

# Daikoku-Class Agricultural Ship

The Daikoku-Class Agricultural Ship ([Yamataigo](#): (大黒)) is a special class of starship specifically made for agriculture created by [Yugumo Corporation](#) in in late [YE 43](#). It is named after a deity of the ancient Yamataians, [Daikokuten](#) (大黒天).



## History

[Motoyoshi-Igarashi Yue](#) had been busy struggling to work on a new product that she would call a hoverboard. Unfortunately, the simulations of the product kept failing, showing the simulation of the rider always dying. Finally, when she had enough, she put that project on hold and started working on a new class of starship. Creating this new style of a ship would be much easier for Yue to work on since she went off on an old Freighter schematic and began modifying the copy she was using. After expanding on the freighter part of the schematic and changing the technology in the schematic, she began completing her new Agriculture ship that she chose to name Daikoku, after an ancient god. The simulations were soon created and she discovered no issues, thus with a big smile on her face, she had the shipyards build the first of its kind before she'd introduced the ship to her family and the rest of the universe.

She'd already gotten communication from one of [Yugumo Corporation](#)'s clients, namely the [Mining Guild](#) who were interested in purchasing some ships of the class for their use in [Draco Eridanus System](#). [Takeda Fleet](#) were also given a chance to have the ship a part of their fleet.

## Current History

In **YE 45** a special **Brewing Variant** called  **Sukunabikona**. The ship's purpose was to create drinks, and it was owned by the Tokyo Brewing Company.

## Description

Daikoku named after an ancient Yamataian god is a ship with the special status of Agriculture. This means that it is responsible for food production.

## Mission Specialization

What are good uses of this ship?

- Food Production
- Allowance for the production of food for a Station, or system without planets fit for agriculture.

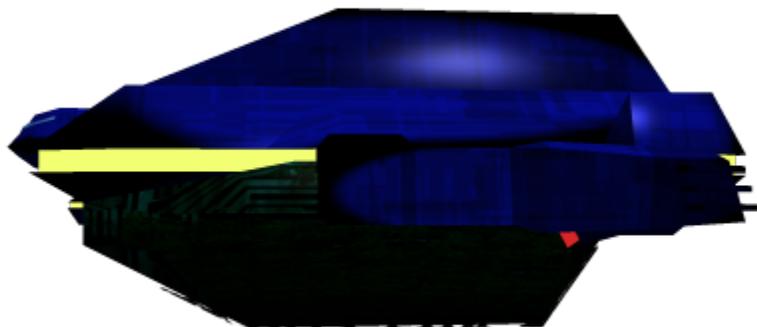
## Appearance

In order to better serve as an agricultural class of starship, the Daikoku is made to be huge. Her creator had intentionally designed a ship that would likely overshadow other freighter class starships, but still be small enough that it could still be protected by other ships without requiring an entire fleet of escorts.

The **bridge** rested at the top front, with a length that allowed the airlock section to fit into place without the ship itself bonking on the Station or other ships.

The rest of the ship looked like a pregnant swan with how large it was. It had an octagonal shape to it which grew larger and larger as the meters pass until it reached the 2200 point where it dipped in for the third set of thrusters. The Daikoku had two pairs of wings. The first pair is located about 100 meters behind the Bridge section, while the second pair is located lower down, at 1050 meters. Each wing had two pairs of Thrusters on each wing. This allows for a greater boost to travel and allows for the ship to make deliveries or to simply follow fleets.

Unfortunately, the Daikoku's massive size did not allow for it to land on the surface of a planet.



## Statistics and Performance

General notes about ship stats and performance

### General

General Statistics	
<b>Year Introduced</b>	<a href="#">YE 43</a>
<b>Class/Nomenclature</b>	<a href="#">YF-C1</a>
<b>Alternative Nomenclature</b>	Yu-L4-1A
<b>Designers</b>	<a href="#">Motoyoshi-Igarashi Yue</a>
<b>Manufacturer</b>	<a href="#">Yugumo Corporation</a>
<b>Fielded By</b>	<a href="#">Juugoya Cooperative, Independent</a>
<b>Range</b>	Unlimited
<b>Maintenance Cycle</b>	Agriculture section: near constant, the rest about standard
<b>Lifespan</b>	unlimited if work is done
<b>Pricing</b>	149.900

### Passengers

Crew: Due to automation, only one operator is required, but there are stations for a full complement. There are typically 8 officers to cover all of the stations in a single watch, in addition to the captain, and

support crew as needed. Overall there is space for about 50 crew maximum, to include mission specialists, although the ship generally operates with far fewer. On a [Yugumo Corporation](#) ship, their [General Purpose Anthroform Drones](#) perform the most menial labor such as attending the [bath house](#).

**Maximum Capacity:** There are accommodations for up to about 60 people, crew and guests included. Emergency evacuation accommodations for up to 20,000 are available with reasonable hygiene comforts, although about 500,000 people maximum can fit aboard in an extreme emergency, leaving the ship extremely cramped with little to no room for cargo or vehicles.

