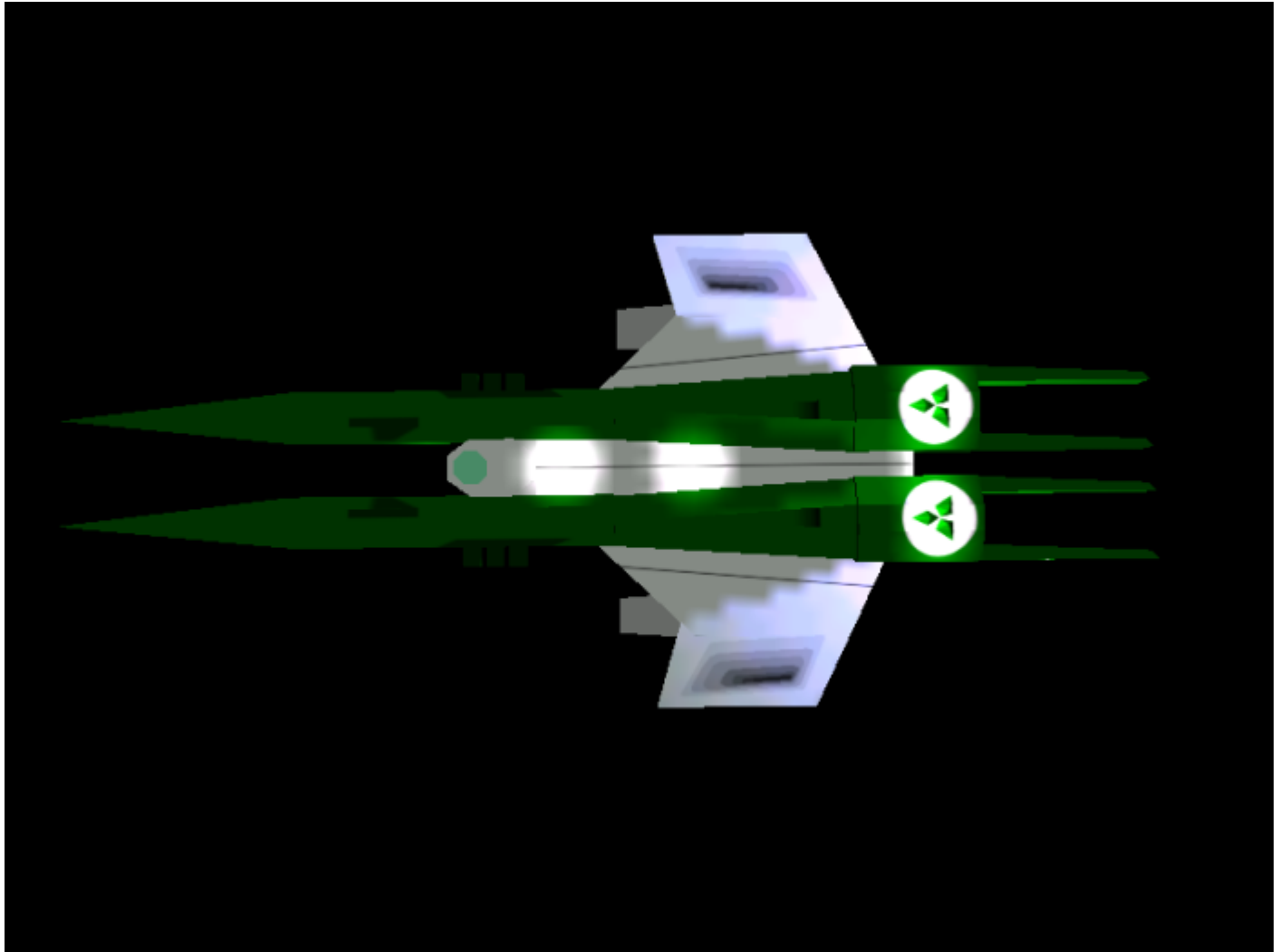# "Yggdrasill Kai" Vampire Variant

This heavy refit of the already custom Yggdrasill allows the ship to be brought up to date. Allowing it to match the power of some smaller military ships, it is designed to be able to fight most pirate vessels, and gives it the ability to cope with more unexpected circumstances which the Yggdrasill is known for encountering.

About the Ship

The Yggdrasill was originally designed to be able to perform Search, Rescue, and Salvage operations, which is why the original Yggdrasill was made with grapplers, more medical capabilities, and a slight expansion of the cargo bay. However, as the missions went on, the Yggdrasill found itself in more dangerous situations, and the flagship found herself lagging behind the capabilities of the three Ke-F8 Transport Ships also in service in her fleet. With the fortune of Yuki Toshiro growing, and the salvaged systems the ship was finding sometimes superior to those actually in use on the flagship, the decision was made to design the Yggdrasill Kai to bring the ship to more modern specifications.

