progress – low efficiency of resource expenditure)

3. Fighter-class fire control

(Weapon mounts on FTBs with limited traverse capability have been unlocked)

(More leeway has been given for fighter-class targeting – pilots will also tend to pick easy to hit targets to fire upon when suppressed or when facing a large amount of hostiles)

(This means the days of the traditional dogfight is over – ability to successfully execute instantaneous firing solutions, armour protection, acceleration, and firepower dictate the fighter battle)

4. Singleplayer Campaign (Ascension)

(“HW2 as it is meant to be” and “Battle Management Redefined” – play and see why)

(M01: Tanis Base installations have active point-defense weapon stations)

(M02: Note what the elite bomber squadrons' fly. Plan your fighter deployments to balance between interceptor and bomber complements, and execute “correctly” the final capital assault with combined arms to support CPT Soban effectively. Hint: Corvettes and MTRs remain out of the CV's point defense grids if they target the engines, and the dorsal autocannon mount presents a weak spot in the top armour. Have bombers concentrate fire on it, aiming to overwhelm the carrier's defenses with massed fire from your fighters.)

(M03+: From this point onward you can deploy the new Emperor IIIs and their improved weapon systems, and the Thunderbolt IVs)

(M04: The difficulty of the unpatched Homeworld 2 mission has been restored, and watch those carrier defenses. Aiming to capture the enemy destroyer is difficult, but worth it. If the game appears to freeze once all 3 hyperspace inhibitor stations are neutralized, get a cup of coffee – it means a ship or two hasn't entered hyperspace.)

(M09: This plays out alike to a hypothetical VV3 scenario in the North Sea. No stability issues – fight well or perish...Do not engage in sustained melees – withdraw and circle the wagons to concentrate defensive potential against larger Vagyr numbers. Network centric command and control is a huge advantage, so make use of those numbered groupings to direct specific types of firepower rapidly without the need for formation organization.)

(M6, 11: Small craft are safer in the berths of their motherships – those scenarios are no place for fighter-centric doctrines. Disciplined formations provide an excellent advantage on the defensive and make use of those easily replaceable RWS platforms as your fighter cover)

(M12: Leapfrog forward in a capital phalanx and make best time to rescue CPT Soban – infantry tactics in space! Defend rear echelon ships with platform defenses and screen them with frigate groups. Be wary of the VMS Valdez.)

(M13: Chances are that you will face something in the number of 200 frigate-class vessels, so do not aim to engage all of them. You only need to defend one of the Balcara Gate's power generators.)

(M14: A coordinated assault upon Makaan's bastion from multiple vectors can ease the attainment of victory considerably, especially if the Dreadnaught were to provide long range suppression fire from the rear of the enemy battlegroup as they focus on defending the Valdez.)

(M15: Do not watch the in-game movies: hit ESC immediately and have the new Sajuuk-Khar use her new Mothership's primary weapon against the Vagyr battlegroup mauling the last of the Home Fleet. Sajuuk's main phased plasma cannon has an effective range of over 3 times that of conventional supercapital-class weaponry. Deploy probes to spot for the artillery, and dispatch your two battlewagons to cover each flank approach together with attendant taskgroups. Their mission is to interdict the passage of planetary bombardment missiles before they execute atmosphere re-entry. Mark IV FTBs have good enough acceleration to make short power-dives into the upper atmosphere to intercept the speeding planet killer missiles. Vagyr DWGs make good light cruisers that can operate independent from allied support.)

5. Gametype changes (Deathmatch)

(Reworked unitcaps from small, medium and large)

(They are now rough estimates for the mission requirements of a contact patrol flotilla, frigate-centric tactical strike operations group, and the classic capital ship phalanx)
(Small craft lean towards a supporting role for the two larger unitcap settings)

Ship Registry:

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

HGN:

Thunderbolt Mk.4

Attack Bomber (FTB)

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

Armament:

Outriggers:

2x Plasma bomb projectors

2x Coaxial micro plasma bomb projectors

Dorsal MEP (2):

2x MRAM launchers

2x Fighter-class autoguns

Ventral MEP (2):

2x Dual SRAM launchers

2x Pulsar DEW

Description:

This recent development of the Thunderbolt Attack Bomber incorporates technical innovations deployed by next generation fighter craft, namely the Avenger and LSF, including the modular external payload (MEP) system where capital-class torpedo casings are utilized as self-contained combination secondary fusion reactors and payload pods.

