

# YSS Kaiyō

YSS Kaiyō, [NG-X1-440](#), is a [plumeria\\_gunship](#) built at [Gemini Star Fortress](#) by [ketsurui\\_fleet\\_yards](#) in [YE 38](#) for the [star\\_army\\_of\\_yamatai's First Expeditionary Fleet](#) in the [6th Squadron](#). She is [commanded](#) by [Shosa teien\\_eden](#).

As of 7日 6月 **YE 39**, the YSS Kaiyō has been declared too damaged to continue use, and has been subsequently decommissioned and salvaged for parts. The ship's namesake was carried onto the [YSS Kaiyō II](#).

*This article is about the ship. For plot information, see [yss\\_kaiyo](#).*



## About YSS Kaiyō

The YSS Kaiyō attempts to dismantle the Kuvexians in their own space by venturing far from the Kikyo sector in hopes of finding their weaknesses and exploiting them.

## Ship Emblem



## Ship IRN



## Ship Motto

*Light in Darkness*

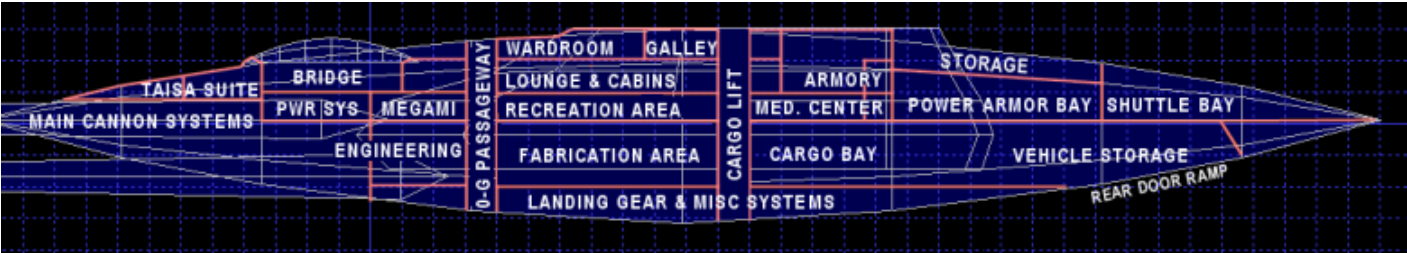
## Ship Name

[Kaiyō](#) means ocean and is the name given to this Plumeria.

## Ship Song

Kaiyō Kaiyō you are a shining star  
Kaiyō Kaiyō bringing us oh so far  
A ship to brave the storms of space  
A ship to stave off any disgrace  
Kaiyō Kaiyō set your sights distantly  
Kaiyō Kaiyō crush opponents abysmally  
A ship to take on any force  
A ship to set its own course  
Kaiyō Kaiyō an ocean of wonderment  
Kaiyō Kaiyō you are a raging torrent  
Waves crash from your mighty hull  
Your crew takes on duties in full  
Kaiyō Kaiyō you are a shining star!