Key Features

The Yggdrasill Kai features a slightly expanded cargo bay compared to the Vampire, a more advanced quantum/vector computer system, Yggdrasillian Grappler technology, better hull materials and shielding, higher speed, better weapons, and generally more rounded capabilities. In short, it can stand against most pirate ships in its size range and perform in a various number of roles. Power Armors, once a large threat due to the weaker hull, are now less of a problem against the ship.
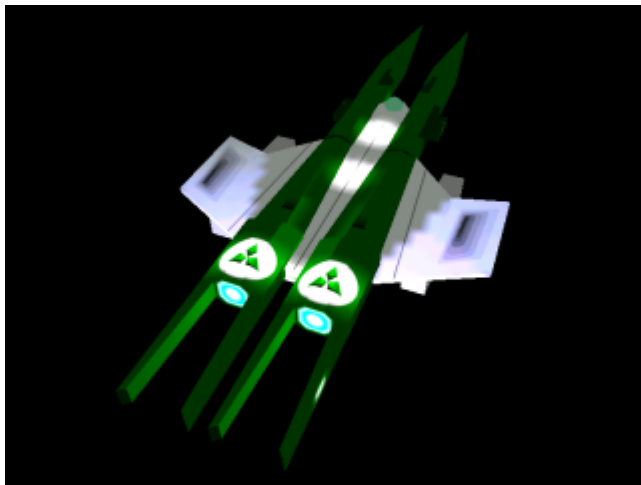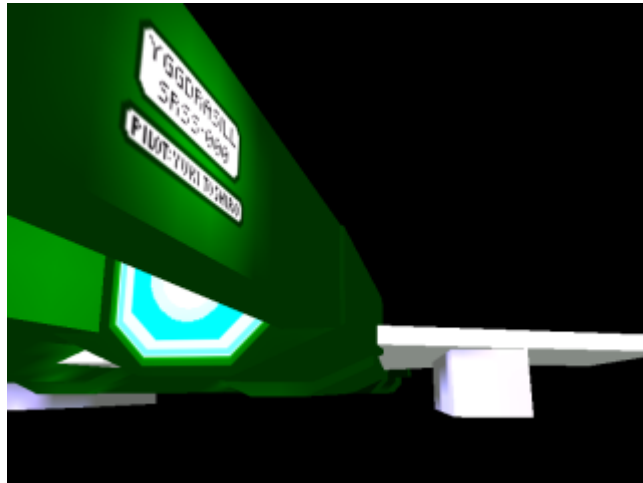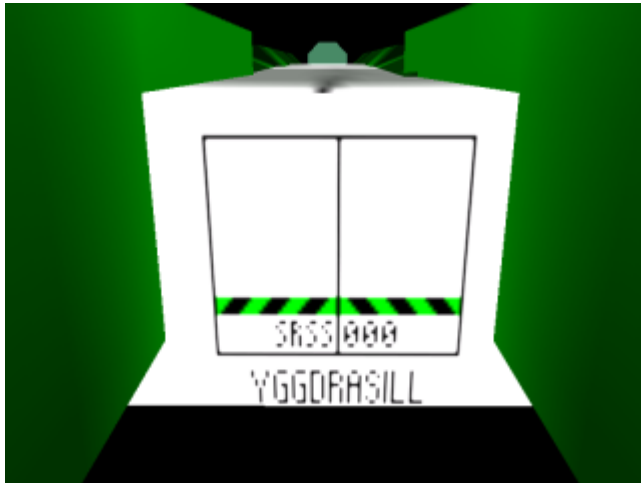
Mission Specialization

This ship is most often used for Search, Rescue, and Salvage, though it has seen its share of exploration and even light combat.