Besides dramatically increasing the FTB's firepower, the secondary drive units significantly improve acceleration and maneuverability up to the point where the Mark IV bomber can match the Avenger II in combat capability, and more – it adds the possibility of starting head or tail-on engagements with a fearsome pair of missile salvos.

The disadvantage of the Mark IV is its relatively high cost of manufacture and support; maintenance of the new systems and the MEPs is a demanding task, as well as reduced combat survivability – the bomber's hull is stressed beyond its design loads during full-power maneuvering.



HGNS Witchhunter

Imperator III Battle Carrier (CVK)

Crew: 35 + 300

Armament:

Point defense weapon stations:

4x1 Fighter-class autoguns
4x1 Rapid-fire Frigate-calibre massdrivers
4x2 Flechette autocannons ("acquired" Vagyr weapons)

Primary FC:

2x2 Arbiter Mk.1 lineship railguns
3x10 MRAM tubes

Secondary FC:

3x2 Frigate-class autocannons
2x2 (+1x2) Light ion cannons
1x2 Heavy plasma bomb projectors
1x2 Arbiter Mk.2 heavy railguns

Misc systems/avionics

Scientific Research Division - Operational Support Facility ("Scout Lab")
External Avionics Package
Photonic stealth system (cloaking field generator)

Description:

This elusive carrier is the flagship of the Sobani special operations task force, whose extensive custom modifications have spurred the development of the Imperator III class of fleet carriers so as to reduce their vulnerability and provide them full fledged fire support capability in operating with contact patrols or defending against Vagyr strikes.

Comparing the Imperator II to the third mark is like putting a lamb astride a wolf – the addition of 2 Arbiter turrets to the bow section in concert with the fitting of 30 medium range attack missile (MRAM) tubes means the carrier can now stand up to small lineships with a reasonable chance of survival; as ammunition is manufactured in its vast production facilities and directly transferred to the magazines for impressive sustained firepower.

Augmenting the inadequate point defense grid are 3 pairs of Frigate-class automatic cannons, and the final alteration to the Imperator II's payload is a sophisticated command/control/communications/intelligence (C3I) relay facility that increases the fleet carrier's capabilities as a battle management asset and taskforce flagship. Furthermore, the additional avionics package also includes a state of the art hyperspace navigation system.

Kiith Soban's Witchhunter, so named as it is developed as a mirror to the Vagyr *Sorceress Royale* class of battle support carriers (or "warship attendants" for their close escort role to capital warships), boasts an even more impressive warload: aft-mounted light ion cannons, modular lineship-class turrets, and flechette autocannons – Vagyr weapons, provide serious all-round firepower.

Differing from production Imperator IIIs in modular payload, the CVK does not have provision for corvette-class operations, as those vessels are deemed unsuitable for the nature of special operations missions behind enemy lines. The corvette-class assembly and servicing bays are used as additional support facilities for the fighter complement, and a Science Division forward research facility takes the place of the corvette operations module. This so called "Scout Lab" provides a special operations task force the ability to operate fully independent from Fleet support while providing it Mothership-class capacity in both scientific research and operational support.

Nightingale III

Combat/Engineering Support Frigate (FFS)

Crew: 7 + 23

Armament:

1x2 Arbiter Mk.3 advanced railguns
2x2 MRAM tubes
3x2 Frigate-class autocannons

Misc systems/avionics:

External Avionics Package
EVA damage control parties
Starship engineering support facilities

Resolution II

Assault Frigate (FFA)

Crew: 7 + 40

Armament:

1x2 Arbiter Mk.3 advanced railguns
2x2 MRAM tubes
3x2 Frigate-class autocannons

Misc systems/avionics:

Cutting laser array
Forced boarding implements

Linebacker V

Tactical Shield (DFF)

Crew: 7 + 12

Armament:

1x Massdriver point defense weapon station
2x2 MRAM tubes
2x2 Frigate-class autocannons

Hydra III

MVTA Torpedo Frigate (FFT)

Crew: 7 + 8

Armament:

2x1 Torpedo tubes
2x2 Frigate-class autocannons

Misc systems/avionics:

External Avionics Package

Description (All Hiigaran Navy Frigates listed above):

Hiigaran Frigates have undergone a comprehensive modernization programme consisting of maneuverability and flight control systems, with specialized combat support vessels with the exception of the Broadsword FFI refitted for multi-mission capability.

