

# Pegasus-Class Starship: Yume no Kaseki (Fossil of Dreams)

The Yume no Kaseki (夢の化石)<sup>1)</sup> is a state-of-the-art [Prospecting and Exploration](#) starship that began as a collaboration between the [Mining Guild](#) and [Yugumo Corporation](#). It was constructed in [YE 45](#).



## History

Before the early days of the [Colonial Initiative Alliance Fleet](#) which formed in [YE 45](#), the [Mining Guild](#), and [Yugumo Corporation](#), had cultivated a friendly relationship with each other, and the corporation's [Mistresses](#)<sup>3)</sup> the motoyoshi clan. This had resulted in an invitation to join them on their trip to the Kosuke Sector, and the Mining Guild Sent a [contingent of personnel](#), as well as a new leader, [Kali Firewalker](#) to go on this trip. Amidst the vast expanse of space, in the Kosuke Sector, the [Colonial Initiative Alliance fleet](#) navigated through uncharted territories, driven by the shared goal of expanding and colonization.

The [Mining Guild Contingent](#) would aid the fleet, with resource extraction, and if need be aid in possibly refine the ores into metal and gemstones, for the manufacturing use in the other groups in the fleet. While the Contingent was fine, with simply doing their part by extracting these resources, their leader, wanted to push for something more. collaboration, working as part of groups, and also together.

In [YE 45](#) Chief Engineer Rasmus Stonebridge of the Contingent's [Engineering Corps](#) and a few of the other members, went to Port Jiyuu in person, mostly to sample some of the more traditional, Yamataian cuisine, but they had a chance encounter, with engineers working for Yugumo Corporation. Over a delectable meal of traditional Yamataian cuisine, the engineers engaged in lively discussions and exchanged ideas. Chief Engineer Rasmus set the tone for open dialogue, emphasizing the importance of collaboration and innovation in achieving their shared goals of resource acquisition and technological advancement. He highlighted the enormous potential that lay in combining their respective strengths.

As the evening progressed, barriers were broken, and a newfound camaraderie began to emerge. Both groups recognized the value in merging their expertise - the Mining Guild's experience in rugged mining operations and the Yugumo Corporation's advanced technological prowess.

Over several months<sup>4)</sup>, representatives from the Mining Guild and Yugumo Corporation engaged in extensive discussions and negotiations, with the shared goal of developing a technologically advanced mining vessel. The Mining Guild's Engineering Core brought their deep understanding of mining processes, while Yugumo Engineers contributed their expertise in advanced propulsion, materials science, and automation.

The collaborative effort between the two groups resulted in the creation of the Yugumo Mining Vessel, a groundbreaking ship designed specifically for efficient and sustainable resource extraction in deep space environments. The vessel incorporated cutting-edge technologies from Yugumo Corporation, seamlessly integrated with the specialized mining equipment and systems developed by the Mining Guild's

## Engineering Core.

To ensure successful implementation of the collaborative project, the two groups established joint research and development teams working closely together. Intensive simulations, prototype testing, and iterative design refinement were conducted to optimize the vessel's performance. The final result was The Yume no Kaseki <sup>5)</sup>, equipped with state-of-the-art propulsion systems for enhanced speed and maneuverability, advanced mining machinery capable of extracting resources from even the most challenging asteroid formations, and sophisticated automation systems for streamlined operation and resource optimization. The vessel's technologies and innovative design set new standards for deep space mining.

After successful trials and rigorous testing, the Yume no Kaseki was deployed to seek out various mining sites, allowing the Mining Guild to significantly increase their productivity and efficiency. The collaboration between the Mining Guild's Engineering Core and Yugumo Engineers not only revolutionized the mining industry but also sparked a long-standing partnership between the two organizations.


The Yume No kaseki stands as a testament to the power of collaboration and the fusion of expertise from different sectors. Its creation represents the shared vision of the Mining Guild's Engineering Core and Yugumo Engineers in pushing the boundaries of deep space mining and ensuring a sustainable supply of resources for future generations.

As word of their successful collaboration spread, other factions within the fleet took notice, and the Mining Guild Contingent's relationship with Yugumo Corporation became a shining example of the benefits of inter-factional cooperation. The Mining Guild Contingent's Engineering Core and Yugumo Engineers continued to work together on various projects, fostering a bond that would endure for years to come.

## Description

The Yume no Kaseki boasts a unique design that blends the sleek aesthetics of the Yugumo Corporation with the functional and robust mining techniques employed by the Mining Guild. The ship features a reinforced hull with modular compartments, allowing for flexible configuration based on specific mining needs.

## Mission Specialization

<sup>6)</sup>The Yume no Kaseki <sup>7)</sup> combines the technological prowess of the Yugumo Corporation and the mining  expertise of the Mining Guild to create a highly efficient and adaptable starship. With its advanced resource extraction systems, respectable speed, defensive capabilities, and versatile design, the Yugumo Mining Vessel is the pinnacle of collaboration, enabling successful mining operations in the vastness of space. It stands as a testament to the ingenuity that arises when top-tier corporations and guilds join forces in pursuit of common goals. To set it apart but not replace The [Magpie Class Industrial Shuttle](#), the Yume no Kaseki is more of a scout, while it has some storage facilities for ore, those are to bring back to show others.