Appearance

The ship looks like a normal Vampire craft, though custom in the green and white colors. It also has the Yuki family totem, and retractable grappler arms which are normally hidden.
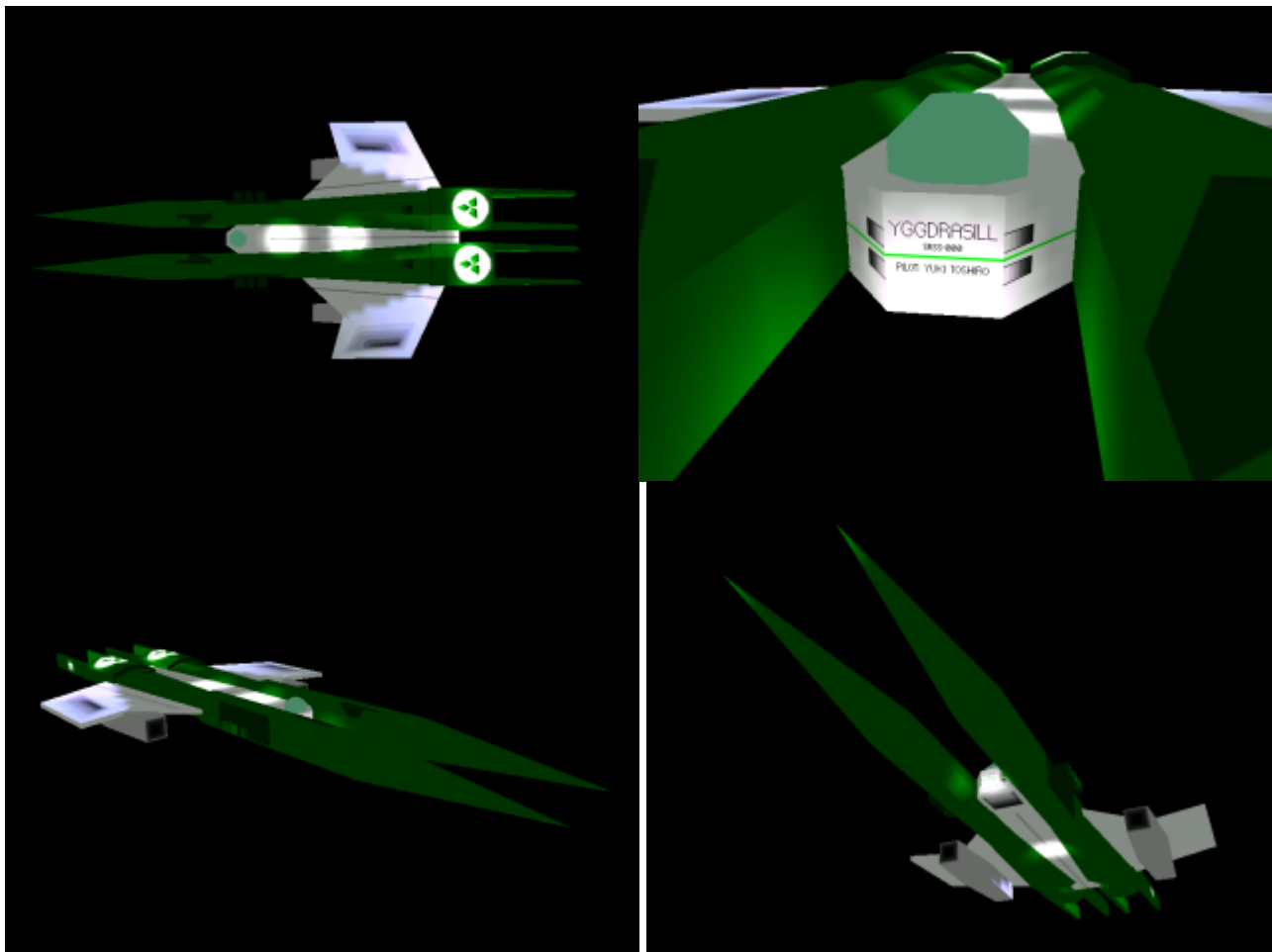
History and Background

Requested through Zero Fleet's offices, the original Vampire's design was made to fulfill the requirements of a potential privateer. Practically speeding through the design process, the ship still managed to fit in a few unique features of its own, including a ramp at the bottom of the ship's rear to load and unload ground vehicles. Later, in the Yggdrasill, this had an airlock system added to it to allow mid-space loading and unloading.

Yuki Toshiro, a Yamataian fresh from his home world trying to start a new salvage and repair company, had the idea of going to battlefields to recover supplies, but heard that debris fields prevented all but mecha from navigating them. Civilian mecha, however, can not store a great deal of debris and carry it back, nor protect the pilot from radiation over regular use. Even in spaces large enough for a small, 15 meter vessel, a normal ship wasn't maneuverable enough to risk going too far into a battle-made debris field. Seeing the Vampire his older brother, a Star Army pilot gone MIA, left to him, with its decent firepower, reasonably modest size, speed, maneuverability, cargo space, and quad-KFY Graviton Beam Projectors, Toshiro saw a ship that showed a great deal of promise. In addition, Toshiro saw that the Yggdrasill could as easily be used to pick damaged mecha, survivors, and escape pods out of debris as anything else. After a great deal of work, salvage, design, and refinement, the Yggdrasill was completed, one of the few civilian SRS (Search, Rescue, Salvage) vessel designs. The Yggdrasill also had places over the engines for a circular custom or army insignia. The one pictured above is that of the original

Yggdrasill, piloted by Toshiro Yuki, with his family totem.