## Map



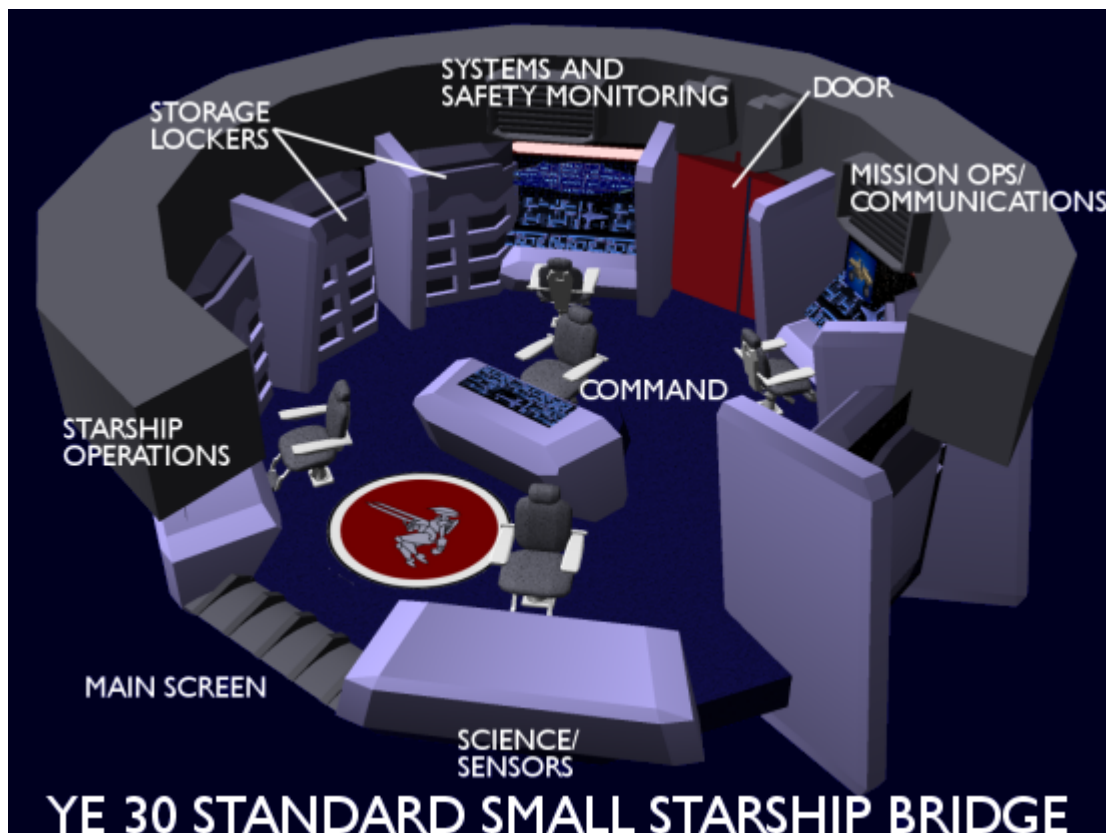
## Interior Spaces

In the interior of the ship, the [ship's rules](#) are posted near the entrances and exits.



## Bridge

The ship's [bridge](#) has a white and red color scheme (colors of the [Ketsurui Clan](#)) and has [Star Army Hinomaru](#) in the bridge carpeting.



In the RP, the bridge is often used for [Mission Control](#).

## Cabins

Cabins consist of [nests](#) or bunks.

## Layout

Taking up decks 4 and 5 on the front end of the ship's main body, Engineering is located below the computer room and the Power Systems room (an upper level of engineering that contains massive capacitors and converters, primarily). Engineering is crowded with loud, tightly-packed machinery and systems. A catwalk runs around the room on Deck 4 in place of a floor. The [Aether](#) power generator here is the most prominent feature, set into the center of the room. The hyperspace unit, near the doorway to the main passageway, is another one of the larger systems found inside. There are fusion reactors (for secondary power), liquid coolant systems, and a number of [maintenance conduits](#) that can be entered from engineering. Engineering also contains a [Damage Control Station](#), near the entrance.

### Maintenance Guidelines

- Aether generator's Zesuaium internal panels should be replaced every 6 months.
- Fusion generators should be occasionally replaced
- Capacitors should be inspected every month and after battle.
- Most equipment on the ship is self-cooling, but major power lines use a liquid coolant system. Check for leaky fittings.



## Fabrication Area

The Plumeria Gunship carries a two-deck-tall area forward of the cargo bay that is dedicated to construction. This chamber contains robotic arms, nanomachine colonies, matter-to-energy converters and refiners, and other implements of industrial construction. The gunship is capable of building items such as power armor, vehicles, and torpedoes (but not organic materials) without having to collect external resources. Larger and/or more complex items take longer amounts of time to fabricate.

This area's doors facing the cargo hold can fold flat against the walls if need; this allows items produced to be moved to the cargo hold, and also allows the cargo hold to be expanded if more capacity is needed.

### Maintenance Conduits

Various small tunnels run throughout the ship, ribbed with support framing and lined with pipes and wiring. These allow access to some of the ship's more remote areas. They have minimal gravity and are usually quite loud inside, due to the vast amounts of electrical systems present in the Plumeria gunship. The complex nature of the starship means technicians will have to visit these conduits every so often to

keep the ship in top working order, especially after intense battles.