## Dimensions

- Length: 2200 meters
- Width: 1295 meters
- Height: 950 meters
- Decks: 18

## Propulsion and Range

- Continuum Distortion Drive: 15,000c
- Hyperspace Fold Drive: 0.25ly/m
- Sublight Engines: 0.30c
- Range: Unlimited
- Lifespan: 30 Years
- Refit Cycle: 5 years

## Damage Capacity

- [Hull: tier 14](#)
- [Shield 14](#)

## Wings

The four winglike structures on the ship are the [Swiss Army knives](#) of the Daikoku-Class. They conceal multiple systems for emergency use. Each section may extend a retractable solar panel array, [solar sail](#), antenna array, or radiator.

## Docking Module

The Daikoku is part of a docking module that allows it to connect to other, compatibly-equipped ships in order to act like a “bridge” between them, allowing them to wear the ship like a nacelle. Extensions of the [transverse route of the transit system](#) are opened to allow transportation to and from the connected

ships.

## Inside the Ship

The Daikoku-Class is a massive ship, roomy and spacious inside so that it is more like an farming village than a vessel.

### Deck Layout

Some decks are only partial-length.

- Crew Decks are 5m
- Transit Maintenance Decks are 5m
- Transit Decks are 10m
- Engineering Decks are 15m
- Small Craft Hangar Decks are 15m
- Cargo Decks are 20m

### Standard Deck Features

- [Escape pods](#), [emergency lockers](#), and [emergency sound-powered telephones](#) are present in abundance on every deck, including the hangar pods and docking ring. Other [security features](#) are present where appropriate as well.
- Other safety equipment such as panic buttons, [intercoms](#), [fire extinguishers](#), [AEDs](#), eyewash stations, and safety showers are readily accessible on every deck.
- Public toilets and water fountains, vending machines, and [housekeeping closets](#) are ubiquitous and conveniently accessible on every deck.
- [Lifts](#) are convenient and easy to access, strategically and thoughtfully placed to efficiently and thoroughly cover the entire ship, while minimizing wait times. There are also stairs and ramps, both general use and emergency, as appropriate to the purpose of the deck.
- Multilingual signage, both physical and [volumetric](#), are conspicuously and frequently posted, clearly marking compartments, features, and directions at every intersection. There are information kiosks with interactive displays as well. A personalized guide may be projected floor to help individuals find their way, and also have alert and emergency modes.
- [Magazines](#) are fully automated and only accessible via [maintenance conduits](#) and their loading ports, irrespective of what deck they are on, as are the [weapons systems](#) themselves.
- [Maintenance conduits](#) crisscross every deck, and between decks, parallel to the main [passageways](#). In populated areas they have inconspicuous entrances.

### Decks

Deck	Compartments
01	Bridge, Captain's Ready Room, Captain's Stateroom, KAIMON Chamber, Armory, Primary Airlock, Observation Deck
02	Crew Deck
TU	Upper Transit
MU	Upper Transit Maintenance
C1	Cargo Bays, Crew Storage
C2	Cargo Bays, Drone Storage
TC	Central Transit
MC	Central Transit Maintenance
E1	Engineering Upper, Fabrication Facility
E2	Engineering Middle
E3	Engineering Lower
TL	Lower Transit
ML	Lower Transit Maintenance
A1	Agriculture Sector 1 through 35
A2	Agriculture Sector 35 through 65
TO	Orlop Transit
MO	Orlop Transit Maintenance
S1	Small Craft Hangars, Vehicle Garage

## Crew Deck

Besides the cabins for the [first officer](#), [other officers](#), [crew](#), [guests](#), and [VIPs](#), the crew recreation area of the ship had the shape and appearance of a [lounge](#). There is a [rec room](#) with multiple tables where the crew can go to play card and games, as well as the video game variety. They could also simply watch movies or something here as well. There is also a [virtual reality volumetrics suite](#), [gymnasium](#), and [bath house](#) for the crew's pleasure and fitness, to eliminate boredom. Hygeine facilities such as [showers](#) and [laundry](#) are here, as are the [galley](#), [dining hall](#), and [wardroom](#). In the aft of the crew deck is the [medical bay](#) and [laboratory](#).

## Compartment Descriptions

The descriptions below are for a single instance of a particular compartment. There may be only one, or several of any given one.

## Agricultural Module

These areas encompass the almost entirety of the ship. A Daikoku can have either one each of [horticulture](#) and [livestock](#) modules, or both the same of one or the other.

## Horticulture

This entire module is filled to the brim with [hydroponics](#), [aeroponics](#), soil-based fields, and [artificial rice paddies](#) allowing for the production of fruit, vegetables, and grains. This module also has a [Aquaponics](#) system which the waste produced by farmed fish or other aquatic creatures supplies the nutrients for plants grown hydroponically, which in turn purify the water for the fish, used for [aquaculture](#) food production. For the most part, everything is lush and green due to the plants, while the paddy fields are more to the back. There were machines here harvesting the food, while there were also machines creating new plants. Highly automated and requiring little intervention, it includes sprinkler systems, advanced temperature control systems, modified spectrum lighting, and storage areas for fertilizer, soil, and seeds. Much larger than its counterpart on the [Misha](#), there is the expectation that the ship would one day supply colony fleets from the [Motoyoshi Colonial Sector](#).

## Livestock

This section is where the animals are kept and raised, using a combination of cloning and breeding. The livestock are born and raised using a healthy balance of prepared food and grazing that allows the animals to grow fast to be killed and then eaten. As a part of the [Aquaponics](#) system the fish live in clean water, which allows them to grow healthy and clean for consumption.

