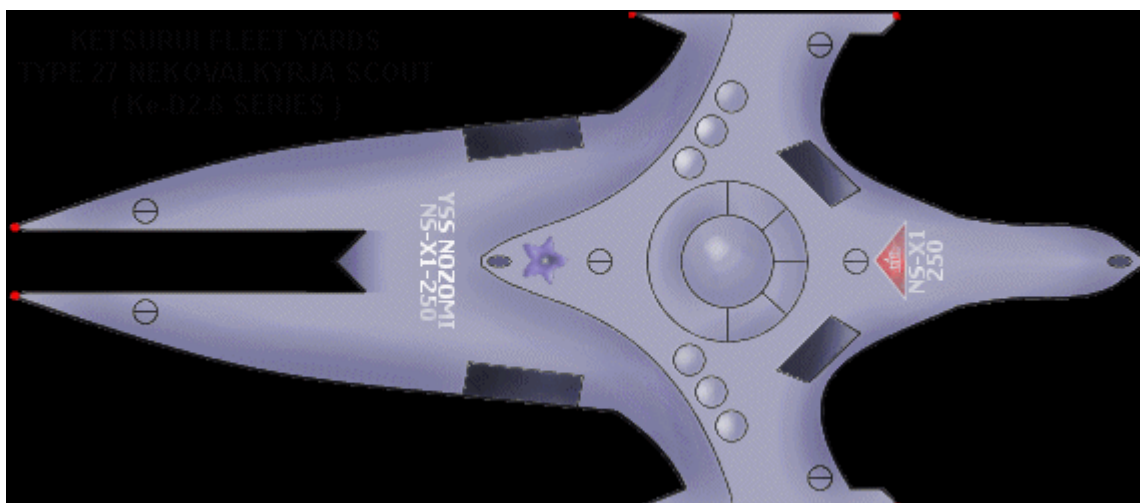
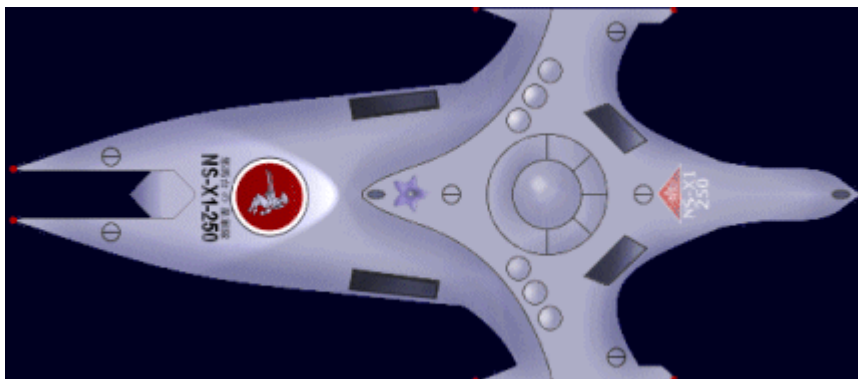


# Nozomi-class Scout

Drawing from the best of a long line of successful scout ships, the sixth model continues the tradition of greatness, in a new package with a new philosophy. Designed from the inside-out, the latest [Yui-class Scout](#) looks much different than its predecessors. The ship can be run by a single [Nekovalkyrja](#) from a monitor room, overseeing the rest of the ship, and sports a powerful main gun. This Nekovalkyrja Scout ship is designed for mid-term, extremely-long-range scout and raiding missions on its own, with a very small crew complement. The weapons of the ship are multipurpose, quickly adapted to new situations, and are more than adequate for the ship's small size, and the ship carries the powerful sensors that made the past scout ships in its family so very successful. The Nozomi Scout Ship is also known as the *Yui 6 Recon-Scout Destroyer* and the *Type 27 Nekovalkyrja Scout Ship*.

The Nozomi is a small starship that isn't intended for a large crew. While it is an excellent (and very tough) scout, its usefulness in other missions is limited by its small mecha complement, sparse crew facilities, and its undersized cargo capacity. Luckily, the docking ports on either side of the ship may be used to carry additional modules to alleviate the cramped vessel's shortcomings.