### Main Cannon Junction

A four-sided room with a low ceiling (not tall enough to stand in), located beneath the captain's cabins. It sits roughly in the center of the Power Systems section on deck 3. There is a small sliding doorway on each side: two lead to the floor hatches on Deck 2 (in the passageway around the bridge), one rear door to the Power Systems Room (which normally remains locked), and one towards the front of the ship where the gun continues. Near that door on the left side is a large warning notice cautioning about the dangers of vaporization. A round gray manual shutoff switch with a hand-sized rubberized grip bar across is on the other side, with a small panel that reads DISABLED in green or ENABLED in red. Below, a notice declares, "By order of the Star Army, this access tunnel must be visually inspected to ensure there are no crewmembers present before the main cannon system is re-enabled. Failure to do so could result in death. Never turn this switch if the main cannon is not fully assembled." A hatch in the floor leads down to the maintenance tunnel for the lower main cannon assembly.

### Maintenance Conduits

- From the Main Cannon Junction to the tip of the main cannon (Deck 3).
- A lower main cannon tunnel running from engineering into the lower portion of the cannon. This intersects with a vertical passageway leading to the floor of the main cannon junction.
- A vertical access way from engineering (Deck 4 and 5) to power systems room (Deck 3) and up to the corridor around the bridge. The hatch is in the floor at the entrance to the Captain's Suite.
- A very short vertical access way from engineering (port side) to the sensor area/sensor dome on Deck 6. There's probably a hatch in the main passageway from deck six that leads to the short maintenance tunnel.
- On Deck 4, from Engineering around both sides of the ship's main body, meeting under the shuttle bay.
- From the conduits above through the nacelle pylons to their ends, into the nacelles. Note: There are hatches to the outside of the ship's hull midway through this tunnel next to the positron cannons. This tunnel is also used to maintain the positron cannons and has a manual shutoff switch for each of them.