Torpedo, Defense Field, and Utility-class hulls are now equipped with additional close in weapon systems, along with avionics and modular payload options previously exclusive to special operations units. This effectively transforms the Nightingale into a vessel capable of undertaking assault, fire support, forward

tactical direction, electronics warfare, and emergency rescue taskings. Other hulls benefit from similar extensions of mission capability, most notable being FFTs able to execute precision tactical-range hyperspace jumps thanks to high-end hyperspace navigation systems in the modular avionics package.

The disadvantages present on these modernized hulls are that no concise documentation is available as to what exactly are the capabilities added. This lack of information coupled with the increased deployment costs undoubtedly would affect their real-world performance for a time, until unit commanders are attuned to their units' abilities.

Arbiter II

Lineship (DD)

Crew: 13 + 30

Armament:

4x2 Arbiter Mk.2 heavy railguns
2x1 Hydra II ACS torpedo tubes
3x2 MRAM tubes
2x2 Light hydrogen-ion cannons
1x 10 shot plasma cannon array

Description:

The Arbiter II is the result of a long-awaited refit of the Hiigaran Navy's Destroyer-class combatant. Unlike popular demand for extensive modifications involving the addition of a PDS grid, and the replacement of the heavy railgun turrets with ion cannon emplacements, the Arbiter II is a relatively small scale refit adding light ion cannons and a new plasma cannon array to the aft section of the ship, and replacing the ventral cargo bay with 6 tube launchers for medium range attack missiles along with magazines in a carousel configuration for rapid fire.

The rationale for not considering various requests and demands from Fleet operators is that the Arbiter class of lineships are built upon an extensive and complex system of multiple armoured belts that are integrated to a chassis that is engineered with a safety factor of close to a hundred times than what is required to support the warship in normal operating parameters. The heavy railguns are also integrated into this system of defense. While this is responsible for the Arbiter's famed resilience to battle damage it complicates tremendously the task of updating its weapon systems to keep up with modern developments, especially where these modifications would compromise the vessel's survivability. Therefore the original configuration of the Arbiter lineship found itself almost completely outclassed by modern warships during the time of the Vagyr Invasion, although soldiering on as its primary armament is both reliable and devastating in its lineship role. This remained until the advent of the Vagyr Achaemenes-class Destroyers, which in technical comparison the Arbiter is a full two generations behind.

After intensive simulator testing it was decided that superiority in tactical-level coordination can only go so far before the mainstay of the Hiigaran lineship divisions would be utterly at the mercy of more modern, and capable platforms. And thus the Arbiter II was born. By localizing shipboard modifications to modular components of the vessel, and conforming to the ship's existing layout in installing new weapon systems and their supporting structures and mechanisms, time and cost was minimized.

The Mark II Arbiter lineship is capable of keeping up with modern threats in the naval battlespace, while functioning as a dual role heavy combatant that has the benefit of precision strike capability against both strikecraft and capital vessels. The lack of a PDS grid is countered with the employment of medium range attack missiles that provide all-round target engagement capability in both precision attack and saturation fire modes.

Sentinel V

Escort Lineship (DDE)

Crew: 16 + 30

Armament:

2x2 Arbiter Mk.2 heavy railguns
2x2 Rapid-fire massdrivers
2x1 Hydra III MVTA torpedo tubes
3x2 MRAM tubes
2x2 Light hydrogen-ion cannons
1x 10 shot plasma cannon array

Misc systems/avionics:

External Avionics Package
Electromagnetic suppression field (defense field) generator

Description:

The Sentinel-class capital escort is based off the Arbiter lineship chassis, and the DDE fleet received similar modernization programmes, along with the retrofitting of Hydra III torpedo launch and control capability, fitting of a standard external avionics package, and reconfiguration of its primary weapon systems.