## Appearance

✖ Yume no Kaseki is the result of a closer collaboration between Yugumo Corporation and the Mining Guild, and as a result it exhibits a striking exterior design that combines the sleek elegance of Yugumo's spacecraft with the rugged practicality of the Mining Guild's industrial vessels.<sup>8)</sup>

The collaborative effort between Yugumo Corporation and the Mining Guild gives the starship a special appearance that seamlessly merges aesthetics, functionality, and practicality. This striking exterior design showcases the best of both entities, combining elegance with strength to create a starship that is both visually stunning and well-suited for mining endeavors.

### Streamlined Hull

The starship features a streamlined hull design inspired by Yugumo Corporation's expertise in aerodynamics and space maneuverability. Its sleek and curved lines minimize drag and enhance speed, allowing for efficient travel through space.

### Reinforced Structure

To withstand the rigors of mining operations and potential external hazards, the starship's exterior incorporates reinforced plating and armor panels that draw from the Mining Guild's focus on durability. These sturdy materials provide increased resistance to impacts and ensure the starship's longevity in challenging environments.

### Yugumo Corporation's Aesthetic

The starship's exterior design exhibits Yugumo Corporation's signature aesthetic, characterized by clean lines, smooth surfaces, and minimalistic ornamentation. The use of advanced materials, such as lightweight alloys and composite panels, contributes to the starship's overall sleek appearance.

### Mining Guild's Practical Features

In addition to its elegant appearance, the starship incorporates practical features derived from the Mining Guild's experience in resource extraction. It is equipped with specialized mining equipment, such as large mining drills, cutters, or suction systems, and [Mineral Scanners](#) seamlessly integrated into the hull design. These elements demonstrate the ship's purpose as a versatile asset for mining operations.

### Color Palette

The starship's color palette combines elements from both entities, featuring a blend of metallic tones

reminiscent of Yugumo Corporation's refined finishes, and earthy or industrial hues associated with the Mining Guild's machinery. This combination creates a visually striking and harmonious design.

### Illumination

The starship's exterior is adorned with strategically placed lights, showcasing both form and function. Yugumo Corporation-designed LED lighting systems provide excellent visibility during operations, while the Mining Guild's practicality ensures that these lights are efficient and long-lasting.<sup>9)</sup>



## Statistics and Performance

General notes about ship stats and performance

### General

General Statistics for the Yume no Kaseki	
Year Introduced	YE 45
Class/Nomenclature	Standard Product Nomenclature System
Alternative Nomenclature	(Local or Faction-based Nomenclature )
Designers	Engineering Corps, and Yugumo Workers Federation
Manufacturer	Colonization Initiative Alliance fleet
Fielded By	Colonization Initiative Alliance fleet
Range	Month
Maintenance Cycle	Biyearly
Lifespan	25 years.
Pricing	500,000 <span>KS</span>

### Passengers

The ship can support a moderate or medium-sized crew, in the range from 20 to 100 individuals. This allows for efficient operation and management of various ship systems, including navigation, engineering, communications, security, and other essential functions.

### Dimensions

- Length: 300 meters (984 feet)
- Width: 100 meters (328 feet),
- Height: 60 meters (197 feet)
- Decks: 5 [4.1 meters each] technically 5, but seems more like 3

## 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

See [Damage Rating \(Version 3\)](#) for a guide to damage ratings to include.

- Tier: 11
- Shields: 11

## Inside the Ship

### Deck Layout

The ship follows design specs for both Yugumo Corporation and the Mining Guild. In terms of Deck layout,

- 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

### Deck 1: Command and Navigation

- **Bridge:** The central command area with a panoramic view and advanced control consoles for navigation, communication, and ship systems management.
- **Navigation Room:** The navigation room contains advanced navigational equipment and star charts, allowing the crew to plot courses and ensure safe navigation through asteroid fields or mining sites.
- **Communications Hub:** This area houses the ship's communication systems, facilitating communication with other vessels, mining outposts, or headquarters.
- **Observation Lounge:** A comfortable area with large windows to observe mining operations and the surrounding space.

## Deck 2: Quarters and Facilities

Deck 2 is dedicated to living quarters, recreational areas, and essential facilities to support the well-being of the crew.

- **Captain's Quarters:** The captain's quarters provide a private living space for the captain, complete with sleeping quarters, an office, and personal amenities.
- **Crew Quarters:** This deck consists of individual and shared crew quarters, providing comfortable sleeping and living spaces.
- **Mess Hall:** The mess hall is a communal area where crew members can gather to enjoy meals and socialize during their downtime.
- **Recreational Area:** This area offers recreational facilities, such as a gymnasium, lounge, and entertainment systems, providing the crew with opportunities to relax and unwind.
- **Medical Bay:** The medical bay is equipped with state-of-the-art medical equipment, allowing for the treatment of injuries, illnesses, or emergencies that may occur during mining operations.