## Armory

The Daikoku-Class features a [Shiori Style Standard Armory](#) near the [bridge](#).

## Airlocks

Most airlocks aboard the Daikoku-Class are [Forcefield-Nested Isolation Doors](#). Their force-fields have a semipermeable setting that allows massive objects such as ships and power armor through, but retain atmospheric pressure by preventing lighter gases from escaping.

## Bath House

When a Daikoku-Class is commissioned, there is a choice between the default traditional-Yamataian-style [Onsen](#), similar to the [Star Army Onsen](#), styled like a natural hot springs, or an [Elysian-style Thermae](#) with its *frigidarium*, *tepidarium*, *caldarium* and *laconicum*, from coolest to hottest, respectively.

## Bridge

The [Misha-Class Bridge](#) of the ship is positioned at the bow of the upper deck, mere meters from the edge of the ship at the sides and 2 meters from the front of the ship.

## Captain's Stateroom

This luxurious stateroom, near to the bridge, is designed for comfort, entertainment, and convenience. It features a Yamataian-style washroom, featuring separate shower, steam-room, and soaking tub with whirlpool jets, it occupies a corner of the space, cutting the room into an L-shape. The small end of the L is a walk in closet with wardrobe and vanity. It has entrances from both the bedroom and washroom, and features gear storage. At the crux of the L is a kitchenette and breakfast nook, with small, angled canopy bar with full back and stools on the opposite corner, while the entrance at the long side of the L opens into a foyer and sitting room with couches and coffee tables huddled around a simulated fireplace. Beyond it, before the kitchenette and private [laundry room](#), is a well-appointed office alcove with a desk and chair with computer terminal for conducting business without leaving the stateroom. The wall between the office alcove and the soaking tub is mostly a large aquarium. Across from the desk, a multifunction all-in-one exercise unit is cleverly out of the way in another alcove.

## Captain's Ready Room

An office that sits off to the side of the [bridge](#), it is the private office of the ship's commanding officer. In addition to a desk with computer terminal and guest chairs, there is a sitting area, kitchenette, mini-bar, and a private head and shower. The Ready Room is accessible from the [bridge](#) and the [Captain's Stateroom](#).

## Cargo Bay

With all the features of the [Yugumo Standard Cargo Bay](#), the cargo bays are truly massive and lined with wall-to-wall SSCC [reefer containers](#) for foodstuffs produced aboard which need to be kept at certain temperatures. There is also climate-controlled storage designated for livestock embryos, seeds, or both depending on the ship's configuration. Designated, secure storage space is set aside for the crew for their personal belongings.

## Conference Room

These rooms feature long tables with luxurious chairs. There is projection, presentation, and telepresence equipment here for almost any purpose.

## Classroom

The classroom is a state-of-the-art learning center designed to incorporate multiple volumetric interfaces and media as well as virtual reality for enhanced visualization. The integrated projection system allows the entire structure of the room to become the medium for presentations, remote viewing of music and art performances and even attendance to various classroom environments at different academies across the [Yamatai Star Empire](#).

## Crew Quarters

Based on the [MFY Type 30 Standard Enlisted Bunkroom](#), but slightly larger, the Crew Quarters have been upgraded with [Type 40 Bunk Beds](#) in the [Deluxe Three Bunks, Desk, and Drawer/Wheels](#) configuration that face each other from across the narrower dimension of the room. Each desk is connected to a [Ge-T8-E3103 - Computer Array](#) as well as the ship's systems, and below each one is a [footlocker](#). Each cluster of crew quarters has its own [laundry facilities](#) and [communal showers and latrines](#). Though there is space for six individuals, generally only two are assigned to a room, with the usual maximum being four.

## Dining Hall

Based on the [MFY Type 30 Standard Enlisted Dining Hall](#), the dining hall is adjacent to the [galley](#) and [wardroom](#). It is large enough for more than half of the crew to eat at once, comfortably. The entire crew complement can squeeze inside if necessary but it would be very cramped.

## Drone Storage

Racks of [Yugumo Standard Anthroform Drone Berth](#) and their matching storage cabinets line the walls of this bay, with a catwalk mezzanine accesible by stairs and [lifts](#) giving a second story for more capacity. There are also racks for storing spare parts and accessories, as well as smaller, non-anthroform drones. There are also [docking stations](#) for charging [repair drones](#).

On a [Yugumo Corporation](#) vessel, the [berths](#) contain [Consorts](#), standard [security](#), and [general-purpose](#) drones.

## Drone Hives

Several hexagonal prisms rise from floor to ceiling, their sides covered in hemispherical sockets that each house a [KAIMON/Ascendant Companion](#) for quick charging and diagnostics.

Cabinets with banks of slots for charging and deploying [EM-J5 Flying Assistant Robot Series \(FARS\)](#) drones are also present. On [Yugumo Corporation](#)-operated ships, these contain [Yugumo's various standardized FARS variants](#).

## Engineering

Similar to, but larger and more modern than, the [MFY Type 30 Warship Engineering](#) on which it is based, Engineering takes up a large portion of the aft of the ship, in front of the engines, and is no less than three decks of triple-height high.