Like Utility and Torpedo Frigates, the Sentinel Mark V can now perform in tactical command and electronics warfare missions while having the benefit of precision hyperspace jump capability without the need of an offboard space traffic control facility transmitting navigation data.



Prince of Hiigara Tier IV

Heavy Battlecruiser (BCH)

Crew: 28 + 150

Armament:

Primary FC:

2x2 Heavy hydrogen-ion cannons

Secondary FC:

7x2 Arbiter Mk.1 heavy railguns

2x 10 shot plasma cannon array

20x MRAM tubes

1x2 Light hydrogen-ion cannons

PDS:

1x2 Rapid-fire massdrivers

4x Pulsar DEW

12x2 Frigate class autocannons

Misc systems/avionics:

2x Modular hardpoints

Description:

The Tier IV configuration of the Prince of Hiigara hull is the definitive battlecruiser, and in this form would this venerable hull serve the Hiigaran Navy until a next-generation super capital warship is operational.

The key feature of the Tier IV BCH is a robotic, AI controlled helm similar to the systems implemented on the Defiance space control ship and LiirHra light cruiser. An AI helm's advantages over a human pilot on a capital warship is superior spatial perception, increased maneuvering efficiency and the ability to execute complex tactical maneuvers in concert with allied units or while engaging enemy targets in perfect precision and timing. Manual controls are left in place and AI flight control may be overridden at pilots' discretion.

With the AI helm are structural reinforcements, increasing safe G loads and survivability, allowing the Tier IV BCH to maneuver alike to the Defiance class while being of significantly higher tonnage.

Weapon systems integrated in the Tier IV refit include MRAM racks on the aft section of the ship mounted parallel to the heat exchanger arrays, ventral-mount light ion cannons as found on the Defiance class, a pair of plasma cannon arrays, and additional point defense weapon stations. These weapon systems counter the inflexibility of the Prince of Hiigara BCI's loadout while enhancing firepower against small craft and in secondary weapon systems that prove important in capital vessel dueling.

All seven Arbiter turrets are now Mark I type, from feedback that while the Mark II railguns that fire a larger calibre shot are significantly more powerful than the small calibre Mk. I cousin, rate of fire in continuous engagements is more desirable than physical damage potential, if armour penetration capability remains constant.

Everything considered, this is the definitive heavy lineship in the present-generation Hiigaran Navy.

VMF:

VMS Princess of Assyria

Armed Reconnaissance Vessel (CVSR)

Crew: 50 + 200

Armament:

Primary FC:

1x2 Heavy lance beam projector

1x2 Heavy flechette autocannon

8x1 Flechette autocannon

4x10 (+1x2) Auxiliary missile launch tubes

PDS:

1x2 Warhead projection system

4x3 Advanced concussion missile launcher tubes

8x Massdriver point defense weapon station

Misc systems/avionics:

ELINT (electronic intelligence) systems

Alanat Electronics Support and Countermeasures System (ESCM)

Photonic stealth system

Description:

The Princess is the second armed reconnaissance carrier laid down – the first was the Sorceress of Tolnedra which was an armed carrier experiment that was deployed as a commerce raider. This vessel was built directly on present CVSR specifications displayed above, with the addition of an integrated photonic stealth system that allows the Princess to remain undetected while on high-risk surveillance operations.

Due to her high asset value nature this ship is more frequently assigned to provide electronic support measures to task forces, and a heavy-weapon equipped platform to patrol shipping lanes with while utilizing the Alanat ESCM as a signals intelligence and surveillance asset.