## Deck 3: Engineering and Maintenance

Deck 3 houses the engineering and maintenance facilities, ensuring the smooth operation of the ship's systems and equipment.

- **Engineering Room:** The engineering room contains the ship's main power core, engine controls, and monitoring systems. Skilled engineers oversee the maintenance and repair of the ship's power systems.
- **Workshops:** These workshops provide the necessary space and equipment for the construction, maintenance, and repair of mining robots, drones, and other mining equipment.
- **Storage Areas:** These areas house spare parts, tools, equipment, and supplies needed for repairs, as well as the storage of extracted resources.
- **Fuel Storage:** The fuel storage area stores the ship's fuel supply, ensuring a steady and efficient power source for the vessel.

## Deck 4: Mining Operations

This deck is dedicated to mining operations and the maintenance of mining equipment. It includes:

- **Mining Control Center:** A central hub for monitoring and controlling the robotic mining drones and other mining equipment.
- **Storage Bays:** Specifically designed to hold and organize the extracted resources, including various minerals and ores.
- **Maintenance Bay:** A well-equipped area where skilled technicians can repair and maintain the mining equipment and drones.

## Deck 5: Cargo and Resource Processing

This deck is dedicated to processing and storing the extracted resources. It includes:

- **Resource Processing Area:** A facility equipped with advanced machinery to process and refine the raw materials extracted during mining operations.
- **Cargo Hold:** A large storage area for housing the processed resources and other supplies needed during long mining missions.

## 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 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.

## Compartments

Yume no Kaseki <sup>10)</sup> is a ship that is made in a style, that merges techniques used by Yugumo Corporation and the Mining Guild, As a result, it uses some interior designs shared by both, to develop the ship to new heights, by using the standards of both corporations.

## Armory

In a standard [Magpie-Class Industrial Shuttles](#), The armory doubled as crew storage area, as well as an actual armory, with rows of military-grade weapons, meant for defense. However, the creators of the Pegasus Class starship Yume no Kaseki <sup>11)</sup>, have chosen to go with a format, closer to a [Yugumo Standard Armory](#).<sup>12)</sup> Like both ship styles, it is near the [bridge](#).



## Magazine

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

## Crew Storage

These sections were in alcoves dipped into the floor, on the other side of the Armory. On either side were the lockers with the crew names on them there were two on both side and the 5th in the middle on serving as a pillar in the room.

## Airlocks

Like most Yugumo ships, the airlocks onboard the Fossil of Dreams, 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.

## Bridge





The development team wanted to combine the best of both [Yugumo](#) and the [Mining Guild's](#) bridges, to create a newly unique blend. As a result of this, the Yume no Kaseki, uses a combination of a [Magpie standard bridge](#), and a [Yugumo Standard Bridge](#). In hopes of using the best of both cultures, though the only thing was that instead of windows, were screens that showed the outside.<sup>13)</sup>

**Layout:** The layout is spacious and ergonomic, featuring a central command console surrounded by workstations that accommodate both Mining Guild and Yugumo Corporation. The console itself is a fusion of the Magpie class Standard Bridge's robust controls and the intuitive interface of the Yugumo Corporation's standard bridge.

**Seating:** The seating arrangements are a comfortable combination of the rugged, utilitarian designs favored by the Mining Guild and the ergonomic, form-fitting seats characteristic of Yugumo Corporation. Each station is equipped with adjustable displays and controls to cater to the diverse needs of the multi-cultural crew.

**Displays:** Instead of traditional windows, the Yume no Kaseki employs state-of-the-art screens that cover the entire wall, giving the illusion of transparent walls while maintaining structural integrity. These screens showcase breathtaking panoramic views of the surrounding space, allowing the crew to stay connected with the ever-changing cosmos. The Mining Guild's expertise in visual data presentation is evident in the clarity and detail of these external displays.

**Lighting:** The lighting is a perfect blend of functionality and aesthetics. Illumination is adjustable, transitioning from the cool, industrial lighting favored by the Mining Guild to the warmer, ambient lighting associated with Yugumo interiors. This not only enhances visibility during critical operations but also creates a comfortable atmosphere for the crew.

**Decoration:** To further symbolize the unity of the two cultures, the bridge features subtle decorations and symbols representing both the Mining Guild and Yugumo Corporation. These cultural elements are seamlessly integrated into the overall design, fostering a sense of unity and shared purpose among the diverse crew.

## 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](#).

## Crew Areas

Due to the “luxury” Standard, of Yugumo Corporation’s interiors, the crew area had some “upgrades” done to it, which elevated its design,

### Cabin Spaces

#### Captain's Stateroom



This luxurious stateroom, near to the bridge, is designed for comfort, entertainment, and convenience.<sup>14)</sup> 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.

#### 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](#).

## Officer Quarters



Based on the [Yugumo Standard Licensed Crew Quarters](#), officers and many mission specialists have their own cabins with ensuite toilet and shower/bath.<sup>15)</sup> Each cluster of officer quarters has its own [laundry facilities](#).