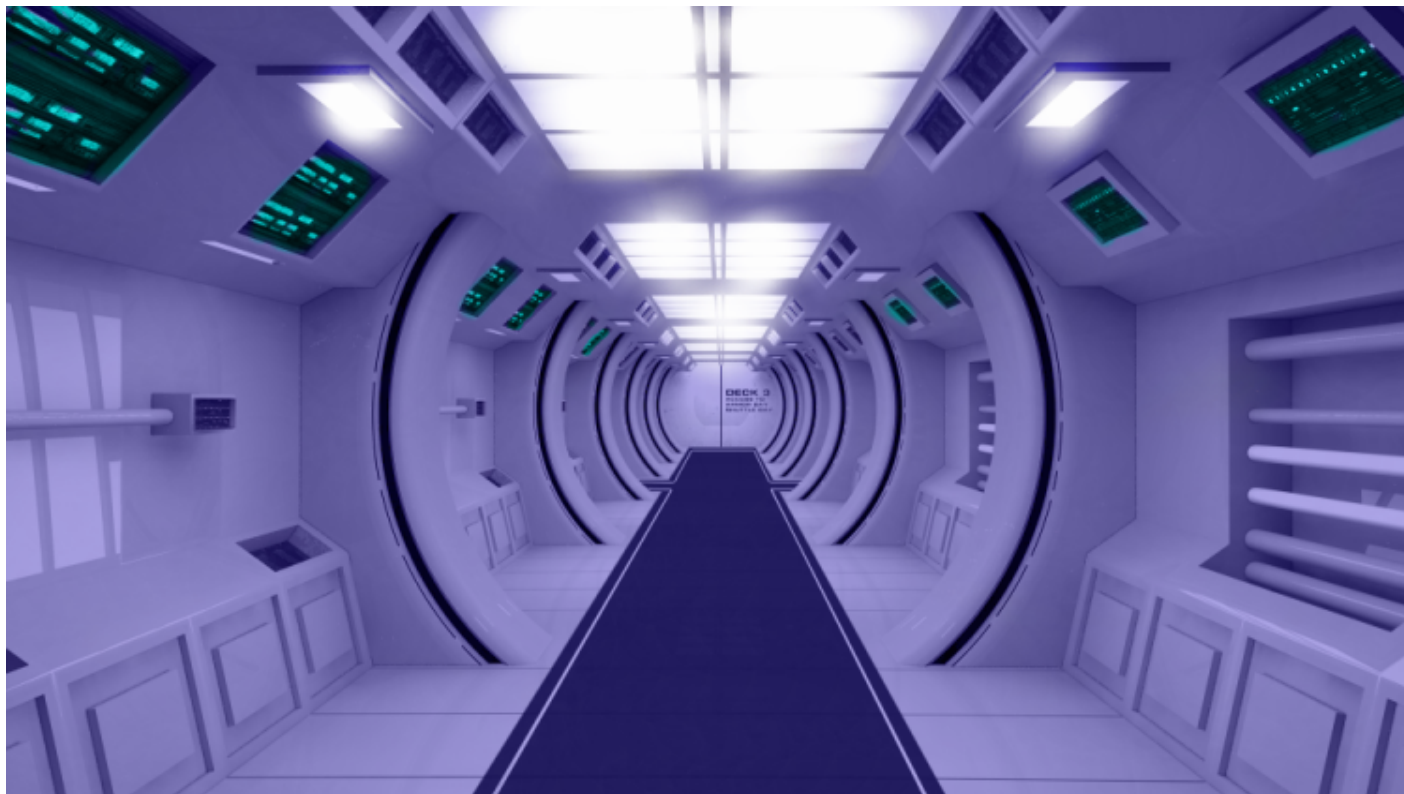
### Medical Center and Laboratory

The Plumeria features a [Sakura-type Medical Laboratory](#) on deck 3, forward of the power armor bay.

### Passageways

Plumeria gunships use [Standard Passageways](#) and [Standard Star Army Zero-Gravity Passageways](#) (the

main vertical passageway). These passageways run through the decks of the ship vertically as well as horizontally, and are approximately 2 meters in diameter. Eating or drinking in the passageways is forbidden.



### Deck 2 Emergency Passageway

The maintenance passageway that borders the bridge contains two nooks (one on each side) with three [escape pods](#) each and is directly accessible by doors on both sides of the bridge. The wall panels along this passageway contain [environmental suits](#) and other supplies.

### Power Armor Bay

Located on Deck 3, this is a fairly [Standard Star Army Power Armor Bay](#) with long doors on both sides protected by segmented armored covers for the doors, which rise from the edge of the floor to deploy just inside the openings. A common practice is to leave one side open to space, and the other closed.

The bay's two force-field-contained openings in the hull make it possible for soldiers in power armor to rapidly 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.

The power armor bay has a changing room, toilet room, and a decontamination room with showers adjacent to and forward of it, across the hall from the medical bay.

## Recreation Area

The recreation area is located on Deck 3 directly beneath the crew lounge and is accessible via a staircase and by the lift and Zero-G passageway. The recreation area's starboard side is devoted to sparring and exercise, while the port side of the recreation area contains two holographic chambers designed to simulate various environments for training, designing, or pleasure purposes as well as two [VCE Chairs](#).

## Sensor Dome

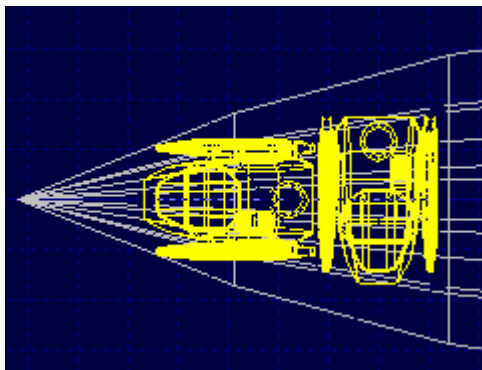
A very cramped compartment inside the sensor dome is accessible via Deck 6 or engineering via a short maintenance tunnel. Inside of the dome are rings of delicate sensors. The entrance to the compartment is an old-school round hatch with a wheel-style locking system. The front end of the dome is transparent, but mostly obscured by sensor machinery.