## History

The [Yui-class Scout](#) was developed in YE 22 by [Ketsurui Yui](#) and her team of [SARA](#) researchers to take

advantage of the latest and best technology available. Part of the KFY generation of ships such as the [Ketsueki](#) and [Yuumi](#), the Yui has shown itself to be extremely capable both as a warship, and as an intelligence craft. The high production numbers and superb design ensured the Yui-Class Recon-Scout Destroyer would remain a prevalent starship for a long time to come. Originally designated as a general-purpose stealth destroyer, the Yui was later changed to a command destroyer when a package of sensors and computing supplements were installed on the class, including the Kessaku-built [MEGAMI](#) Quantum Computer System. This made it ideal for intelligence and command operations. Then, in the time shortly before the onset of the Mishhuvurthyar war, the design underwent a substantial review and upgrade to its internal systems and weapons systems to increase its effectiveness and survivability.

The Yui's main problem was the lack of a dedicated command center on board, which in [YE 24](#), led to its reclassification as a scout (and for some models, a patrol) destroyer, a role the ship was much better suited to. In late [YE 24](#), SARA ceased Project Yui and gave full control of the design to [Ketsurui Fleet Yards](#). By then, the massive shipbuilding organization was building its own combined distortion drives and had expanded to many worlds, with shipyards across the [Yamatai Star Empire](#). In late [YE 25](#), the 4th redesign of the Yui resulted in an advanced fifth version, the Nekovalkyrja Recon-Scout Ship. The Type 27 Nekovalkyrja Scout Ship (Built in [YE 27](#)) is not built on the same frame and hull as the previous five ship types in its family, but rather takes a bold step forward with its powerful new design. The [YSS Nozomi](#) was the first of this class.

Despite the loss of two the Nozomi's sister test ships, the [YSS Ongaku](#) (NS-X1-253), lost to the [Mishhuvurthyar](#)) and YSS Tomo (NS-X1-254, lost in hyperspace/CDD speed testing), the design has been successful and is expected to see mass production in the future. The YSS Nozomi (NS-X1-250) successfully made first contact with two previously unknown species during its maiden voyage. The other two original Nozomi-type starships are the YSS Onegai (NS-X1-251) and the [YSS Mirai](#) (NS-X1-252). A sixth prototype was secretly given to the famed mercenary “Ketsueki” for testing by [Ketsurui Fleet Yards](#).

Since its introduction, the Nozomi class has become one of the most preferred ships in the Star Army. It received major upgrades (primarily to weapons systems and the MEGAMI) in [YE 29](#) and in very late [YE 30](#) when it received a [Type 31 Electronic Warfare Suite](#).

## Statistical Data

### Basics

#### Organizations Using This Vessel

- [Ketsurui Fleet Yards](#)
- [Star Army of Yamatai](#)
- [Yamatai Star Empire](#)
- Type: Long-Range Recon, Scout, and Survey Ship
- Class: Ke-D2-6E Nozomi
- Designer: [Star Army Research Administration](#)

- Manufacturer: [Ketsurui Fleet Yards](#)
- Production: Hundreds produced for the Star Army. Quite common.

Crew

- Crew: A minimum of one operator. Standard crew is 9, one captain and four crew for each of two shifts.
- Pilots: 16 Mindy M2 pilots, 3 Shuttle Pilots. Total of 28 crew and pilots when fully manned.
- Maximum Capacity: 120 [Nekovalkyrja](#).

Dimensions

- Length: 112 meters
- Width: 50 meters
- Height: 10 meters
- Decks: Two and a subdeck.
- Weight: 300,000kg

Appearance: (See picture)

Performance

Cat	Starship Type	Sublight Engines	Distortion Field	Hyperspace Drive
3	Scouts and Fast Escorts	.375c (~112,422 kilometers per second)	19,723.5c (2.25 ly/h)	447,066c (0.85 ly/m)

- (Aerial): Mach 15 in atmosphere (With shields). The ship has landing gear and full VTOL capability.
- (Water): Up to 100 kmph underwater. The Type 27 can float on the surface of a body of water.
- Range (Distance): Limited only by the lifespan of the vessel. Crew can be put in stasis indefinitely.
- Range (Support): Practically, the ships should replenish life support at least every six months.
- Lifespan: The vessel is estimated to operate for at least 50 years of constant use.
- Refit Cycle: Frequent minor modifications while in service through the PANTHEON automatic upgrade system.

Damage Capacity

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

- Hull: 20
- Shields: 20 (Threshold 2)

## Inside the Nozomi Scout Ship



### Armory

Located forward of the bridge, the armory is in an armored, cooled, static-free vault that contains small arms for the crew.