## VIP Suite

The VIP suite on the Yume no Kaseki is a pinnacle of luxury and comfort, offering distinguished guests and high-ranking individuals a space that combines elegance with practicality. While sharing similarities with the [captain's stateroom](#), the VIP suite is tailored to prioritize comfort and aesthetic appeal over long-term storage needs. Here are the key features of the VIP suite:

**Location:** The VIP suite is strategically positioned within the ship to provide both privacy and easy access to essential conveniences. Typically located on a private section in the quarters deck or in a secluded section of the starship, the suite offers a quiet retreat away from the bustling activity of the main areas.

**Layout:** The layout of the VIP suite is designed for optimal comfort and functionality. It includes a spacious bedroom area, a private bathroom with premium amenities, and a cozy sitting area for relaxation or private meetings. The overall design is carefully curated to create a harmonious and aesthetically pleasing environment.

**Luxurious Decor:** The interior of the VIP suite is adorned with luxurious décor<sup>16)</sup>, combining elements from both the Mining Guild and Yugumo Corporation to reflect the collaborative spirit of the starship. High-quality materials, elegant furnishings, and tasteful decorations contribute to a sophisticated atmosphere that befits the status of VIP guests.

**Comfortable Sleeping Quarters:** The bedroom area features a plush, comfortable bed with premium bedding and linens, providing VIPs with a restful and rejuvenating sleep experience. The lighting can be adjusted to create a cozy ambiance, and blackout curtains ensure a peaceful rest, even during different time zones or irregular ship operations.

**Well-Appointed Bathroom:** The private bathroom is equipped with top-of-the-line amenities, including

a spacious shower, a premium vanity area, and high-end toiletries. The design emphasizes both functionality and luxury, creating a spa-like environment for VIPs to unwind and refresh.

**Entertainment and Work Area:** The suite includes a dedicated sitting area equipped with comfortable seating, a small workspace, and entertainment options such as a high-definition display for movies or presentations. This multifunctional space allows VIPs to both relax and attend to work-related matters in a private setting.

**Privacy Features:** To enhance privacy, the VIP suite is equipped with soundproofing measures, secure access controls, and communication systems for discreet interaction with the ship's crew. Privacy is prioritized to ensure that VIPs can enjoy their stay without interruptions.

**Accessibility to Conveniences:** While the VIP suite is secluded, it is conveniently located in proximity to key ship conveniences. This includes easy access to dining areas, recreational facilities, and any other amenities that VIPs may require during their stay.

**Limited Storage Space:** Unlike the captain's stateroom, which may include additional long-term storage for the captain's personal effects, the VIP suite focuses on providing a more streamlined and minimalist design. Storage spaces are optimized for short-term stays, catering to the needs of guests who may not require extensive storage capacity.

## Crew Quarters

Based on the [Yugumo Standard Rated Crew Bunkroom](#),<sup>17)</sup> but slightly larger. The Crew Quarters come with [bunk\\_beds](#) following Standard rated crews. In addition Desk, and Drawer configuration that face each other from across the narrower dimension of the room.



Each desk is connected to a small personal [KAIMON](#) console<sup>18)</sup>, allowing crew members to watch movies, read, or access ship-related information during their downtime. 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.

## Crew Recreation



The Crew's Recreational area, was expanded upon, and it was chosen to use Yugumo Standards, instead of the Mining Guild previous standard. As such, the ship uses [Yugumo Standard Modular Crew Entertainment Lounge](#). It also connected through a passageway to the Gymnasium.

## 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.

## 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.

## 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.

## 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.

# Cleaning Services

## Laundry



Based on the [Yugumo Standard Laundry Facility](#), the Yume no Kaseki's laundry facility is a well-thought-out space that combines efficiency and comfort for the crew members. Recognizing the importance of maintaining hygiene and morale during long space journeys, the ship's laundry facility is equipped with modern technology and thoughtful design elements. Here are some details about the ship's laundry facility:

**Location:** The laundry facility is strategically placed in a convenient location within the ship, ensuring easy access for the crew members. It's designed to be easily reachable from crew quarters to encourage regular use and maintain a clean and healthy living environment.

**Automated Laundry Machines:** State-of-the-art automated laundry machines are installed to handle the crew's laundry needs efficiently. These machines are equipped with advanced features such as water recycling, energy efficiency, and quick wash cycles to save time and resources during the journey.

**Environmental Considerations:** To align with the Mining Guild's commitment to sustainability and environmental responsibility, the laundry facility incorporates eco-friendly practices. The use of biodegradable detergents and water recycling systems minimizes the environmental impact of laundry activities on the starship.

**Comfortable Waiting Area:** Adjacent to the laundry machines is a comfortable waiting area. Crew members can relax here while waiting for their laundry to be completed. The waiting area is designed with ergonomic seating and entertainment options, fostering a sense of community among the crew during their downtime.

**Personalized Laundry Schedule:** The ship's computer system allows crew members to schedule their laundry cycles, ensuring that everyone has equal access to the facility. This personalized approach helps in avoiding congestion and ensures that laundry activities are seamlessly integrated into the daily routine of the crew.