The upper compartment houses the [Mizu II Series - Nami II CDD Control Systems](#) and the [Yumeoibito Hyperspace Fold Drive](#) as well as other critical systems of the craft. The lower deck of the Engineering

compartment houses storage tanks for water and several other systems related to the environmental and life support systems of the ship. Between them are the [Kaminari Quantum Foam Generators](#) and backup [Tsuyosa Series Matter-Antimatter Reactor](#). Gantry cranes and a [Scalable Graviton Beam Projector Array](#) assist moving. There are lockers for storing personal protective equipment, first-aid supplies, tools, and spare parts, and a locker and shower room (as well as emergency showers and eyewash stations).

There are stairs and lifts that lead to the decks above and below in this compartment.

## Escape Pod Banks

Many of the ship's escape pods ([see below](#)), are arranged in mass banks. They are along both sides of nearly every deck, all along the length of the ship, and contain more than enough to evacuate everyone accommodated aboard, with excess capacity to spare. Certain areas, such as residential sections and other heavily populated parts of the ship, have more dense banks than others, while some areas such as the docking ring, have them more sparsely. In general, everyone aboard is less than a minute's desperate dash from a bank of escape pods, assuming the way is clear.

## Fabrication Facility

Based on the [Ionoche Automated Fabrication Facility](#), but modernized and updated, the centerpiece of the Fab, as it is called colloquially, is a [Star Army Fabrication Chamber, Type 39](#). It includes a [Civilian Synthesis Reactor Module](#) and a backup [Aether generator](#) for emergency use.

## First Officer's Stateroom

Similar to, but smaller than, the [captain's stateroom](#), this spacious, comfortable suite also features an office for the First Officer, and its own [laundry facilities](#). Rather than near the bridge, it is close to, but separate from, the other [officer quarters](#).

## Guest Cabin

The guest cabins are highly customizable. Each suite provides a spacious bedroom, a corner “L” seat, a desk, a closet, and a shower and head bathroom attached. Customers can choose from a variety of bed styles, from Nest-style to bunk beds for the children. In some cases, these rooms can be modified into offices or other uses depending on the needs of the customer.

## Galley and Scullery

The ship's [galley](#) offers a variety of cooking stations for various cuisines, such as stoves and ovens, microwaves, food preparation areas, and temperature-controlled refrigerator, freezer, and pantry

storage. There are sinks and dishwashing machines in the attached scullery.

## Gymnasium

Featuring a complement of state-of-the-art workout machinery as well as more traditional equipment, the gym's locker room also features a communal shower and head, a sauna, a steam room, massage tables, a whirlpool hot tub, and a therapeutic soaking tub.

## High-Speed Transit



The ship uses a light rail system for ease of transport for cargo, [Yugumo Corporation Drones](#), and crew for maintenance and duty.

Given enormous scale of the vessel, the need to [move people](#) and cargo around the ship quickly, safely, and efficiently was paramount. Similar to the system aboard a [Kisaki](#) or [Amatsuotome](#), a [Monorail](#) [Maglev](#) system operates aboard the Daikoku. It is based mostly on the [High-Speed Rail at Nemesis Bastion](#).

Each line features two sets of tracks, allowing one tram to move in each direction. While the ones in the main body of the ship travel back and forth, in the docking ring, one always goes clockwise and the other counterclockwise around. Each transit station features a maintenance area for extra cars to be stored and maintained and damaged cars to be repaired.

A car is generally 15 meters long, and four wide, and three high if enclosed. The largest cargo cars are 20m long and five wide, in order to accommodate an [SSCC-Huge](#) Passenger cars are comfortable and enclosed, while cargo cars are flatbed for carrying [Standard Starship Cargo Containers](#) or palleted skids. The system has a normal, safe operating speed of about 30km/h, but in an emergency can nearly triple that.

In general, the transit system takes up its entire deck, but there is plenty of room to either side for seating areas, standing room, and walking paths, as well as [autowalks](#) traveling in both directions. Besides water fountains, toilets, and vending machines, there is generally room for other amenities such as snack bars and retail kiosks, making transit stations social hubs aboard the ship, even though wait times aren't generally for more than a few minutes.

## KAIMON Chamber

The KAIMON Chamber is a secured and locked chamber in which the [KAIMON-Super Gate](#) Core is housed. Access is limited to the ship's owner and authorized personnel.

The chamber contains an [Yugumo Standard Anthroform Drone Berth](#) to accommodate the ship's [KAIMON/Ascendant Consort](#) avatar it may opt to use instead of a [volumetric projection](#).

## Laboratory

Unsurprisingly, the Daikoku's laboratory is centered around agriculture. Similar to the [YC Advanced Agriculture Lab on Nemesis Bastion](#), the laboratory supports advanced farming techniques, soil science, cloning, genetic engineering, veterinary science, and other agriscience and biotechnology applications. Other parts of the laboratory support the [medical bay](#)'s operations.

## Laundry

Based on the [MFY Type 30 Standard Laundry Facility](#), all feature are washing and drying machines as well as tables for folding or stacking clothing and other linens.

## Lift

Lifts aboard the Daikoku-Class are similar to, and compatible with, [the ones used by Star Army vessels](#). there are larger lifts for cargo, and even larger ones still for small craft in the hangar bays.

## Lounge

The lounge is a comfortable room with plenty of [Transparent Durandium](#) observation windows, a bar, and ample, comfortable seating in couch, booth, and table formats. There is a small stage and dancefloor, a sound system, and projectors and screens for entertainment.