## Shuttle Bay

The shuttle bay is a small hangar near the rearmost part of the ship's upper main body, located on Deck 2. The rear of this room consists of a large curved double doorway that opens to space. The shuttle bay is similar in appearance to the Power Armor Bay and is separated from the Power Armor Bay by a partition with a door and blast shutter. The shuttle bay is not very big; there is barely any walking room in the shuttle bay when the shuttles are inside.

### Capacity

The bay holds three [Ke-T8 "Kuma" Multi-role Shuttle](#) shuttles, two facing to the ship's aft and one between them facing forward. The bay can also hold 1 or 2 [Raccoon T7](#) shuttles, but the only way to arrange a second T7 inside is to rotate it sideways, blocking the back door of the shuttle closest to the shuttle bay's double doors *and* somewhat blocking the door from the power armor bay; for this reason, the capacity of the bay is usually only listed as *one* T7.



The largest shuttle that the Plumeria's bay could hold is 20 meters long, 10 meters wide, and 2.5 meters tall.



## Bookroom

Protected behind airtight glass cabinet doors, is a collection of books that is constantly growing in both subjects and volume.

## Galley

The galley has an [Emfratec Cooking Technology](#) (Galley Master size) in addition to its standard equipment. It serves many rice-based dishes such as yakitori over rice, katsudon, teriyaki rice bowls, onigiri, nigiri, rolls, donburi as well as soba, udon, ramen, and yakisoba noodle dishes. It serves tempura, gyoza, steam buns or dumplings, miso soup, edamame, mochi ice cream, takoyaki

## Walls

Hidden behind thick red velvet curtains, the port and starboard walls have been lined with a recessed multi-layer hydroponics system used to grow 🥬 [spinach](#), 🍅 [tomatoes](#), 🌿 [basil](#), and other herbs and vegetables. This helps the ship maintain a supply of quality ingredients when away from ports.

Near the entrance to the main passageway, other items on the wall include:

- A plaque with the [Star Army Creed](#).
- A bulletin board with:
  - A printed copy of the [Star Army Regulations](#)
  - The daily schedule and training plan
  - Various reports, safety warnings, and notes

## Medical Center and Laboratory

### [Sakura-type Medical Laboratory](#)

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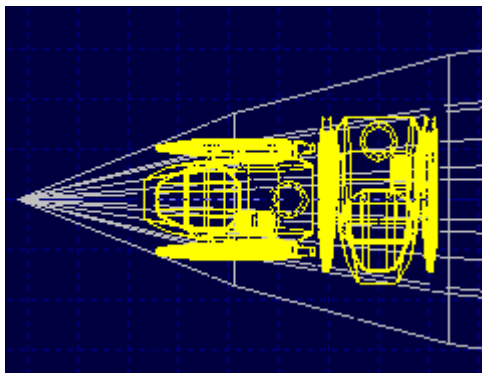
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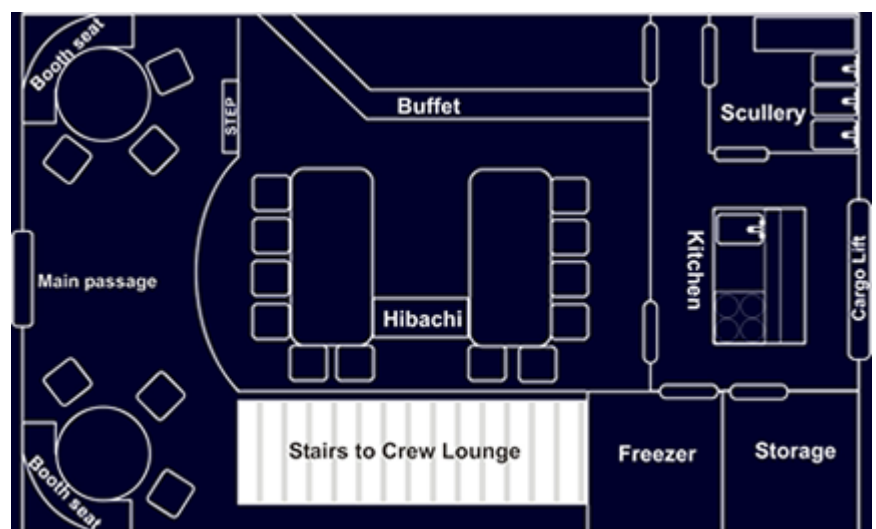
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## Wardroom



The Plumeria's wardroom, located on Deck 1, is a pretty big place for a ship meant for such a small crew complement. It contains round booth tables in the corners and rectangular tables in the middle section (which contain cast iron grills for [teppanyaki](#) cooking). A [Standard Star Army Galley](#) and scullery are

adjacent to it. The floors are marble or wood. A staircase runs down to the lounge.