VMS Sorceress Royale

Warship Attendant (CVS)

Crew: 58 + 120

Armament:

Primary FC:

1x2 Heavy flechette autocannon

2x2 Modular Weapon Systems (MWS) hardpoint

4x10 (+1x2) Auxiliary missile launch tubes

Secondary FC:

4x1 Heavy lance beam projector

4x1 Flechette autocannon

PDS:

4x3 Advanced concussion missile launcher tubes

4x Massdriver point defense weapon station

4x Lancer point defense weapon station

Misc systems/avionics:

ELINT (electronic intelligence) systems

Alanat Electronics Support and Countermeasures System (ESCM)

-or-

Engineering support module

-or-

Fighter assembly facility

Description:

This indeed was the first armed carrier of the Vagyr Military, under a different name and designation. However this name is now not used to refer to an individual vessel, as the CVS class is now designated as such, and equipped to this standard. This might be a measure put in place by the Vagyr military to conceal the identity of individual vessels to spoof intelligence-gathering efforts.

Nevertheless, the Sorceress Royale CVS is a standard Kaghan-class fleet carrier hull taken to its limits, equipped with the cutting edge of weapon, propulsion, sensors, materials, and modular configuration technology that the Vagyr Alliance can muster. The CVS, and CVSR configurations are also a practical study in improving defensive capability of fleet carriers in a modular fashion. Therefore various aspects of these warships can be found mirrored on their lesser brethren on an as-required basis.

The present CVS is the third generation Strike Carrier. Lancer PDS emplacements coupled with lineship-class heavy plasma lances on gimballed mounts replace the conventional autocannon and flechette gun battery. As second and first generation CVS' were found to be too specialized in their combat taskings suggestions were put forth to provide strikecraft assembly and research basing capability, while retaining the option to deploy support system modules as on fleet carriers. Although timid by nature due to Vagyr styles of leadership, these suggestions held merit, and were implemented.

The 3G CVS is now not referred to as Strike Carriers due to a difference in role – they are far more frequently deployed as escort vessels for larger warships, and occasionally assigned on reconnaissance and strike taskings in support of them, providing a greater range of force projection and strikecraft capacity, rather than sent out as full fledged independent hunters.

Only the most capable and aggressive (or foolish) of commanders bring such vessels into close quarters with the enemy, as although defensive measures are far improved from standard fleet carriers, the inherent flaws in the Kaghan-class layout are still present.

However, when close contact maneuvers are executed correctly and the tactical situation correct to commit to close quarters in, the CVS is unstoppable, although her weapon engagement arcs are complex and unconventional. A combination of rapid reloading advanced concussion missile tubes with multi-warhead simultaneous engagement capability, plasma beams of various power rating, auto-flechette cannons, and a well organized modular systems configuration in a graceful ballet of death can be a potent force multiplier in situations thought to be suicidal for a carrier.



Achaemenes

Frigate Destroyer (DWG)

Crew: 48 + 32

Armament:

Primary FC:

1x Crusader lance
1x4 Heavy fusion missile launchers
2x10 fusion missile tubes

Secondary FC:

2x2 Heavy flechette autocannons
2x2 Frigate-class fast tracking autocannons

PDS:

4x Massdriver PDS
2x2 Lancer PDS
2x Adv. Concussion missile launcher

Description:

The Achaemenes' reason for being is similar to that of the Arbiter Mark II – that present lineships were becoming obsolete against modern tactical routines. Space combat is no longer about organized lines of battle, with cleanly defined roles of individual ship classes such that the outcome of battles could be calculated on a computer. Such as the Hiigarans thrive on multi-role, high survivability warships, and being able to switch between multiple patterns of deployment without warning.

As such capital vessels need to be agile enough to engage multiple threats of various types, as they are the point of focus in any engagement. Where their primary armament would be inadequate themselves to successfully engage the enemy there should be enough secondary armament to offset that inadequacy.

The DWG is a modern warship, well armoured, equipped with multi-layered firepower, and with enough maneuverability and acceleration to keep up with high-tempo maneuver operations. The cutting-edge Crusader lance system is fitted to the vessel's centreline in a direct reactor output configuration, where a plasma cannon resided on the first Destroyer prototype. A pair of 10 round fusion missile pods is fitted to the ventral section to provide additional missile firepower; these missiles can be precision targeted on subsystems as they are of a newer type than ship-produced fusion missiles.

No expense is spared on point defense firepower, and the autocannon weapon stations, inadequate by themselves, are augmented by newer Lancer PDS emplacements and a multi-purpose advanced concussion missile battery that also provides additional firepower in close range assaults or while defending against hostile boarding frigates.

