

Yūgure-class Merchant Destroyer

A civilian market destroyer-class vessel. Designed to protect the fleet of the [Yugumo Corporation](#). It became available in [YE 43](#).



Yūgure (夕暮) is the translation for 'twilight' in [Yamataigo](#) (邪馬台語).

History and Background of the Yūgure-class

The [Star Army of Yamatai](#) cannot be everywhere and the [Kikyo Sector](#) is not free of dangers. Threats to commercial shipping lanes and transit corridors from pirates or the enemies of the [Yamatai Star Empire](#) were a reality at the beginning of [YE 43](#). Even if the [Star Army of Yamatai](#) managed to end the [Kuvexian War](#), there would likely be hold outs and pockets of resistance for years to come. While the [Yugumo Corporation](#) had complete faith in the [Star Army of Yamatai](#), with most of their higher-ranking corporate officers being former officers of the Star Army, the company was required to make a decision to protect its interests and assets as they continued to expand their ventures and other efforts in the sector.

The [Star Army of Yamatai](#) career officers of the [Motoyoshi Clan](#) were happy to provide input and design oversight for the project. The overall consensus was the desire to create a ship with destroyer capability that kept the design ethos of products the company had launched in [YE 42](#) like the [Misha-Class Explorer](#). In 1月 43年, [Ketsurui-Motoyoshi Katsuko](#) stepped in to provide insight into the design. She further stressed the desire for the ship to be more than a defense vessel, but rather another multi-role capable ship for the [Yugumo Corporation](#) and its clients.

It was decided early in production that the design would use similar hull schematics as the [Misha-Class](#)

Explorer. Higher-grade armor materials were used to make the ship more durable in combat. The shuttle bay has been widened slightly to increase accessibility in this design. The weapons designs were influenced by the direction of **Motoyoshi-Kotoku Sui**, who became **Semu** of **Yugumo Fleetworks** in the first month of **YE 43**.

Description

The Yūgure-class is classified as a Merchant Destroyer. It is designed to be a small, maneuverable ship capable of providing escort to larger corporate-owned vessels like colony ships, agricultural ships, factories; as well as cargo haulers.

Mission Specialization

This ship is ideal for fulfilling the following mission profiles.

1. Asset Protection and Escort
2. Anti-Pirate Operations

Appearance

The Yūgure-class is very similar to the **Misha-Class Explorer**. It has the sleek maritime-esque hull and the **Yūzuki** (夕月, "Evening Moon") hull paint and texture. Rather than the Misha-Class style 🌐 **catamaran** formation for the nacelles, the nacelles are in an in-line vertical formation above and below the hull. The hull profile is designed to be compact to reduce vulnerabilities. The shuttle bay and aft section of the ship are also wider than the Misha design.



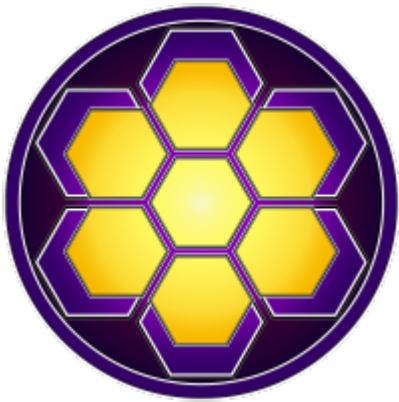
(Yūgure-class, Lateral View)

Statistics and Performance

Protector of wealth and industry; a pirate hunter a heart. The Yūgure-class is a potent reminder that the pursuit of success in space requires patience and potency.

General

General Information for the Merchant Destroyer.



General Statistics for the Yūgure-class Merchant Destroyer	
Year Introduced	YE 43
Class/Nomenclature	Yu-D1-1A
Alternative Nomenclature	None
Designers	Yugumo Corporation, Ketsurui-Motoyoshi Katsuko, Motoyoshi-Kotoku Sui
Manufacturer	Yugumo Corporation
Brand	Yugumo Fleetworks
Fielded By	Yugumo Corporation
Range	Unlimited
Maintenance Cycle	Every 2 Years
Lifespan	20 Years of Continual Use
Pricing	500,000 KS (3,125,000 KS with Chairman Upfit Package)

Like all [Yugumo Corporation](#) designs, any sales outside of the [Yamatai Star Empire](#) are adjusted to be sold without weapons. In such a case, the weapon mounts are still present on the ship and the customer is welcome to outfit the vessel themselves.

Passengers

- **Crew:** 1 to 8 individuals for recommended operation.
- **Maximum Capacity:** There are accommodations for 8 people, 16 with double suite occupancy. About 50 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

- Length: 210 meters (688.98 feet)
- Width: 85 meters (410.87 feet)
- Height: 180 meters (590.55 feet)
- Decks: 04 (4 meters each)

Propulsion and Range

This ship fits the [Starship Speed Standard](#).