The wardroom can alternately be referred to as the “shokudou” (食堂 / しょくどう), which means cafeteria or dining hall.

# 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](#). Please note that the Plumeria has one window, at the forward end of the wardroom. It is made of transparent [Zesuaium](#). All interior passageways and rooms are surrounded by [Yarvex](#) sheeting and protected from scalar fields by the internal gravity systems.

## Combined Field System

The Plumeria S3 has an excellent [combined\\_field\\_system](#). Plumeria can generate an [Anti-FTL Field](#) with a 2.5 au radius. The Plumeria's CFS field generators are designed to mask the ship's movement and minimize the ship's effect on surrounding space. A “silent running” mode is also available, similar to the one first used on the [Yuuko-class Gunboat](#).

## Computer and Sensor Systems

The Plumeria uses the [MEGAMI Integrated Electronics System](#) package and is also equipped with a [psionic\\_signal\\_controller](#) and an [Active Jamming System](#).

## Emergency Systems

The Plumeria contains all [standard\\_starship\\_emergency\\_systems](#).

## Blast Shutters

On the Plumeria, blast shutters are located:

- at the entrances to the armory (always locked and closed)
- at the entrance to the bridge
- at the entrance to the computer (always locked and closed)
- at the entrance to the captain's suite

- at the entrances to the crew lounge/cabin area
- at the entrance to engineering
- at the entrance to the power armor bay
- at the entrances to the recreation area
- at the entrances to the wardroom/galley area
- between the shuttle bay and the power armor
- in the rear cargo doorway
- in key places in the maintenance tunnel network.
- Between decks 3 and 4 in the main passageway and cargo lift shaft



## Damage Control Stations

On the Plumeria, [damage control stations](#) are located:

- in Engineering
- in the Power Armor Bay
- in the Cargo Bay (one front, one rear)
- in the room at the rear of the ship below shuttle bay (where maintenance tunnels meet)
- on Decks 1 and/or 2, just forward of the Armory

## Escape Pods (6)

The ship's six [ke-s3-x2900](#) escape pods can be found near the bridge (three on each side in the passageways surrounding it), ready in case the crew needs to evacuate the ship. For stats and contents, see [their article](#).

## Soul Savior Pod (1)

See: [soul\\_savior\\_pod](#)

## Life Support System

Atmospheric systems are divided into eight separate habitat zones: The first six are general areas divided by the upper and power part of the ship (Decks 1-3 and 4-6) and the main passageway and cargo lift. The remaining two are the bridge and the armory, which are equipped with their own atmospheric recycling systems. The air recycling system (which is highly monitored for security reasons) can support up to 500 [Yamataian](#) or [Nekovalkyrja](#), [Type 33](#) personnel up to twenty years and is designed to prevent the spread of contaminants and insects. After the start of the [second\\_mishhuvurthyar\\_war](#), gunships were equipped with various anti-infestation countermeasures such as small laser turrets and ultra-sonic beams inside the ventilation tubes.

Waste is broken into its atomic components; useful elements are stored for later use in the fabrication area. Water can be recycled for twenty years and is stored in fairly large quantities for use in firefighting. By [YE 31](#), Plumeria gunships had the ability to land in a body of water and refill the ship's tanks with pure water in about ten minutes through pumps, filters, and osmosis mechanisms.

Plumeria gunships are equipped with [Psionic Signal Controllers](#).

The life support system takes relatively little power to operate; attempting to route power from life support to other, more powerful systems like shields is not an effective tactic.

## Cooling Systems

All major heat-generating pieces of equipment are paired with appropriately-sized scalar-based heat absorbers, which rapidly and effectively absorb thermal radiation and convert it to usable energy. Energy conduits throughout the ship are also lined with liquid cooling systems.