As of early YE 29 the standard Nozomi armory includes the following:

- 50 KZ Type 28A Nekovalkyrja Service Pistols with 100 Additional BR-28 battery magazines
- 20 KZ Type 28 Nekovalkyrja Submachineguns with 80 Additional BR-SMG battery magazines
- 50 chargers each for BR-28, BR-P50, and BR-SMG and 5 chargers for BR-M20 (for W2701)
- 75 Type 28 Army Multi-Species Environmental Suits (many more are located on the ship)
- Weapon maintenance supplies, cleaning kits, and spare parts (such as human grips)
- Armory stocks may also include GP-12B rifles instead of KZ SMGs, and GP-13 pistols instead of KZ NSPs, plus explosives, grenades, and body armor as needed and/or available.

### Bridge

The Nozomi's small, utilitarian bridge features a holographic system that projects a large viewscreen at the front of the ship, with smaller floating windows as needed. Two stations are at the front of the bridge, with a captain's station in the rear center, flanked by a nook on either side. Each of these nooks contain two stations. Control stations and their locations are: Commander (Rear center; can also be used as helm control through SLICS; manned by captain), Weapons Systems (SLICS and dual-joystick controls; Located in the front left of the bridge), Helm (SLICS and dual-joystick controls; Located in the front right of the bridge; manned by pilot), Combined Field System Control (In the left nook, right of Mission Operations; manned by technician), Mission Operations (In the left nook, left of Field System; used for navigation, research, etc.), Communications (Located in the right side nook, to the right of Sensors; manned by communications officer), and Sensor Systems (Located in the right side nook, to the right of

Communications; manned by science officer). The torpedo tube can be seen running across the bridge ceiling.



## Crew Quarters

There are three locations for quarters.

## Staterooms

Nozomi's four staterooms are not all that luxurious. They do not have their own bathrooms. A single, queen-size bed is each room's most prominent feature, and is the only piece of furniture besides the wooden desk between it and the wall on the door side. Opposite of the door and on the other side of the bed, the wall is made up of various storage compartments. These four rooms are intended for 2 officers each.

## Pilots Room

Located in the forward section of the main deck, on the port side are the quarters designated for the shuttle pilot. The occupants use the shared bathroom and other amenities. There are three beds in the room, a single and a set of bunk beds. There are lockers for the occupants, and a small desk.

## Bunk Room

Located amidships is the Mindy Pilot Bunk room. This room is the most spartan living space on the ship. There are nine bunk beds, and the occupant's gear is stored in foot lockers. The occupants use the shared bathroom and other amenities.

## Medical and Laboratory

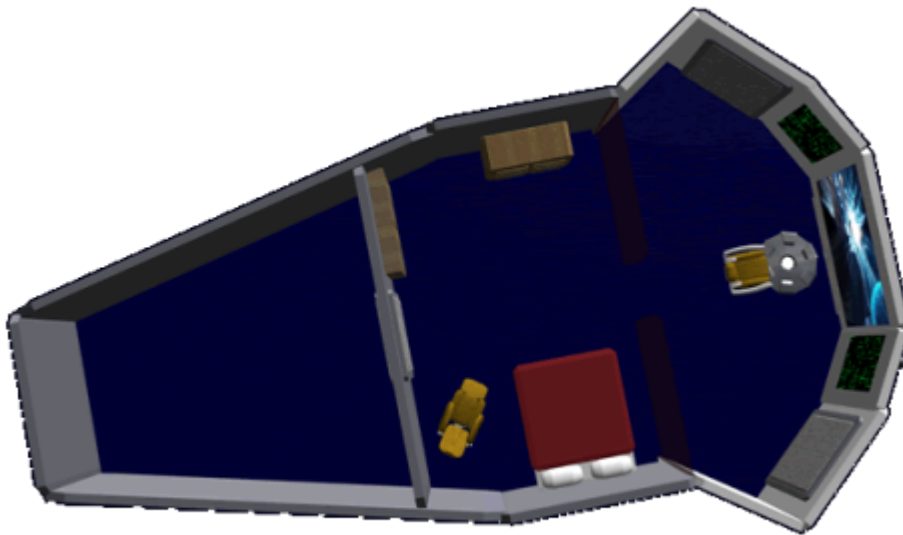
The ship contains a decently-equipped (but small) combined laboratory and operating room (called "medbay") that is designed to be versatile. Medical procedures, some experimentation, memory backups, body synthesis, and if necessary, torture of prisoners can be performed here. The medbay is a rectangular room, with one entry (the door leading to the port passageway) and three doors on the opposite side leading to containment cells, which double as a brig. These rooms and the lab itself can clean themselves and sterilize their equipment automatically using a combination of mechanical and nodal processes. The medbay has an impressive variety of tools for its size, relying mostly on the nodal system to replenish medical supplies. Supplies are stored in two cabinets (one on the left and one on the right) and the room generally holds up to three beds (or similarly-sized neko containers) side by side. In the event a large number of casualties must be treated, medical personnel may use the bunks in the adjacent sleep bay for treatment.