This combination of weapon systems is in addition to the production Destroyers' armament, which in unpredictable wartime conditions against equal levels of competency in the opposition are completely inadequate.

The addition of the Crusader lance also provides the option of a mission tasking that is until now, reserved for larger battleships: that of frontal capital assault. The all-round loadout and the vessel's maneuverability also provide commanders the option of utilizing Destroyers as independent hunter-killers to interdict enemy operations or intercept and force the submission of blockade runners.



Daughters of the Wind

Shamshir Heavy Corvette (CTA)

Crew: 2 + 3

Armament:

1x Heavy plasma cannon
4x Assault cannon, semiautomatic FF-calibre
1x2 Advanced concussion missile tubes

Description:

Informally named after ancient horses where in culture only mares of a certain breed would be ridden into battle, the Shamshir heavy attack corvette is what military crews have dreamed of for years – a war-optimized general-purpose vessel with versatile firepower for multi-role operations, easy maintenance, with enough maneuverability and armour protection to remain a viable option in high threat environments, and bring their crews home in one piece.

The Shamshir is a second-generation corvette design, which integrates modern Imperial Taiidani technology with indigenous Vagyr engineering. The primary component of the ship is an armoured shell mated to the drive systems and a direct reactor output heavy plasma cannon that forms the core of the chassis. Alike in appearance to primitive turbine-powered aircraft with air intakes as their noses, the Shamshir is atmospheric flight capable, as depicted by the carbon nanotube-based airfoils on the aft section of the vessel that double as extensions of the craft's heat exchanger systems. While in atmospheric flight the hollow fuselage functions as a conical airfoil; airflow passes through the entire hull, is exhausted via the main engine port and heating of the air as it passes through the reactor exhaust stream coupled with intake action provides significant thrust, such that the reactor can operate at minimal power settings without compromising flight performance, until atmospheric extraction is desired.

The plasma cannon is not operational during atmospheric flight – firing it would stall the ship immediately. With a stall speed of over 540 kilometres per hour and a vertical thruster assisted minimum landing speed at 400, the Shamshir is not exactly a practical aircraft, but the ability to recover and launch on planetary aerodromes and employ its secondary armament successfully while in planet provides a useful means for limited planetary force projection for a spaceborne task force, without the need of carrying specialized orbit to surface fighters such as Askeri HACs with winged airfoil and heatshield kits.

As a spaceborne heavy attack craft, the Shamshir is fully capable of replacing all existing strikecraft types and a wing of CTAs can operate completely autonomously outside of command intervention other than the provision of fire or electronics support measures to achieve mission objectives.

The heavy plasma cannon offers superb armour penetration for capital assault taskings, while the combination of advanced concussion missiles and quad autocannons provide general purpose firepower than can be directed successfully against any target regardless of relative velocity.

The corvette's mass and design focus on maximal forward firepower puts it at a disadvantage against smaller, more agile fighters, and this is offset in a similar manner to HAC doctrine. Inter-unit coordination is maintained for mutual coverage, exploiting heavy armour protection to provide physical baits to force enemy craft to easily interceptable vectors if necessary.

Daughters of the Wind are rarely committed to battle piecemeal for their cost and high battlefield demand. Instead, they are used as mobile reserve forces that are committed to stalemate situations to turn the engagement in favour of allied forces after contact forces have set the tactical scenario into a predictable position. CTAs are then committed to eliminate or disable a certain portion of the enemy's force disposition or charged into open flanks to destroy unit cohesion. Once desired objectives are attained, the CTA wing is withdrawn to reduce the potential of attrition, and redirected to support other engagements as necessary.

In this way the CTAs operate with the advantage of formation cohesion, and in general employment doctrine is similar in principle to ancient horse cavalry...



CREDITS

Achaemenes DWG, Hiigaran Lineship and Frigate refitting
Dondelium

Shamshir CTA
Yasotay, Jodonnell & Solaufein

Sorceress Royale (modular configuration options)
PDS community, Relic Board

Launch UI crash pointer
Carrier

Ship Naming
Retroboy, Winejug0