Excess heat can be routed out the sublight engines or as energy into the Combined Field System. The Plumeria's pylons can also act as radiators in their normal mode. In an emergency, the ship can deploy thin fan-like extended radiator arrays from the aft edge of the pylons.

## Power Systems

The Plumeria Gunship's main power source is a high-output aether generator; it also includes fusion reactors in engineering and anti-matter reactors in the nacelle pylons. If needed, alternate generators and fuel tanks can be hooked up in the cargo hold. The Plumeria boasts an extremely robust power distribution system that is built to withstand and control tremendous surges (such as those caused by electrogravitic and electromagnetic pulses and anti-matter ion weaponry). The anti-matter generators have their own independent backup power supply to maintain containment. In the event of an emergency, the anti-matter can be safely vented automatically or manually.

## Propulsion

The Plumeria features three main methods of propulsion: it carries auxiliary engines for sublight travel, has a hyperspace fold generator, and can also use its combined field to travel at slower-than-light and faster-than-light speeds. It also features a basic anti-gravity system for hovering.

## Anti-Gravity

For takeoff and landings on planets, the ship has a basic anti-gravity system on its underside that allows the ship to be lifted off planets of up to 10 times standard planetary gravity. The system allows for smooth vertical takeoffs and landings.

## Auxiliary Engines

Located on the Plumeria's nacelle pylons, these engines can move the ship up to cruising speeds of .375c and maximum speeds of .75c (although this can wear the engines heavily). Because the small size of these STL engines has always been one of the design's limitations, the 1D upgrade features additional, more powerful sublight [turbo\\_aether\\_plasma](#) engines.

## Combined Field

The Combined Field System is the ship's primary method of travel. The Plumeria's maximum Combined Field speeds are secret.

See: [Continuum Distortion Drive](#) and [combined\\_field\\_system](#)

## Hyperspace Fold

[Hyperspace Travel](#) is used for long-distance movement; the fold system can reposition the ship to a new location to a new position in space. The time elapsed in real space will equal one minute for every ten light-years the Plumeria is from its original position. The hyperspace fold generator takes approximately one minute to charge.

## Computer and AI

In case of emergency, Eden's station on the bridge has a hard reset switch for the computer.

## Environmental Systems

The *Kaiyō* has robust redundant environmental systems augmented by additional parts and installation kits acquired on the public markets. The Kaiyō is also equipped with a water filtering system for water landings and a Hydrogen/Oxygen Distiller (just add water!).

## Defenses

## Weapons Systems

The standard Plumeria-class carries the following weaponry:

- 1 [Ke-S3-W3020 Main Weapon Array](#) (SDR 5/ Tier 13)
- 3 [Ke-S3-W2901 Positron Accelerator Cannons](#) (1 per pylon, 1 mounted ventrally; SDR 4/ Tier 11)
- 2 [Turbo Aether Turrets](#) (1 mounted on the top and bottom of the main body; SDR 3/ Tier 8)

- 12 [Heavy Quad Anti-Mecha Cannons](#) (Evenly spread around the entire starship; ADR 5/SDR 1/ Tier 8)
- 1 [graviton\\_beam\\_projector](#) on the ship's ventral stern.
- 2 torpedoes on underbelly hard points (typically [ke-z1\\_series\\_anti-starship\\_torpedoes](#))



## Vehicle Complement

- Room for 24 suits of power armor (Typically [Mindy 2](#))
- Room for 3 [Kuma T8](#) shuttles (typically carries 2) or 1 [Raccoon T7](#).
- Room for 4 [Small Trucks](#) or [Tankettes](#) and 2 [STVs](#) in the cargo hold.

## Ship History

The following lists of events are in chronological order.

Built in [ye\\_38](#), the YSS Kaiyō is a [plumeria\\_gunship](#) made to be within a small squadron of four Plumerias of the [First Expeditionary Fleet](#), [Sixth Squadron](#).

In mid-YE 39 (5月 YE 39), the YSS Kaiyo disappeared and lost contact with Star Army Command after attempting to rescue a fallen escape pod. The ship had been lost in an alternate dimension for over one month, using all of its crew and resources to get it back. However, the process completely ruined the ship's engines beyond repair, and overloaded the ships main aether reactor, blowing a hole through the side of the hull. The ship was found on 7日 6月 YE 39, drifting just west of the [Ketsurui Military Sector](#). The ship and it's living crew were rescued and taken to the [Gemini Star Fortress](#).