## Magazine

Located near each weapons array is a [Yugumo Standard Magazine](#) that services the nearby weapons with automated loading.

## Maintenance Conduit

Similar to [those on Star Army Ships](#), the conduits crisscross the vessel, linking [passageways](#) and decks all around the ship.

## Medical Bay

Agriculture can be hazardous work. The Daikoku-Class's medical bay is large and well-appointed. There are fully-automated medical systems such as the [ATMC](#) with its [Ke-J1-E3301 - Autonomous Configurable Medical Unit](#) unit and components and [Treatment and Examination Bed](#). Veterinary care is handled in

facilities in the [livestock](#) module, rather than in the medical bay.

## Observation Deck

The forward portion of Deck One after the [airlock](#) is dominated by a large observation lounge with panoramic views through [Transparent Durandium](#) windows that can be revealed by retracting the armored panels that cover them. Depending on the customer, different chairs and seating arrangements are available and a dance floor, swimming pool, or hot tub can be installed upon request.

## Office

The innumerable business responsibilities of modern leader means that they be able to perform their duties from anywhere, at any time. An executive office with a semicircular desk, featuring every technological convenience and advantage available dominates the end of the room farthest from the door. Its luxurious arm chair faces off against a trio of lesser chairs across the desk's surface, for face to face meetings. Another desk is off to one side, not quite as impressive, but equally as comfortable and perhaps more well-appointed from a technology and control systems standpoint.

Closer to the door, a pair of smaller desks with less ostentatious chairs face each other, requiring anyone entering the office to walk between them. Every desk is outfitted with a computer terminal. To one side of the office is a kitchenette, and on the other, a conference chamber with an oval table, eight chairs, and a state of the art telepresence and teleconferencing suite. One wall is dominated by a great aquarium.

## Officer Quarters

Based on the [MFY Type 30 Standard Officer's Cabin](#), officers and many mission specialists have their own cabins with ensuite toilet and shower/bath. Each cluster of officer quarters has its own [laundry facilities](#).

## Passageway

The corridors on the ship are around five meters wide and tall each, and lined with [Yugumo Standard Housekeeping Closets](#), [Yugumo Standard Damage Control Alcoves](#), [Yugumo Standard First Aid Lockers](#), [Yugumo Standard Armory](#), and [Yugumo Standard Survival Lockers](#). They are well-lit and monitored by security cameras.

## Recreation Room

Full of comfortable couches, gaming and hobby tables, and electronic entertainment, the recreation room is a spacious, yet cozy, room for the crew to unwind between shifts.

## Shower Room

Based on the [MFY Type 30 Standard Enlisted Bath House](#), communal showers are located around the ship, especially near the [crew cabins](#), [gymnasium](#), [dojo](#), and [power armor bay](#), and at the entrance to the [Bath House](#).

## Small Craft Hangar

The Daikoku comes with hangars for small craft to ferry both cargo and people to and from the ship. The hangar accomodates not only shuttles, but also larger transports and dropships, as well as mecha. It has facilities for general maintenance, but only limited repairs, relying instead on support ships for repairing heavily damaged craft or performing extensive modifications.

## Vehicle Garage

Although the Daikoku-class cannot land, it has ample garage space for storing, maintaining, and repairing a substantial fleet of ground vehicles. The large garage is located in ventral large craft bay. Cranes, ramps, and conveyors facilitate the efficient and effortless loading of even fairly large vehicles onto large vehicles onto dropships and larger shuttlecraft that are also kept in the bay.

The Daikoku-Class generally carries multiple agricultural and utility vehicles like [tractors](#), [combine harvester](#)s, and [Ploughs](#) to facilitate preparing the ground for planting and harvesting on a planet's surface, in addition to other such vehicles<sup>1)</sup> for the purpose. The bay also generally carries smaller vehicles for transportation around the various areas of the [agricultural modules](#), should the need arise. Facilities for repairing and maintaining the vehicles are included.

## VIP Suite

VIP Suites are similar to the [captain's stateroom](#). though without as much long-term storage space. They are well-decorated, luxuriously comfortable, and thoughtfully positioned within the ship to afford both privacy and accessibility to conveniences.

## Volumetrics Chamber

Similar to the [volumetrics room](#) on a [Plumeria-class \(2E\) Medium Gunship](#), this room's walls, ceiling, and floor are all [Volumetric Windows](#) coated with anti-scuff coatings, and the [Volumetric Displays](#) in the room are capable of projecting [Solid Volumetrics](#). The Volumetrics Room is intended for recreation, training, and briefings. Force fields have been added to provide tactile feedback to simulations as well as to slide people back imperceptibly when they try to walk too close to a wall or change elevation. In this way, simulations larger than the room would normally permit are possible and can be safely employed. Simulations can also make people appear and sound further away than they are and nudge them away

from collisions with each other if necessary to further add to the illusion.

This force field sliding can be disabled easily if desired; but small markers will appear to show the walls, floor, and ceiling boundaries while the door to the room becomes visible as a safety measure. All people will be shown in their actual locations as well.

Uses of the Volumetric Room include consuming media en masse, holding briefings with visual aids, relaying briefings from alternate locations, training, running combat simulations, showing simulations of home or other relaxing venues, large scale communications, as a pre-mission staging area, or even for making crew members run laps as punishment.