## Mindy Bay (2)

Like the shuttlebay, the floor is a glossy, polished black and the walls are made of the typical gray paneling found in most Star Army ships. Specially designed racks and a mass of red straps and black buckles hang on the wall where power armor would be if the ship is fully manned. From the door one can look out directly into space through the forcefield in the rectangular opening.

## Monitor Room and Captain's Quarters

The monitor room contains a single comfortable gray suede leather chair, surrounded by technical readouts and information, white walls and a white ceiling. Designed for monitoring and controlling the computer and the starship, the monitor room is filled with many screens, both small and large, pouring out data and schematics. Several holographic panels float around the chair in midair, too. This setup is the Ship Interior Systems Control Station. The MEGAMI system is located under and can be accessed through the monitor room. Thick, dark red (or navy blue) curtains normally separate the monitor room from the Captain's cozy bedroom. Inside, the thick, soft, red carpeting matches the curtains. The room is lit more dimly than the rest of the ship using lamps placed throughout the interior rather than ceiling lights. There is a very comfortable bed that is a little on the small side, a dresser, a bookshelf (with straps across the books to keep them from going anywhere if gravity failed) and a reclining chair. A closet is in the back.



## Passageways

The Nozomi has [Palace-Style Passageways](#). There are two main passageways on the ship, one on the port side and one on the starboard side. The two connect at the front of the ship (and a hallway near the bridge, added in the 6C upgrade) and terminate at the airlocks in each docking pylon. The hallways turn outwards towards the pylons at the door to the bridge. At the shuttlebay, the passageways lead into the bay through airtight doors, and also down a stair-ladder to to a access crawlway that runs beneath the shuttlebay.

## Shuttlebay

The Nozomi's shuttlebay runs from one side of the ship to the the other, and holds three shuttlecraft. There are openings into space on each end; atmospheric pressure is contained by forcefields in the doorways. Its floor is a glossy black and the walls are a soft gray. If the bays are going to be used for some recreational purpose, the ship has netting that can be attached to rings that line the interior about a foot inside from the forcefield; these nets prevent people and objects from accidentally being pushed, thrown, or stumbling into the vacuum.

## Ship Systems

### Armored Hull



The key substance that makes up the .5-meter-thick hull of the ship is [Yamataium](#). The frame of the ship is [Zesuaium](#), while armor plates are made of [Xiulurium](#)-coated Zesuaium and Yamataium. Zesuaium and Yamataium's main vulnerability is to antimatter weapons. Please note that the Type 27 Nekovalkyrja Scout has no windows.

### **Ablative Armor (optional)**

In addition to their Zesuaium-reinforced hull plating, Yui-Class scout ships have the ability to deploy 25cm of heavy armor over the entire hull of the ship, including areas normally exposed such as the CDD, thrusters, and sensors. When the armor takes damage, it flakes away in a controlled manner (ablation), absorbing the destructive force. The armor can then be repaired using hemosynthesis, making the armor self-regenerative. A combined Photonic/Gravitonic field further protects the armor from scalar fields.

### **Graviton Beam Projector (6)**

This device creates a stream of gravitons which can be used to tow other spacecraft or shuttles. The projector is ineffective against ships using gravitonic shielding.

### **Mounting Ports (2)**

Located at the end of the “wings” of the starship, these attachment systems include full umbilicals and airlock systems. Mission-variable weapons or sensor systems (or shuttles) can be attached to the mounting ports, or the ports can be used for docking with another Type 27 Nekovalkyrja Scout Ship or with a Type 24 or Type 26 lift shaft airlock. The sealing systems are self-adjustable so that the Type 27 Nekovalkyrja Scout Ship can interface with nearly any type of circular airlock hatch under a certain size.

### **Rapid Launch Bays**

The ship's exterior is equipped with four large rapid-launch bays, which are forcefield-contained openings in the hull. The bays make it possible for power armors to leap out into space and into combat at their convenience. The ship contains standby units and extensive facilities for repair, maintenance, and construction of the power armor. If the bays are going to be used for some recreational purpose, the ship has netting that can be attached to rings that line the interior about a foot inside from the forcefield; these nets prevent people and objects from accidentally being pushed, thrown, or stumbling into the vacuum.