- [Mizu II Series Continuum Distortion Drives](#): 0.01c to 16,500c
- [Yumeoibito Hyperspace Fold Drive](#): 0.5LY/min
- [Hoshi III Series Multi-stage Turbo Plasma Drives](#): 0.275c
- Ground Speed (Hovering): 500km/h
- Max. Atmospheric Speed: 🚀 [Mach 2.4](#)
- Range: Theoretically Unlimited.
- Lifespan: 20 Years of Continual Use.
- Refit Cycle: Every 2 Years.

Unlike the [Misha-Class Explorer](#), the Merchant Destroyer is not capable of landing.

Damage Capacity

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

- [Damage Rating \(Version 3\)](#): Tier 11
- Shields: Tier 11 (Barrier)

Inside The Ship

The main hull of the Yūgure-class uses a very similar shape as the [Misha-Class Explorer](#), so many of the compartments are the same as that vessel.

Deck 1

The first deck of the Yūgure-class:

Observation Lounge and Briefing Theatre

Deck One consists of the observation deck. It is dominated by a large observation lounge with panoramic views (port and starboard) through [Transparent Durandium](#) windows. Alternatively, straying from the [Misha-Class Explorer](#), the Yūgure-class has a briefing theatre structure with lounge with chairs and a [Volumetric Display](#).

KAIMON Communications and Sensors Package

The aft part of the observation deck has an access-controlled, sealed room where components for the [KAIMON-Gate](#) communications and sensors are housed.

Deck 2

The Second Deck of the Merchant Destroyer.

Escape Pod Bank and Bridge Hall

On the port side of the deck, the three [Ge-X3300 - Type 33 Escape Pods](#) are housed. They're designed to be launched through diagonal tubes that emerge just to the side of the observation pod.

The bridge creates an obstruction that forces traffic purposely through the hallway to the escape pods to get around the bridge, as a security measure. In the event the ship has been boarded, the bridge and hallway can be sealed with bulkheads.

Bridge

The bridge of the Yūgure-class uses the [Misha-Class Bridge Module](#).

Crew/Passenger Suites

The crew/passenger suites 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. In some cases, these rooms can be modified into offices or other uses depending on the needs of the customer.

Galley and Dining

The ship's [galley](#) and dining room offer a variety of cooking stations such as stoves and ovens, food

preparation areas, and temperature-controlled refrigerator and pantry storage. Dining room packages over a variety of tables and seating as well as buffet setups depending on the needs of the customer.

There are [Yugumo Standard Housekeeping Closets](#) in this area.

Greenhouse

A carry-over from the [Misha-Class Explorer](#). It was left with the expectation that the ship would one day accompany colony fleets from the [Motoyoshi Colonial Sector](#).

A small-scale greenhouse designed for the growing of 🍌 [fruit](#) and 🥬 [vegetables](#), it includes sprinkler systems, advanced temperature control systems, modified spectrum lighting, and storage areas for fertilizer, soil, and seeds. It was designed with possible survival situations in mind to provide fresh food. Some customers may just want to use this area to garden 🌸 [flowers](#) or other ornamental plants for hobby purposes.

Armory

The armory does not come with stock. The customer is expected to purchase their own weapons inventory. It includes a sealed reinforced chamber with [Forcefield-Nested Isolation Doors](#).

Weapons Parts Storage

A storage area is stocked with parts for the ship's weapons systems and minor assembly facilities to assist with installation and repair of these offensive systems.

Shuttle Bay Viewport

At the aft end of the deck, there is a [Transparent Durandium](#) viewport which overlooks the shuttle bay below.

Deck 3

The third deck of the Merchant Destroyer.

Shuttle Bay

Located at the aft-most section of the ship, the shuttle bay spans two decks and features a viewport that

overlooks the shuttle bay from Deck 2. It has one large door that faces aft. When opened, the force-field-contained opening in the hull can have shuttles exit without creating a vacuum within the ship. The shuttle bay on this ship is relatively small, and can only fit a few small or medium-sized shuttles.

Engineering

The Engineering and systems compartment of the Yūgure-class spans two decks at the aft of the ship. 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.

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

Laundry

Exploring the frontier can be dirty work. The Yūgure-class has a large laundry facility to solve the dirty problems of most adventurers. There are washing and drying machines as well as tables for folding or stacking clothing and other linens.

There are [Yugumo Standard Housekeeping Closets](#) in this area.

KAIMON Chamber

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

Bath House

The Yūgure-class has an expanded Bath House on Deck Three. The Bath House is designed with those who aren't afraid to get dirty in mind. It is the place to get clean after fighting dirty pirates. The Bath House comes equipped with three showers and two bathtubs, as well as a Head for those who need to relieve themselves after those strange, alien, spicy tacos.

There are [Yugumo Standard Housekeeping Closets](#) in this area.