The Volumetric Room was modified may be to be sealed with [Forcefield-Nested Isolation Doors](#). The pipes, vents, and drains allow for the sealed room to be partially or completely flooded with water, or the atmospheric pressure changed, made heavy or vacuum. The temperature, humidity, atmospheric composition, and gravity are adjustable to extremes not available on the rest of the ship.

## Wardroom

Based on the [MFY Type 30 Standard Wardroom](#), it is used for officer and guest dining and special occasions such as parties.

## Workshop

The workshop is a place for the tinkerer and inventor. It is an ideal space for performing repairs or crafting required tools or accessories. A wide array of powered equipment is available making for a serviceable machine shop, and there is ample and organized storage.

## Subsystems

Below are the systems of the Daikoku-Class Agricultural Ship.

### Armored Hull and Hull Integrated Systems

The Daikoku Class Agriculture ship uses a [Yamataium](#) hull make up. The [Yugumo Corporation](#) has authorization to produce products with this material, as the result of the ship being made by a major corporation within [Yamatai Star Empire](#). [Motoyoshi-Igarashi Yue](#) used this authorization to add the material to her schematics. All windows and viewports utilize [Transparent Durandium](#), and most have a retractable armored exterior covering for opacity against beam weaponry.

Daikoku-Class Hull and Frame Assembly	
Primary SpaceFrame	Forcefield Reinforced <a href="#">Yama-Dura</a> Major Truss
Secondary SpaceFrame	<a href="#">Yama-Dura</a> Secondary Truss and Rod Assembly

<b>Daikoku-Class Hull and Frame Assembly</b>	
Outer Plates	<a href="#">Sitearium</a> coated <a href="#">Yamataium</a> Plate with <a href="#">Omnihue</a> matrix
Lining	<a href="#">Yarvex</a> Lining

## Computers and Electronics

The Daikoku-class is equipped with the [KAIMON-Super Gate](#) suite with its included communications and sensor systems. It also has the uplink and [PANTHEON/SYNC](#) connect module. In addition to its [KAIMON Kagami sensors](#), there are also a [Mineral Scanner](#) and [SachiTech Tech-Scanner](#) available to the science officer. Auxiliary antenna arrays may be extended from the [wings](#), along with the radiators, solar panels and [Solar Sails](#).

## Power Systems

The Daikoku uses [Kaminari Quantum Foam Generators](#) with an integrated capacitor system to provide secondary power. Secondary Power can last 5-7 days (non-combat) or 18 hours (combat) in an emergency.

### Auxiliary Power System

A [Tsuyosa Series Matter-Antimatter Reactor](#) has been added for an auxiliary power generator to keep the capacitors filled and power the ship for extended periods without using an easily-detected zero-point energy source, or for additional power if more is needed than the primary system has available. This system also includes a [Matter Collection System](#) to increase its useful range.

### Emergency Power System

The [Omnihue](#) may be configured to allow the hull surface to perform as solar panels. Additionally, emergency solar panels may be deployed from the tips of the "wings," along with the emergency radiators, antennae, and solar sails.

### Yue-Type Redundant Power Systems

On the off chance for power failure, or malfunctioning [Omnihue](#) the ship is also fitted with a Yue-Type Redundant Power Systems in the form of a Hydro-electricity system that uses captured wastewater which is funneled into this system similar but on a much larger scale used by [Extreme class Hover Board](#).

## Emergency Systems

The Daikoku-Class Agricultural ship is equipped with emergency systems that were contracted out to [Geshrinari Shipyards](#). It has a [Ge-Y1-E3104 - Automatic Fire Suppression System](#) and [Geshrinari Blast Shutters](#) in the event an emergency occurs. All windows and viewports are [Transparent Durandium](#), with retractable armored blast shields to provide further protection or opacity against beam weaponry.

## Emergency Lockers

There are more than enough [Yugumo Standard Damage Control Alcoves](#), [Yugumo Standard First Aid Lockers](#), [Yugumo Standard Armory](#), and [Yugumo Standard Survival Lockers](#) easily accessible at key points throughout the ship, all fully-stocked, for any emergency.

## Secure Rooms

A sealed and access-controlled panic room designed for the protection or escape of individuals in the event of an emergency or the ship is compromised. Each room has its own independent life support and two each of each kind of emergency locker. The security system uses [Forcefield-Nested Isolation Doors](#) to secure the compartment. There is an [Ge-X3300 Escape Pods](#) in each compartment.

## Life Support and Environmental

The Daikoku-class is equipped with [Yugumo Standard Life Support Systems](#).

## Cooling System

All major heat-generating pieces of equipment, as well as the ablative plates on the armor, are paired with appropriately-sized heat sinks, liquid cooling systems, and radiators, which rapidly and effectively absorb waste heat and convert it to usable energy. Much of this heat is fed back into the plasma system to decrease the energy requirements to maintain a plasma-supporting temperature in the system. Some is sent to heat the onsen. Emergency radiators, as well as emergency solar panels, antennae, and solar sails, may be deployed from the tips of the "wings" if necessary.

## Propulsion Systems

Like many Yugumo Ships, the Daikoku uses a modified [Mizu II Series - Umi II CDD](#) which maximizes the CDD performance at 16,500c. Distortion coils are located in the wing pods on both sides of the craft.