### **Emergency Systems**

The Nozomi includes all [Star Army Standard Starship Emergency Systems](#).



## Escape Pods (10)

Ten [Ke-XS-2600es](#) escape pods are located on board, near the bridge area. There are six on the top of the ship and four on the underside.

## Self-Destruct

Although the Nozomi Scout Ship lacks a dedicated self destruct system (primary for space efficiency reasons), the ship can be destroyed from the monitor room by deliberately overloading the generator and capacitor system. The process takes only a few seconds and results in an aether energy explosion powerful enough to totally destroy the ship (and anything within 2500 km). Added in Ke-D2-6c2 upgrade.

## Soul Savior Pod (1)

See: [Soul Savior Pod](#)

## Combined Field System

The Type 27 Nekoalkyrja Scout has an excellent [Combined Field System](#) that can protect against up to 2.5 YottaWatts worth of damage ( $2.5 \times 10^{21}$  joules a second) per 1 square meter area in either kinetic or energy form.

## Life Support Systems

### Hemosynthetic Conduit Systems

See [Hemosynthetic Conduit System](#) (Nozomi also has a [Matter Collection System](#))

### Conformal PSC Device

See: [Psionic Signal Controller](#). Added in Ke-D2-6c2 upgrade.

## Recycling

The ship has a very thorough recycling system, tied into HSCS-2, which breaks down anything classified into "waste" into its atomic components. The air recycling system (which is segmented and highly monitored for security reasons) can support up to 120 NH-17 or NH-22 personnel up to twenty years (the KFY recommendation, however, is to replenish it at least every six months). Water can be recycled for

twenty years as well.

## Nodal System

See: [Nodal System](#)

## Sensors and Communications Systems

The *Nozomi* is equipped with the [MEGAMI Integrated Electronics System](#) and [Type 31 Electronic Warfare Suite](#) and is equipped with a [Psionic Signal Controller](#).

## Weapons Systems

### KFY Type 27 Superheavy Weapon

This main cannon transposes the space between two lines, causing the space-time continuum of an area to collapse on itself. The aftereffects of the the tear in the dimensional branes then cause a filling of the beam path with a spill of quintessent “dark energy.” The superheavy weapon is environmentally unfriendly and its use is generally avoided, especially within Yamatai space, as the area becomes a “subspace sandbar” in which hyperpulse and continuum distortion-based superluminal drive systems do not function.

- Location: Forward weapons modules
- Primary Purpose: Anti-starship
- Secondary Purpose: Anti-fleet
- Damage: [DR 5](#) (Anti-Starship) over a 100-mile wide area.
- Range: 20 through to 4,500,000 miles (cannot hit anything <2.5 miles from the ship)
- Rate of Fire: Once every minute.
- Payload: Effectively unlimited, so long as the ship provides power.

Note: Systems that make up this weapon were built in a modular fashion so that the ship's main gun could be easily switched with other modules (weapon systems, additional crew space, sensor arrays) at a later time, if desired. Exchanging the KFY Type 27 Superheavy Weapon in this fashion requires about 6 hours. Many Nozomi scouts are have replaced their Type 27 Superweapon with the [Ke-D2-W2900 Phased Pulse Cannon](#).

### KFY Type 29 Phased Pulse Cannon (1, Alternative Main Weapon)

See: [Ke-D2-W2900 Phased Pulse Cannon](#)

## KFY Type 27 Torpedo Tube (1)

See: [KFY Type 27A Torpedo Tube](#)

## Variable Weapons Pods (36)

See: [Star Army Weapons Pods](#)

## Vehicle Complement

- [Ke-M2 "Mindy" Series of Power Armor](#) (16, 8 in each rear bay)
- Super Phalanx M1 Power Armor (formed as needed - maximum of 3)
- [Ke-T4 "Fox" Combat Aeroshuttle](#) (3, in forward bay)

## OOC Notes

Authored and approved by [Wes](#) on December 3, 2004 <sup>1)</sup>

Star Army Logistics	
First Used	<a href="#">YE 27</a>
Last Review	<a href="#">YE 30</a>
Products & Items Database	
Product Categories	starships
Product Name	Nozomi-class Scout
Nomenclature	Ke-D2-6E
Manufacturer	<a href="#">Ketsurui Fleet Yards</a>

<sup>1)</sup>

<https://stararmy.com/roleplay-forum/index.php?threads/upgrades-for-the-nozomi-scout-ships.11276/>

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