**Uniform Maintenance Station:** In addition to personal laundry needs, the facility includes a specialized section for the maintenance of the crew's uniforms. This area is equipped with tools and equipment necessary for minor repairs and alterations, ensuring that the crew's uniforms are always in pristine condition.

**Hygiene Protocols:** Strict hygiene protocols are in place to maintain a clean and sanitary laundry environment. Regular maintenance and cleaning schedules are implemented to prevent any issues related to cleanliness or equipment malfunction.

**Cultural Touches:** To honor the collaboration between the Mining Guild and Yugumo Corporation, the laundry facility incorporates design elements that reflect the aesthetics of both Corporations. This includes subtle decorations and symbols that represent the unique identity of each faction.

## Shower Room



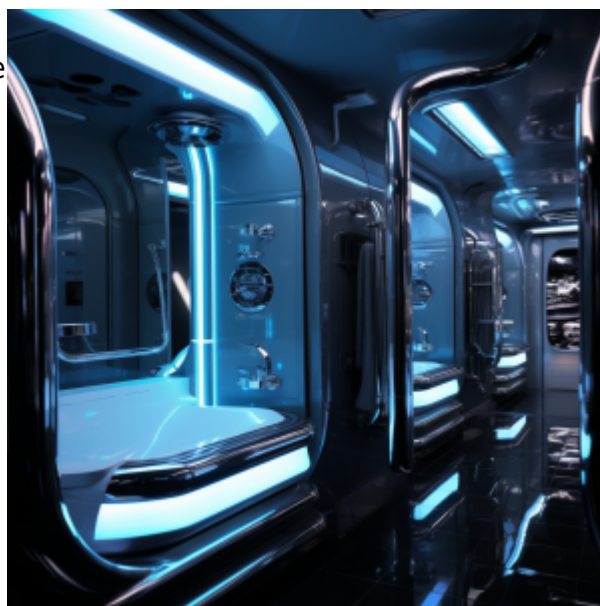
Based on the [Yugumo Standard Rated Crew Showers and Bathhouse](#). The shower rooms on the Yume no Kaseki are designed to provide a comfortable and rejuvenating experience for the crew, recognizing the importance of personal hygiene and well-being during extended space journeys. Communal showers are located around the ship, especially near the [crew cabins](#), [gymnasium](#), [dojo](#), and [power armor bay](#), and at the entrance to the [Bath House](#).

The shower rooms on the Yume no Kaseki go beyond basic functionality, aiming to provide a holistic and enjoyable experience for the crew. By combining technology, sustainability, and cultural elements, these facilities contribute to the overall well-being and comfort of the crew during their journeys through the vastness of space.<sup>19)</sup>

Here are some details about the ship's shower rooms:

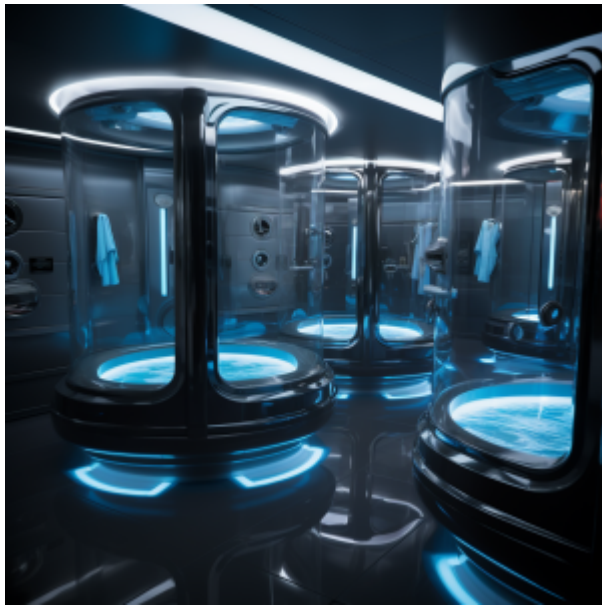
## Hygienic Design

The shower rooms feature a clean and hygienic design with easy-to-clean surfaces and antimicrobial materials to ensure the maintenance of a healthy environment. The walls and flooring are designed to resist moisture and are equipped with efficient ventilation systems to prevent the buildup of humidity.<sup>20)</sup>



## Individual Cubicles





To accommodate the diverse crew, the shower rooms are divided into individual cubicles. Each cubicle is equipped with a water-efficient and adjustable showerhead, as well as temperature controls to cater to individual preferences. The use of individual cubicles provides crew members with privacy and a personal space for their hygiene routines.<sup>21)</sup>

## Water Recycling Technology

In line with the ship's commitment to sustainability, the shower rooms incorporate water recycling technology. The advanced filtration and purification systems allow for the efficient reuse of water, minimizing resource consumption during the showering process. This aligns with the Mining Guild's focus on responsible resource management.

## Comfort and Relaxation

The design of the shower rooms prioritizes crew comfort. The cubicles are spacious enough to allow for comfortable movement, and the ambient lighting can be adjusted to create a calming atmosphere. Crew members can customize the shower experience to suit their preferences, enhancing the overall sense of well-being.

## Personal Storage Spaces

Adjacent to the shower rooms, there are designated areas for crew members to store their personal hygiene items. Each crew member is provided with a secure and easily accessible storage space, ensuring that personal items are kept organized and within reach.