The YSS Kaiyō was deemed to be damaged beyond conceivable repair, and subsequently decommissioned and salvaged for parts. The [Zesuaum](#) hull was recycled to create a set of [Kaiyo Swords](#), gifted to the ships original crew. Now, the ships namesake was given to the YSS Kaiyō II, a [Fuji-class Expeditionary Gunship](#).

## RP History

- Pre-Mission One: [Hajime!](#)

The crew gets briefed on their fight to get to Kuvexian space and take on the adversaries to

[star\\_army\\_of\\_yamatai](#).

- Mission One: [Ichi](#)

The squadron of Plumeria were confronted with pirates and took out three [Caravan Heavy Freighter](#) and several [Ge-L3-1A - Vampire-Class Patrol Craft](#). Inside the Caravan are hostiles outfitted in [Docile](#) that the away team must destroy. Two out of the three Caravan were taken out via demolitions and the Kaiyō's weapons systems. Two prisoners were taken.

- Post-Mission One: [Yame!](#)

The crew gets debriefed. Trust falls and teriyaki dinners ensue.

- Mission Two: [Ni](#)

An unknown craft is spotted and [power armor](#) filter out of it. While engaged in a ruthless battle with the power armor, an NMX Neko in a [reaper](#) shows up and shoots down the pilot of the craft, a shuttle that has a self-destruct button. The button is pressed by one of the enemies and the shuttle explodes with all of the enemies.

- Mission Three: [San: Kaizen](#)

A fleet of L'Kor are engaged after [Star Army Intelligence](#) is able to give the Sixth Squadron more information about the enemy, now known as the L'Kor. They are able to read them [Rights of Early Contact](#).

- Mission Four: [Shi: Komorebi](#)

The planet [Komorebi](#) is determined to be safe and is also uninhabited. The Sixth Squadron seeks to investigate more about this planet and each of the ships deploys teams to uncover the planet's secrets. While down there, one crew member touches some oozing red liquid and starts hallucinating while another falls hundreds of feet and is impaled. Deciding to head back, most of the team prepares to leave while Amanozako and Mochi go to investigate a path that led them to a shuttle and bomber, which the sixth squadron begins to tow away.

- Post-Mission Four: [Shinitsu](#)

The Kaiyō crew goes through a trust exercise again, this time playing “one truth and a lie” where the crew went around the room and told the rest of the crew one truth about themselves and one lie and the rest of the crew had to guess as to what the truth was and what the lie was.

- Mission Five: [Go: Dôshiyô](#)

The crew are awakened to find that [NMX Forces](#) are attacking the squadron. On board is one Ghost [mishhuvurthyar](#), as well, which phases broodlings into the captain, Teien Eden. There are two main areas of fighting; in the cargo bay and in the power armor bay. Mitsuko is the hero of the cargo bay, utilizing [tankettes](#) and a [SLAM](#) against an [advanced](#) while Meissa takes command of the power armor bay. While the samurai, Rei, is tasked with killing the Ghost Mishhu in the wardroom with her [SARAH](#), Aiko the Princess takes the lead in her [Kirie](#) by killing an Advanced Type at Meissa's urging in the power armor bay. It is a pyrrhic victory for the Kaiyō.



- Post-Mission Five: [Wabi-Sabi](#)

The Kaiyō crew get some much needed shore leave in [kyoto](#) as the Kaiyō is repaired, wings are painted blue, weaponry is updated and/or replaced, and nest pits are installed.

- Mission Six: [Roku: Genjitsu Tōhi](#)

The squadron comes into contact with an [SAoY escape pod](#) and contacts it. In it is, surprisingly, an old friend of Eden's as well as some of her crew. They make plans to rendezvous with the escape pod as soon as possible. Using Quantum Encryption technology, the [BIES](#) of the escape pod notices monitoring attempts on their communications with the squadron and they counter it. The squadron loses contact with the escape pod soon thereafter.

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