The Yggdrasill's paint scheme is to make it contrast to the mercenary-piloted Vampires, and be easily recognizable as a private vessel. Also, it features some interesting applications which make it a novelty in space when compared to other ships. All in all, the Yggdrasill, fittingly named after the tree of life, is both a ship that can save lives, and a ship as unique as the big brother he looked up to. Unlike some of the other civilian ships, meant for mercenaries and pirates, the Yggdrasill is a labor of a missing pilot's legacy and a younger brother's love.

In YE 30, the Yggdrasill had salvaged enough components to initiate heavy upgrades. Yamataium Hull, a Combined Field System, Aether Generator, more powerful weapons, and faster engines all boosted the Yggdrasill into a new revision, the Yggdrasill Kai.

The Yggdrasill Kai, also known as the Yggdrasill Type 30, could be considered military-grade with its new construction materials and systems.

Statistics and Performance

General

Class: Ge-L3-1A-C0A "Yggdrasill", a.k.a. Vampire Custom 000 Kai Type: Salvage Ship, with Combat and Medical Capacity Designers: Geshrinari Shipyards, Democratic Imperium of Nepleslia (original Vampire) Yuki Toshiro (Yggdrasill Kai design and refit) Manufacturer: [/b]Geshrinari Shipyards, Nepleslia (original Vampire) Yuki Toshiro (Yggdrasill Kai design and refit) Production: Only 1 Yggdrasill Kai exists, and it will likely not enter mass production Fielded by: Yggdrasill Salvage Fleet, Yuki Toshiro

Passengers

Crew: 1 Pilot normally, can function with more crew as needed. Designed to work temporarily with an emergency or rescue crew in co-operative search and rescue missions. Maximum Capacity: Life support systems can support up to 100 people. The ship can also hold 30 salvaged items in the cargo bay at any given time.

Dimensions

Length: 47 meters (154.2 feet) Width: 30 meters (98.4 feet) Height: 6 meters (19.7 feet) Decks: 1 (4-5 meters depending on area)

Propulsion and Range

Continuum Distortion Drive: 0 to 2.14 ly/h / 18,750c **Hyperspace Fold Drive:** 0 to 0.5 ly/m / 262,980c **Sublight Engines:** 0 to 0.375c (STL) Range: Effectively Unlimited Lifespan: With regular

maintenance, the vessel is expected to last around 30 years. Refit Cycle: Approximately every five years.
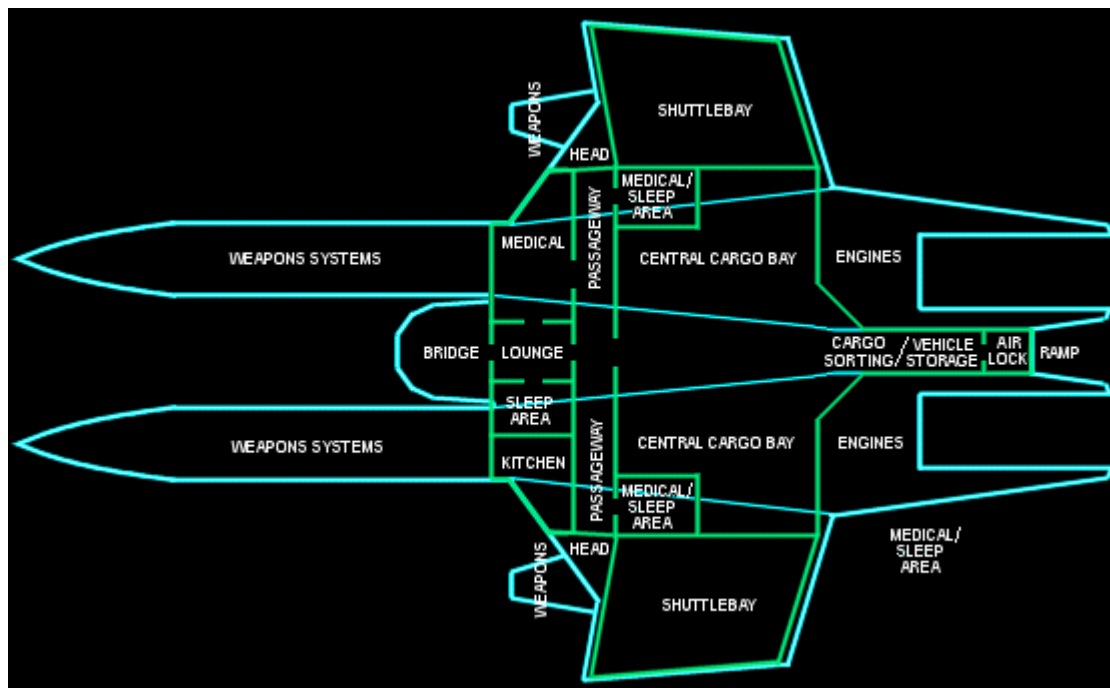
Damage Capacity