## Efficient Scheduling System

To manage the demand for shower facilities and avoid congestion, the ship's computer system incorporates an efficient scheduling system. Crew members can reserve specific time slots for showering, ensuring that everyone has equal access to the facilities without causing delays in the ship's operations.

## Cultural Integration

In the spirit of collaboration between the Mining Guild and Yugumo Corporation, the design of the shower rooms incorporates aesthetic elements from both [Yamatai Star Empire](#) and the [New Dusk Conclave](#) cultures. This includes subtle decorations and design features that reflect the unique identity of each faction, contributing to a harmonious blend of styles.

## Emergency Protocols

The shower rooms are equipped with emergency protocols to ensure crew safety. In the event of a malfunction or emergency, automated systems can quickly shut off water flow and alert the crew to take appropriate action.

## Dining Area

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

## Dining Hall



Based on the [Yugumo Standard Dining Hall](#), the dining hall is adjacent to the [galley](#) and [Yugumo Standard 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.

## Galley

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.



## Medical Deck



Medical Deck, is a special compartment, attached to Deck 2, though it is a part of the 2nd deck, its on a level below. : These are dedicated treatment areas equipped with advanced medical technology. The ship's medical bay is large and well-appointed, and Yugumo Corporation provides, a [Yugumo Standard Medical Bay](#). In addition , there are multiple parts to this compartment.

## Rooms

- **Medical Laboratories:** Spaces for medical research and analysis. these labs contain equipment for studying alien biology, Synthesizing medicines, or developing new medical technologies especially rated for the Kosuke Sector.
- **Isolation Rooms:** In the case of infectious diseases or to quarantine patients, the Medical Deck have isolation rooms with controlled environments to prevent the spread of contagions.
- **Emergency Facilities:** The Medical Deck has facilities for responding to emergencies, including trauma care, resuscitation, and containment of medical crises.
- **Pharmaceutical Storage:** Storage for a wide range of medications, vaccines, and other medical supplies.
- **Medical Imaging:** Advanced imaging devices for detailed scans and diagnostics, possibly including technology for non-invasive procedures.
- **Telemedicine:** Communication systems to allow medical personnel to consult with experts on

other ships or planets in real-time, enhancing the range and effectiveness of medical care.



## Automated Medical Systems

There are fully-automated medical systems such as the [Auto-Docs](#) and [Treatment and Examination Bed](#).

## Medical Personnel

Trained medical professionals, often led by a chief medical officer, would staff the Medical Compartment. These personnel would be skilled in treating a variety of injuries and illnesses, as well as performing surgeries.<sup>22)</sup>

## AI

The Ship's AI is composed of the the KAIMON Chamber, as well as the Security Hardware drones on the ship.

## 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 accomodate the ship's [KAIMON/Ascendant Consort](#) avatar it may opt to use instead of a [volumetric projection](#).

## Security Hardware

The security hardware protects the ship from pirate infiltration, or sabotage. and those are used by AI such as those below.

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

## Getting around

The ship uses multiple pieces of technologies to get around inside the ship.

### High-Speed Transit





The ship uses a 🤖 [graviton-based](#) light rail system for ease of transport for cargo, [Yugumo Corporation Drones](#), and crew for maintenance and duty. Instead of the Maglev systems in the past starships.

Given enormous scale of the vessel, the need to 🤖 [move people](#) and cargo around the ship quickly, safely, and efficiently was paramount. To that end, the ship uses [Yugumo Standard systems](#). 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.

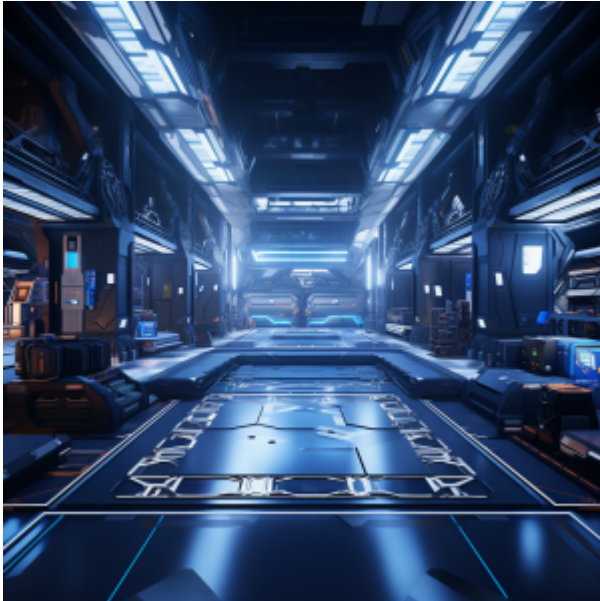
A car is generally 15 meters long, and four wide, and three high if enclosed. The largest cargo cars are 20m long and five wide, in order to accommodate an [SSCC-Huge](#) Passenger cars are comfortable and enclosed, while cargo cars are flatbed for carrying [Standard Starship Cargo Containers](#) or palletized 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.