In addition to the CDD, the Daikoku-class is equipped with four [Hoshi III Series Multi-stage Turbo Plasma Drives](#) for sublight speed. They are located in the central region of the pylons. Sublight performance for this craft usually can withstand 0.275c. Maneuvering Thrusters ([ion thrusters](#)) and the [Plasma Projection System](#) are used primarily for attitude adjustment, docking, and station keeping. The [pps](#) renders the vessel to be extraordinarily (relative to its size) agile and nimble even without any inertial

dampening or gravitational manipulating systems active.

For hyperspace fold, the Agriculture ship uses a [Yumeoibito - Max Hyperspace Fold Drive](#).

Emergency [solar sails](#) may be deployed from the tips of the wings, along with emergency solar panels, antennae, and radiators, for efficient, if not fast, sublight travel if the engines are offline.

## Shield Systems

The Daikoku-class's [Mizu II Series - Umi II CDD](#) is equipped with a [\(Civilian\) Combined Field System](#), supplementary shields, and navigational shielding. The primary shields create a [six-faced](#) barrier.

### Supplementary Shielding

For times when the [\(C\)CFS](#) is unavailable or its operation is undesirable such as when [sitearium](#) is energized. Running both supplementary defensive systems at the same time does not increase the effective tier of the barrier, rather, they are used against different threats and the responding selected in realtime after threat analysis by the computer. As the supplementary shields do not contribute to the ship's defensive profile when the [\(C\)CFS](#) is active, it is wasteful to have the supplementary shields active while the primary shields are as well.

### Electromagnetic shielding

The [Electromagnetic shields](#) are particularly good at deflecting the charged particles in many beam weapons. The shield created is a [six-faced](#) barrier.

### Gravitic shielding

[Gravitic shielding](#) are effective against kinetic weaponry and collisions. This shield also serves the special purpose of counteracting graviton beams. The shield created is a [six-faced](#) barrier.

### Navigational Shielding

Not intended for, or effective at, defense against starship weaponry, navigational shielding protects the ship against navigational hazards, such as fast-moving small masses and slow collisions with large masses. The deflectors allow for safe maneuvering without raising the profile of its sensor signature as much as the defensive shielding.

## Escape Pods

In the event of a catastrophic failure or impending doom, the ship has 240 [Ge-X3300 Escape Pods](#) and 720 ["Ikigai" Escape Pods](#).

## Emergency Lockers

There are more than enough [Yugumo Standard Damage Control Alcoves](#), [Yugumo Standard First Aid Lockers](#), [Yugumo Standard Armory](#), and [Yugumo Standard Survival Lockers](#) easily accessible at key points throughout the ship, all fully-stocked, for any emergency.

## Internal Security

Internally, there are enough pop-out automated weapons turrets positioned as to cover nearly the entire interior, or at least all common areas except the farming modules, with at least three of them able to aim at any one spot with no blind spots or effective cover. These weapons are equivalent to a [Yugumo E2 Energy Pistol](#) each, but draw power directly from the ship's power systems<sup>2)</sup>. They are capable of firing in lethal and nonlethal modes, independently of each other. They are not capable of firing at targets outside of the ship. Additionally, hidden, armored vaults in strategic places around the ship contain actual [Yugumo E2 Energy Pistols](#), ready to open at the mental command of an authorized person<sup>3)</sup>.

## Hidden Drone Berths

Along each deck's corridors are [Yugumo Standard Anthroform Drone Berth](#) in pairs with a storage unit between each pair. These, designed to house anthroform security drones, are masterfully concealed behind panels in such a way that their deployment cannot be obstructed.

On [Yugumo Corporation](#) ships, they are [Yugumo's standard security drone](#). End users' drone and equipment loadouts may vary.

## Signature Reduction

The armor layer is impregnated with an [Omnihue](#) matrix, allowing effectively unlimited control over the coloration, pattern, text, and insignia of the surface. This serves as thermoptic camouflage and signature reduction, if set properly.

## Sitearium

The Daikoku-Class's armor, in addition to the [Omnihue](#), has layers of [sitearium](#) coating it, that allow for even more effectively reduced signature than the [Omnihue](#) alone. Note that when the [sitearium](#) is

energized, acceleration or maneuvering under power, or moving in an atmosphere, disrupts the signature reduction effect, and any zero-point energy such as [QF Generator](#) or [Aether Generator](#) onboard must be shut down, switching to more traditional forms of secondary power, or the ship remains detectable by anyone looking for such signatures.

## Utility Turrets

In various places around the outside of the ship are mounted pop-out turrets for non-weapons systems including the a few of the Large variant of the [MultiStruct Multitool](#) for collecting matter and resources from nearby asteroids and debris, several strategically-placed [Scalable Graviton Beam Projector Array](#) and [articulated grappling arms](#) for manipulating objects outside the ship, and [Harpoon Cables](#), adapted from the [Courier 2c 'Collector'](#) for anchoring and towing.

## Weapons

As a [civilian](#) agricultural ship, the Daikoku's armaments are based around point defense in its default configuration. The point-defense systems are pop-up/retractable so during non-combat situations they are enclosed beneath the hull plates.

In its default configuration, it has [six free On-Tier-Weapons<sup>4\)</sup>](#) or [Tier-Equivalent Weapons Groups](#) slots.