See *Damage Rating (Version 3)* for an explanation of the damage system.
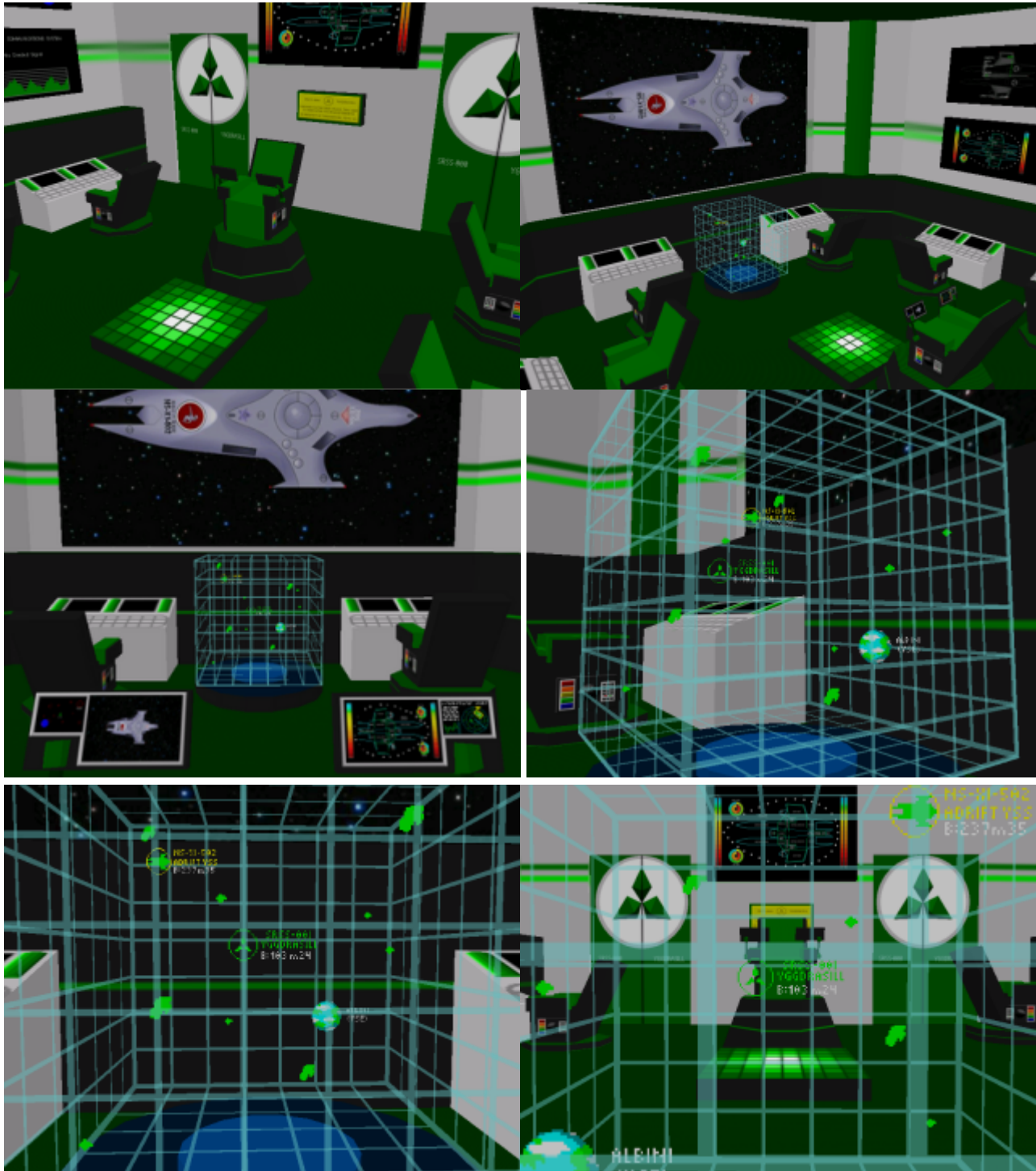
- Hull: 10
- Shields: 10 (Threshold 1)

Inside the Ship

Deck Layout

Compartment Layouts

Bridge

Yggdrasill's Bridge

Yggdrasill Bridge Plaque, In Memory of Yuki Kenichi

The bridge follows a loose conventional naval configuration, with the Captain's chair in the middle, two stations to the front, two to the left, and two to the right. Doors to the corridor and the Captain's Room are in the rear with a tactical screen in between the doors. To the very front is a typical large, multi-purpose viewscreen.