## Lift

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

## 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.

## Small Craft Hangar

The Pegasus class comes with hangars for small craft to ferry both cargo and people to and from the ship. The hangar accommodates 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.

## Engineering

Similar to both Yugumo Corporation and Mining Guild ships, the Engineering section was located at the aft and bottom of the ship. It is also a multi-tiered section of the ship. Each tier ended in balcony shaped openings allowing for the viewing <sup>23)</sup> of lower levels and speak to those below. To the left and the right of the entrance way doors were work stations with terminals that show things like life support systems and things of that nature. It also houses storage tanks for water and several other systems related to the environmental and life support systems of the ship.

## Second Level

The second level, houses [Kaminari Quantum Foam Generators](#) and backup [Tsuyosa Series Matter-Antimatter Reactor](#). These pieces of Yugumo Corporation were provided by the Yugumo Corporation, as part of the group agreement. Also on the second level, was a [Fabrication section](#) in a nook, for repairing needs.

## Lower Level

This level 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 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). To navigate the levels there were lifts lead to the decks above and below in this compartment.

## Fabrication Facility

Based on the [Yugumo Standard Fabrication and Factory Areas](#), using standard Yugumo Corporation Fabrication area. It includes [Yugumo Fabrication Systems](#) and a backup [redundant Power System](#), for emergency use.

## Mining Technology

The Mining Section in the Engineering Area of the Pegasus Class Yume No Kaseki starship is a vital component dedicated to supporting the mining operations of the vessel. It is equipped with advanced mining technologies and tools, specifically designed to extract valuable resources from celestial bodies. With a focus on efficiency and productivity though leaning towards observing and making sources, the Mining Section is, subdivided into several specialized areas.

## Specialized Areas

- **Mining Control Room:** This central hub serves as the command center for all mining operations. Highly skilled engineers and technicians monitor the equipment and coordinate the extraction process, ensuring maximum efficiency and safety.
- **Mining Equipment and Storage:** Here, a wide array of cutting-edge mining tools and machinery is stored and maintained. This includes [ANT Power Armor](#), [drills](#), excavation robots, [mineral analyzers](#), and ore storage facilities. The equipment is carefully organized and readily accessible for efficient deployment.
- **Extraction Hatches:** The mining section features strategically placed extraction hatches that provide direct access to the exterior of the starship. These hatches allow for optimal positioning and deployment of mining equipment, ensuring precise extraction of resources.
- **Resource Processing Area:** Adjacent to the mining control room, the resource processing area is responsible for separating, refining, and processing the extracted materials. Advanced machinery and advanced refining techniques ensure the highest quality output.
- **Waste Management System:** Mining operations inevitably generate waste products. The waste management system in the mining section efficiently handles the disposal and recycling of byproducts, minimizing the environmental impact of mining activities.
- **Safety and Security Measures:** Safety is a top priority in the mining section. The area is equipped with advanced sensors, fire suppression systems, and emergency protocols to safeguard personnel



and mitigate any potential hazards.

Passageways

See the Engineering section, and there were a few [passageways](#) to places like the Bridge, and so on. The corridors on the ship are around five meters wide and tall each, and lined with

- [Yugumo Standard Housekeeping Lockers](#)
- [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.

Maintenance Conduit


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

Escape Pod Banks

Many of the ship's escape pods ([see here](#)), 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.

Ship Systems

Armored Hull and Hull Integrated Systems

 Yume no Kaseki 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](#). This authorisation was used from the Yugumo Corporation side, to allow their collaboration project to use it. All windows and viewports however utilize screens.<sup>24)</sup>


Yume no Kaseki 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
Outer Plates	<a href="#">Sitearium</a> coated <a href="#">Yamataium</a> Plate with <a href="#">Omnihue</a> matrix
Lining	<a href="#">Yarvex</a> Lining

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 Yume no Kaseki '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.

## Computers and Electronics

The Yume no Kaseki 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](#).

## Resource Extraction Systems

Leveraging the expertise of the Mining Guild, the starship is equipped with state-of-the-art resource extraction technologies. These include advanced [mining drills](#), tractor beams, and [scanners](#) capable of detecting and extracting valuable resources from asteroids.

## Emergency Systems

The Co-op Class Yume no Kaseki ship is equipped with emergency systems that were contracted out to [Yugumo Corporation](#).

## Emergency Lockers

There are more than enough [damage control alcoves](#), [first aid lockers](#), [armories](#), and [survival lockers](#) easily accessible at key points throughout the ship, all fully-stocked, for any emergency.

## Power Systems

The Pegasus Class Yume no Kaseki ship 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 [BW-PC-1A Plasma Core](#) 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](#).

## Stirling Engine-Based Redundant Power System

The ship uses an additional Stirling engine-based power system as an additional redundant system. This type of technology, converts the extra heat generated into mechanical work and, in turn, generate electricity. This is done as explained below.

**Heat Source:** Utilizing the ship's existing heat dissipation system as a heat source for the Stirling engine. During normal ship operation, excess heat is generated, which can be harnessed for this purpose. Additionally, it can be coupled with the emergency radiators for increased heat availability during emergencies.

