

# Versatility Enhancement Module

## My-D2-M30XX

This is an upgrade-enhancement module designed by [Kage Yaichiro](#) for use on MFY vessels. It is first used on the [Asuka-class Scout](#), which can use two of them, but the interface is simple enough to be used on many future ship classes. While similar to the Sakura Enhancement Module in concept, it is physically and electrically incompatible.

This is often used to add mission specific systems to a vessel, or add living/storage room should a rescue mission or evacuation be needed.

Usually, these have their own life support and power systems. Often Quantum Foam is utilized, unless the Link Siphon is specifically stated.

Unless stated, these are 45 meters long, 35 meters wide, and 15 meters tall.

## Current Module Options

### Power Armor and Shuttle Supplemental(PASS) Module

#### My-D2-M3000

Built around the [Mini Striker Array "Kai"](#), the PASS module is intended for anti-PA and anti-Pod engagements, and uses the magnetically neutral anti-neutron rather than the conventional positron. Its name and the use of subatomic anti-particles is all it really has in common with its KFY namesake, as a different firing system is used as well. It has two arrays per module, one on the top of the module and one on the bottom.

The module also contains a shuttle, power armor, and medical bay each, adding to the ship's ability to retaliate against a swarm of smaller enemies, as well as treat those injured in the combat afterward.

### Evacuation Module

#### My-D2-M3001

Designed for evacuation of an other need for more people to be moved than normally possible on the ship, each module can increase the ship's capacity by a maximum of 150 people. Should two such modules be used in an Asuka, for example, its maximum capacity would increase from 400 people to 700. There are quarters, lounges, kitchens and eating areas, laundry rooms, medical areas, and restrooms.

## Agricultural Module

### My-D2-M3002

A module designed for use with the Evacuation Module, should the worst situation happen, and the Commander has to hide her ship for an extended period of time. This module is able to grow plant-based foodstuffs and even small forms of livestock if available. These modules are uncommon in everyday use, but are attached if there's a possibility of the Evacuation Mission becoming a Colonization Mission.

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Last update: **2023/12/21 05:24**