The ship's consoles can be assigned to various tasks, so people can switch stations and do any of their duties from that station. One of the stations is actually a spare, so that if one is damaged, the user can move and resume their duties uninhibited.

To the front of the Captain and in between the two fore stations is a volumetric grid display, showing ships and items in proximity to the vessel. The grid can rotate upon command, for a better three-dimensional visualization of items and ships in the area.

A special feature of this bridge is its chairs. Designed out of very solid metal, and intended to swivel freely, they can be used as shields in a firefight on the bridge in the event of boarding.

The chairs each have a safe in the base containing a generic firearm, allowing them to defend themselves if necessary. The locks are electronic.

The last object of note is a plaque, stating the ship's original mission and dedicating her to the memory of Toshiro's MIA brother, Kenichi.

Captain's Suite
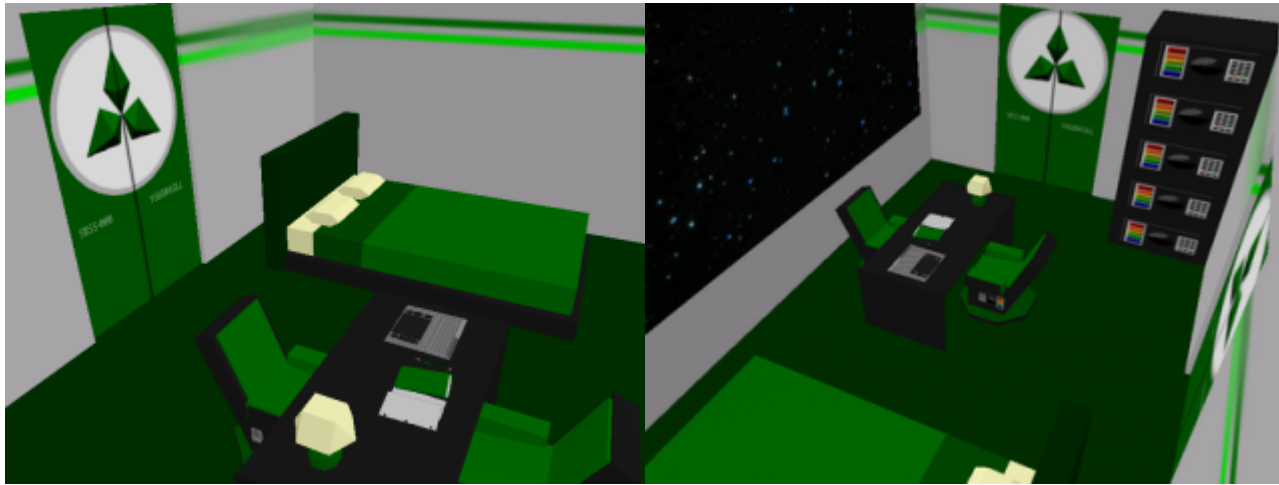
The Captain's Suite connects both to the corridor outside the bridge and the bridge itself, doubling as a room in which the Captain can conduct business with one or two people privately.

The Captain's room has the same pinstriped white and green walls, the same green totem doors, and the same green carpet as the rest of the ship.

Contained in this room is a Queen-sized bed, a cabinet-safe with electronic locks, two chairs with electronic drawers, and a desk. Located on the wall is a massive viewscreen, which typically shows the outside view from sensors on the ship.

Cargo Bay

The Cargo Bay is the largest part of the ship, and highly industrialized. Sparse when it comes to the floor and walls, the ceiling is a different matter. The ceiling contains numerous tracks for the Cargo Grapplers, which can place items anywhere in the bay, at pretty much any angle desired.

If the process requires a set of eyes, the normally automatic system can be manually controlled by a station on the floor of the cargo bay, or from the bridge.

It should also be noted that there is a rack of magnetic containers here, to capture and store loose antimatter encountered in space. The danger and the frequency with which antimatter is encountered prompted the installation of this.

Crew Quarters

There are three crew sleep areas other than the Captain's suite. Usually they are split between men and women, but sometimes the third is used when there are a disproportionate number of males to females, if a married couple joins the crew, or if a parent with small children joins the crew.

Two of these areas double as emergency medical bays, and have hidden portable medical systems which can be pulled from the walls, and sensors in the beds. In normal conditions, the quarters look the same. Four beds (eight if bunk beds), the same number of lockers, a common table, chairs, a viewscreen, a mini

fridge, a microwave, a Coffee machine, a water cooler, and access to the Yggdrasill's network and PANTHEON are all available.