**Stirling Engine Generator:** The ship has installed Stirling engines with high efficiency and reliability. Stirling engines can run on temperature differentials, making them suitable for utilizing the excess heat generated by the ship's systems. These engines can be connected to generators to produce electricity.

**Energy Storage:** the ship incorporates an energy storage system, such as advanced batteries or supercapacitors, to store the electricity generated by the Stirling engines. This stored energy can be used as a backup power source during primary system failures or emergencies.

**Automated Switching:** the ship has Implemented an automated switching system that can seamlessly

transition between the ship's primary power system, auxiliary power system, redundant and the Stirling engine-based system as needed. This switching system is capable of prioritizing power sources based on energy availability and system status.

**Monitoring and Control:** The ship has Implemented a sophisticated monitoring and control system to oversee the Stirling engine's performance and overall power distribution. This system can ensure optimal usage of resources and prevent overloading or inefficiencies.

## Life Support and Environmental

The Pegasus Class Yume no Kaseki 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.

### Escape Pods

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

### 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>25)</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>26)</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.

## Propulsion

Like many Yugumo Ships, the Yume no Kaseki 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 Yume no Kaseki 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 Mining-scout 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 Yume no Kaseki '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.

## Utility Turrets

Utility turrets on a Pegasus Class Mining Prospecting and Exploration Starship serve a crucial role in ensuring the safety, efficiency, and success of the vessel's various missions. These turrets are designed to perform a range of tasks related to mining, prospecting, and exploration in the vastness of space.

- **Versatility:** Utility turrets are versatile tools that can be equipped with various attachments and modules, allowing them to adapt to different tasks required during mining, prospecting, and exploration missions.
- **Modularity:** The turrets are modular, allowing for easy upgrades or replacements based on the specific needs of a mission. This modularity ensures that the starship can be adapted for different tasks without the need for extensive modifications.
- **Mining Capabilities:** Some of the turrets can be equipped with advanced **mining lasers** or **tools** that can efficiently extract valuable resources from asteroids, planets, or other celestial bodies. This capability is essential for resource gathering during mining operations.
- **Prospecting Sensors:** The turrets are equipped with sophisticated prospecting sensors that can analyze the composition of celestial bodies. These sensors help in identifying valuable minerals, ores, or other resources, assisting the ship's crew in making informed decisions about resource extraction.
- **Exploration Support:** In exploration missions, the utility turrets play a crucial role in surveying and scanning distant regions of space. They are equipped with long-range sensors to detect anomalies, gravitational disturbances, or other points of interest for further investigation.
- **Remote Operation:** These turrets are designed for remote operation, allowing the crew to control them from within the starship. This feature enhances safety during hazardous operations and provides the crew with better control over the mining and exploration processes.
- **Automation:** the utility turrets incorporate advanced automation and artificial intelligence to optimize their performance. This can increase efficiency and reduce the workload on the starship's crew.
- **Energy Efficiency:** To operate effectively in the vastness of space, the utility turrets have energy-efficient systems, possibly powered by the starship's main energy source, ensuring sustained and reliable operation during extended missions.
- **Integration with Mining Drones:** The utility turrets work in tandem with mining drones, coordinating

their efforts for more efficient resource extraction and exploration. This collaboration allows for a more comprehensive and productive approach to mining and prospecting operations.

## Weapons Systems

As a [civilian](#) ship, the Yume no Kaseki 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>27\)</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>28\)</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 Yume no Kaseki is armed only with point-defense weapons and its [Plasma Projection System<sup>29\)</sup>](#).

- 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)

### Experimental Adaptive Mining Cannon

**Mining Beam Cannons** are an experimental adaptive weapon, using a modified [Plasma Cutter/Torch](#) used for mining, to emit highly concentrated beams capable of melting through asteroid fragments or capable of slicing through enemy ships with precision.

# OOC Notes

Charaa created this article on 2023/10/16 21:38.

approved by Wes on 2023-12-23 6:35 pm

Products & Items Database	
Product Name	Pegasus Class Prospector starship
Nomenclature	MG-Y Prospector
Manufacturer	Yugumo Fleetworks, Mining Guild Contingent
Year Released	YE 45
Price (KS)	500.00 KS
DR v3 max	Tier 11

1) 5)

Lit: Fossil of Dreams

2)

Art by Yuuki using Dalle3

3)

masters?

4)

YE 45.3-6

6) 8) 9) 24)

Art by Charaa using Doga

7) 11)

Literally Fossil of Dreams

10)

Fossil of Dreams

12) 13) 22)

Midjourney Art by Andrew, from standard pages

14) 15) 17)

Art by Andrew Using Midjourney

16)

primarily from Yugumo Corporation

18)

a part of their personal\_amenities

19) 20) 21)

Art by Andrew using midjourney

23)

not recommended

25)

With backup power equivalent to its typical battery.

26)

or the correct keypad sequence

27)

Tier 14, Anti-Capital Ship

28)

individual weapons limited to a maximum DR 10



[29\)](#)

Unknown at this time the policy on ships in the Colonial Initiative Alliance Fleet

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