Cargo One

Cargo One is the smaller of the two cargo areas. It can fit several smaller-sized [Standard Starship Cargo Containers](#). There is a cargo lift that provides access to Deck 2 (for Weapons Storage Access) and 4 (Cargo Two) to allow for the easy movement of containers and goods. Modular sections can be adjusted to different sizes and placements for straps and other devices to secure cargo are built-in. Cargo One also provides access to the Vehicle Storage Area and Airlock for easy loading.

There is a [Scalable Graviton Beam Projector Array](#) in the center of the rear wall, and one in the center of the ceiling, for handling cargo. A pair of [cargo grapplers](#) are located on a gantry above, along with traditional cranes and lifts. Modular sections that can be removed or adjusted to different sizes and placements for straps and other devices to secure cargo are built-i

Power Armor Storage

Cargo One has been modified to include a small civilian power armor storage bay that uses the already in place airlock structure.

Vehicle Storage and Ramp

Located in the bow of the ship under the Weapons Parts Storage, the Vehicle Storage Area which is joined to Cargo One provides a great place to store a couple of vehicles, a boat, or other craft for use on planetary excursions. Since this ship cannot land, units have to be dropped or hauled to the surface. This Bay can also be modified to carry 1-2 small civilian fighter ships.

Deck 4

The fourth deck of the Merchant Destroyer.

Lower Engineering

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.

Cargo Two

The larger of the two cargo areas on the Merchant Destroyer, Cargo Two provides room for more [Standard Starship Cargo Containers](#) or other cargo and has access to the airlock for easy loading and offloading of goods.

There is a [Scalable Graviton Beam Projector Array](#) in the center of the rear wall, and one in the center of the ceiling, for handling cargo. A pair of [cargo grapplers](#) are located on a gantry above, along with traditional cranes and lifts. Modular sections that can be removed or adjusted to different sizes and placements for straps and other devices to secure cargo are built-i

Subsystems

Below are the systems of the Yūgure-class Merchant Destroyer.



(Yūgure-class, Dorsal View)

Yūgure-class Hull and Frame Construct

The Yūgure-class utilizes a primarily [Yamataium](#)¹⁾ hull structure. All windows and viewports utilize [Transparent Durandium](#).

Yūgure-class Hull and Frame Assembly	
Primary SpaceFrame	Forcefield Reinforced Yama-Dura Major Truss
Secondary SpaceFrame	Yama-Dura Secondary Truss and Rod Assembly
Outer Plates	Sitearium coated Yamataium Plate with Omnihue matrix
Lining	Yarvex Lining

Power Systems

The Yūgure-class uses [Kaminari Quantum Foam Generator](#)ss with an integrated capacitor system to provide secondary power. Secondary Power can last 2-4 days (non-combat) or 8 hours (combat) in an emergency.

Propulsion Systems

The Yūgure-class utilizes a modified [Mizu II Series - Nami 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 Yūgure-class is equipped with two [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.

For hyperspace fold, the Merchant Destroyer uses a [Yumeoibito Hyperspace Fold Drive](#).

The Yūgure also has an Anti-Gravity System for landing and atmospheric operations.

Integrated Eletronics

The Yūgure-class is equipped with the [KAIMON-Gate](#) suite with its included communications and sensor systems. It also has the uplink and [PANTHEON/SYNC](#) connect module.

In addtion to its [KAIMON Kagami sensors](#), there are also a [Mineral Scanner](#) and [SachiTech Tech-Scanner](#) available to the science officer.

Life Support and Environmental

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

Shielding

The Yūgure-class's [Mizu II Series - Nami 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.

Emergency Systems

The Yūgure-class Explorer 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.

In the event of a catastrophic failure or impending doom, the ship has three [Ge-X3300 - Type 33 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.

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 Yūgure'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

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. Both the point-defense and anti-starship turret systems are pop-up/retractable so during non-combat situations they are enclosed beneath the hull plates. Weapons requiring ammunition store it in a [Yugumo Standard Magazine](#).

- 12 x ["Tachikaze" Point Defense Cannons Type 43 - Tier 6 \(Heavy Anti-Mecha\)](#)
- [Plasma Projection System \(2 Tier Equivalent Weapons Groups\)](#)
- 6 x [Super-"Yakaze" Series Anti-Starship Turrets Type 43 - Tier 11 \(Medium Anti-Starship\)](#)



(Yūgure-class, Aft View)

OOC Notes

[Andrew](#) created this article on 2021/01/13 23:18.

- [Approval Thread](#)
- Minor update to [KAIMON](#) from [MIKO Electronics Suite](#) in [YE 43](#).

Products & Items Database	
Product Categories	starships
Product Name	Yūgure-class Merchant Destroye
Nomenclature	Yu-D1-1A
Manufacturer	Yugumo Corporation , Yugumo Fleetworks

Products & Items Database	
Year Released	YE 43
Price (KS)	500,000.00 KS

1)
Yugumo Corporation is a major corporation in the Yamatai Star Empire with authorization to produce products with this material.

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