## Plasma Projection System

The ship is armed with a [Plasma Projection System](#) array comprising various sizes of emitters. These also serve as secondary engines and maneuvering verniers, increasing the acceleration profile, maximum speed, and maneuverability of the ship. By redirecting power from the plasma system that powers the ship's propulsion, it may use up to two [On-Tier-Weapons](#) worth of its excess weapons limitation capacity to muster up the remaining [Tier Equivalent Weapon Groups<sup>5\)</sup>](#) worth of firepower in variably-sized plasma cannons and smaller plasma guns by using magnetic direction to weaponize the ship's drive and maneuvering engine nozzle output. This negatively impacts the ships speed and maneuverability, however, the more power diverted from propulsion to weaponry. The effect is more and more pronounced the more free capacity that is used in this manner.

## Default Defensive Loadout

Per corporate policy, the ship may only be sold armed within the [Yamatai Star Empire](#). It is sold commensurately more cheaply if unarmed. In general, the Daikoku is armed only with point-defense weapons and its [Plasma Projection System](#).

- 64 x ["Taihō" Autocannon](#) (Tier 9 Heavy Anti-Mecha Small Craft Defense)
- 96 x ["Suzukaze" Mini-Missile Launchers Type 43](#), 250x80mm (Up to Tier 8, Medium Anti-Mecha)

Small Craft Defense)

- 256 x "[Tachikaze](#)" [Point Defense Cannons Type 43](#) (Tier 6 Heavy Anti-Armor Point Defense)
- [Plasma Projection System](#) (Variable-Tier Multipurpose Weapons System)

## Ship Variants

The Daikoku-Class are support-type starships specializing in food production, and it is most common for the ship to split production between plant and animal based products. However, it is nearly as common for the ship to specialize in just one or the other.

### Horticulture Specification

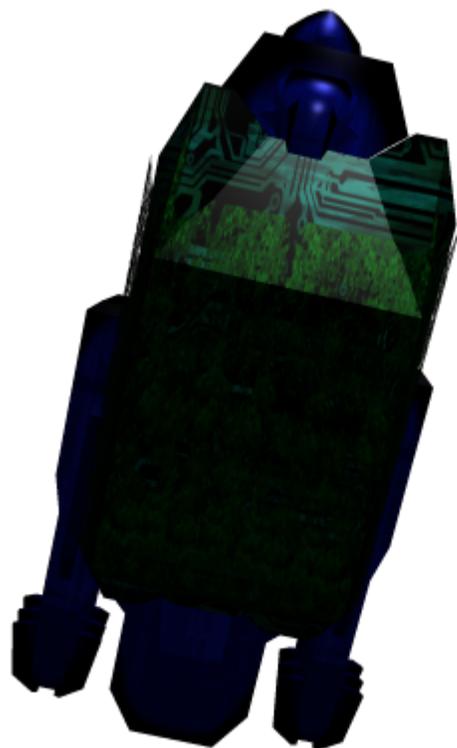
Within the Horticulture-specified Daikoku, all animal cloning, barns, and other livestock areas are entirely replaced by an additional [horticulture module](#).

#### Named Horticulture

One of the number of this variant, was [The Pillars Of Community](#).

### Livestock Specification

Within the Livestock-specified Daikoku, all fields, hydro- and aeroponics, and rice paddies are entirely replaced by an additional [livestock module](#).



## Kagutsuchi Specification

Though not a Agriculture variant specifically, there is a ship of Daikoku line of starships made specifically for Fabrications. Here metals go to get made into items whether weapons, armor or other technology as required. This ship was also desired by the original designer as a way to help the Colonial Initiative.

## Brewing Variant

The other is a special variant called 🌾 [Sukunabikona](#) that uses the space granted to it. It uses this space, for grains, vineyards, orchards, and apiary like a traditional Daikoku Horticulture variant, however, those aren't the only things that were on the ship. It had a massive brewery facility which also contains a much larger water tank, in addition to water purification facilities. Additional systems include fermenting and finishing vats, with the specific kinds for [beer](#), 🍷 [whiskey](#), 🍷 [wine](#), 🍷 [cider](#), 🍷 [plum and apricot wine](#), 🍷 [mead](#), and [Moon's Nectar](#). In addition to aging cellars to aid it. This variant is owned and operated by the [Tokyo Brewing Company](#).

## OOC Notes

[Charaa](#) created this article on 2021/04/21 22:34. To collaborate with [Andrew](#) and [Yuuki](#) who had been a great help.

Approved by [Wes](#) on 2022-09-23 in [Approval Thread](#)

<b>Products &amp; Items Database</b>	
<b>Product Categories</b>	starships
<b>Product Name</b>	Daikoku-class Agricultural Ship
<b>Nomenclature</b>	Yu-L4-1A
<b>Manufacturer</b>	<a href="#">Yugumo Corporation, Yugumo Fleetworks</a>
<b>Year Released</b>	<a href="#">YE 43</a>
<b>Price (KS)</b>	149.90 KS

1)

such as [CAMIE M11 Construction Mecha](#)

2)

With backup power equivalent to its typical battery.

3)

or the correct keypad sequence

4)

[Tier 14, Anti-Capital Ship](#)

5)

individual weapons limited to a maximum [DR 10](#)

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