Engineering

Engineering is one of the most tightly packed areas of the ship, located near the Engines, but still maneuverable and workable. There is access to both the Antimatter and Aether power systems, CFS, STL, Fold, and all other systems. In addition to that; there is counter space, soldering and welding stations, two sinks, two showering stations, and four emergency eyewash stations.

Kitchen

This is a traditional kitchen with all the standard fixtures expected of it. Food, water, tea, Coffee and all manner of consumables are stored and cooked here. Cabinets line the lower and higher walls, and there is more counter-space here than anywhere else on the ship. There is a small table with a few chairs if one to four people want a small meal or snack, but the crew as a whole is not expected to eat in here.

Lounge

The Lounge is where the crew comes out and relaxes. A common room, it has several comfortable couches, a recliner for the Captain, a tall table right in the middle, a microwave, a mini fridge, a nice volumetric projection device with speakers, a game system hooked up to the projection device, Yggdrasill Intranet and PANTHEON access, a shelf full of both video games and board games, and a rack full of various magazines and data disks.

The lounge is often used as a dining room in the rare event the crew eats together or a meeting room if necessary.

Medical Bay

The main Med Bay contains six sensor-ridden beds, various diagnostic equipment, separate fridges for tissue and medication, a sink, a shower, an eye-flushing station, and a Lorath-style stasis pod for critically injured people who can not be treated with the technology the Yggdrasill has aboard.

Passageways
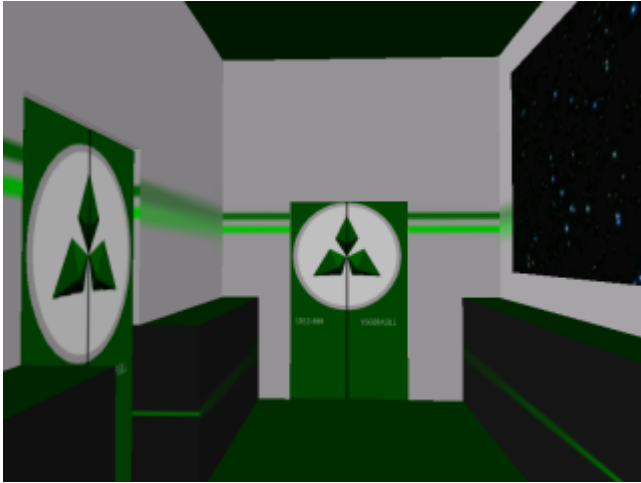
 The passageways are fairly simple, with light grey walls and two-tone green pinstriping, green totem-marked sliding doors, green carpeting, and the occasional window.

The green part along the bottom wall contains various tubing and electrical wiring, with access hatched spaced every 10 feet or so.

Shuttle Bays

The two shuttle bays (one per wing) are rather simple, though Power Armor maintenance races and gravity-reducing hydraulic lifts for the shuttles have been added. The room is otherwise sparce save for some lockers containing environmental suits, parts, and tools. The exit is usually shut with a Yamataium shutter; but can open and still avoid depressurizing by way of a force field, which the shuttles and Power Armor can pass through without trouble.

Ship Systems

Armored Hull and Hull Integrated Systems

Hull

The hull has been replaced with Yamataium armor, grown from chunks salvaged from the battlefield. As such, the ship's once extra-flimsy hull has been made far stronger than it once was.

Computers and Electronics

Communications Systems

The ship contains two easy to produce communications systems on each side of the hull, not counting the Yggdrasill-specific YEPCS. While not as sophisticated as those on most military vessels, they cover

the basics (subspace and radio) and provide an acceptable amount of security. In an emergency the communications system can act as a low resolution sensor system by using the two receivers to pinpoint radio or subspace transmitters much in the same way that human ears pinpoint sounds.

Computer System

The Yggdrasill has Quantum and Vector computer systems, with a few scalar processors for the emergency systems which need more reliability. The Quantum computer system is in control of everything, and the lower vector computer systems beneath it operate basic tasks. Due to this decentralization, and the Yggdrasill's actual intelligence, this provides a high amount of performance in the Quantum system, even when Yggdrasill is busy. Should something go wrong with the quantum computer system, the ship can still operate, though the CFS will not be as easy to control.

Psionic Signal Controller

See Psionic Signal Controller.

Subspace Mass Sensors

Subspace mass sensors instantly detect mass readings and movement of objects up to 1 AU (93 million miles) distant from the ship. The readings are used both for early warning and navigation when traveling at sublight speeds. The readings are not very detailed and cannot detect objects of less than 60,000 kg.

Tachyon Scanners

Tachyon Scanners detect the disturbances in the gravitic characteristics of normal space caused by the passage of ships traveling through hyperspace. Tachyon scanners also reduce the effectiveness of enemy missile jamming systems.

Telepathy Activity Scanner

A passive sensor, the TAS scans a one light-year radius for brainwaves. It is detailed enough to identify some ships by their crews, and does not trip PSC or ADN systems due to it's non-invasive nature.

Environmental Systems

Life Support

Yggdrasill has standard temperature, air, and water based life support; as well as basic food storage

areas. Air scrubbers work with oxygen tanks to replenish and maintain the atmosphere aboard the ship. Water and food are stored on ship and replenished as needed. Temperature is regulated through a centralized thermal control system.

Medbay Environmental Control

The medbay has independent environmental controls, so as to vary between normal levels, levels best for healing various races, and preserving dead tissue in the event it is used as a morgue.

Unidirectional Gravitational Plating

See Unidirectional Gravitational Plating.

Propulsion

Comibined Field System

The Combined Field System, usually found on Star Army of Yamatai vessels, was originally just a Continuum Distortion Drive. However, after visiting the United Outer Colonies, it was converted into a full-fledged CFS. With better emitters and a superior computer system for Yggdrasill to operate with, the Yggdrasill managed to gain the ability to use this normally military only technology.

Dynamic Thruster Drive

See Dynamic Thruster Drive

Fold System

This system moves the ship into a different reality, one in which distances between two points are far, FAR smaller. In this way, it is possible to atain speeds of 0.5 ly/m, or 262,980c.

STL Propulsion System

The STL propulsion System is a high-performance gravitic drive which allows the Yggdrasill to attain speeds of 0c to 0.375c.

Shield Systems

Combined Field System

The Combined Field System installed on the Yggdrasill also allows for shielding from damage in combat, or against collision.

Damper Field Generator

A by-product of antigravity (repulsion) technology, the damper field has been heralded as the best defense against scalar electro-gravitational pulse weaponry, which is notorious for their ability to destroy ammunition, electronics, and organic life forms. While scalar EM waves penetrate conventional shielding because they can travel wherever gravity can go, the damper field uses a low-power antigravity field that negates the force of gravity and consequently provides an effective shielding system against scalar EM weapons systems.

Radiation Shields

The patrol ships are equipped with a Mercurite shielding system, which is capable of blocking most forms of electromagnetic radiation. This is useful for blocking electromagnetic pulse-type weapons.

Power System

Binary Power System

Yggdrasill, while it normally uses its normal Antimatter reactor, is fully capable of using its Aether Generator for power. The Aether generator is also sometimes used for creating antimatter with which to fuel the ship or her weapons.

Internal Crew Protection Systems

Floaters/Bloaters

See Floaters/Bloaters.

Large Area Anti Insect Equipment

See Large Area Anti Bug Equipment.

Industrial Systems

Cargo Bay Grapplers

See [Yggdrasill-Type Cargo Bay Grappler](#).

Fabrication Bay

Based on a salvaged NAM Ship-Based Power Armor Assembler, this fabrication bay is quite basic basic, which allows the Yggdrasill to break down scrap into elements, and use those elements to construct various components. It has manipulator grapplers which allow some basic assembly capacity as well.

Grappler Arms (2)

See [Yggdrasillian Grappler Arm](#).

Grappler Digit Electrodes (10)

See [Yggdrasillian Grappler Electrode](#).

Grappler Pulser (2)

See [Yggdrasillian Grappler Pulser](#).

Graviton Beam Projector (4)

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.

Rapid Launch Bays

The ship's exterior is equipped with two large rapid-launch bays, which are force field-contained openings in the hull. The bays make it possible for shuttles to fly out into space at their convenience, as well as to permit the grapplers access to the bay as needed.

Weapons Systems

- Heavy Subspace Encased Positron Tunneling Cannon: 1, DR 4
- Projected Energy Beams: variable, DR 4
- Combined Pulse Cannon: 2, special damage (no DR)
- Tactical Missile Launcher: 2, DR variable
- Superconductor Mobile Gun Turrets: 30, DR 2
- Yggdrasillian Grappler Pulser: 2, DR 2
- Yggdrasillian Grappler Electrode: 10, DR 1
- Yggdrasillian Grappler Arm: 2, DR 1

Vehicle Complement

Shuttles

- Ge-T1-1A - Transatmospheric Shuttle: 4
- BW-6 Battle Tank: 1

Power Armor

- IronMan: 4

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=corp:yggdrasill:yggdrasill_kai

Last update: **2023/12/21 00:58**