

Mōkin-Class Patrol Craft

A fast patrol craft that is agile, armored, and surprisingly comfortable.



About the Mōkin-Class Patrol Craft

The Mōkin is derived from the [Taka-Class Shuttle](#), using the same airframe and systems to produce a combat craft in collaboration with [Osman Heavy Industries](#). Mōkin (猛禽) means “raptor” or “bird of prey” in [Yamataigo](#).

SAoY Variant

There is a [1B variant](#) that conforms to [Star Army of Yamatai](#) standards.

Mission Specialization

This ship is ideal for fulfilling the following mission profiles.

- Security Patrols
- Ship Escort
- Law Enforcement Operations
- Anti-Piracy Operations
- Close Air Support

Appearance of the Mōkin-Class

With the typical [Yugumo Fleetworks](#) combination of sleek and chunky, the Mōkin features sharp angles and an aggressive, somewhat maritime look. Even if more angular and less curved than ships like the

Misha, it still fits in well with the [current design ethos](#).

Statistics and Performance

The Mōkin-Class Patrol Craft is a high-performance patrol craft that does not compromise on endurance, speed, maneuverability, or firepower.

General Statistics

- Class: [Yu-V1-1A](#)
- Type: Patrol Craft
- Designers: [Yugumo Fleetworks](#), [Osman Heavy Industries](#)
- Manufacturer: [Yugumo Corporation](#), [Jiyuu System](#)
- Fielded by: [Yugumo Corporation](#) and [Yamatai Star Empire](#)
- Production: Mass Production
- Production Notes: Customizations can be made upon request.
- Price: 120,000 [KS](#)
- [Umikagami Subsurface Operations Suite](#): +163,600 KS factory, +204,000 KS refit

Passengers

- **Crew:** 1 individual required, 2 individuals for recommended operation.
- **Maximum Capacity:** About 12 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

- Length: 16 meters (52.5 feet)
- Width: 14 meters (45.93 feet) widest, 6m (19.69 feet) fuselage
- Height: 3.5 meters (11.48 feet)
- Decks: 1.5 (2.25m high)

Propulsion and Range

In compliance with the [Starship Speed Standard](#):

- [Mizu II Series - Nami II CDD](#): 18,750c
- [Yumeoibito Hyperspace Fold Drive](#): 0.75ly/m
- [Hoshi III Series Multi-stage Turbo Plasma Drives](#): 0.375c
- Ground Speed (Hovering): 360km/h
- Max. Atmospheric Speed: 🚀 [Mach 1.9](#)

- Range: Unlimited
- Lifespan: Review every 10 years
- Refit Cycle: Every 5 years or as needed

Damage Capacity

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

- Hull: Tier 8 (Medium Mecha)
- Shields: Tier 8 (Medium Mecha)

Inside the Ship

The Mōkin-Class Patrol Craft is a capable and surprisingly comfortable vessel.

Deck Layout

The Mōkin-Class Patrol Craft is a single-deck vessel, equipped with facilities to fit adventure and travel. Wing access is gained through crawlspace conduits in the stern compartment and from the exterior of the vessel when it is landed or in the dock.

Deck	Compartments
Deck 1	Crew Deck
Deck 1.5	Cargo Space, Engineering Panel Access

Compartments

Below is a listing of compartments aboard the Mōkin-Class.

Upper Deck

There is a some cargo storage space here, though the area lacks any cargo handling systems. In the rear are panels to access the engineering compartment and other systems.

Cockpit

The cockpit features stations for the pilot and copilot, who are beside one another, facing a 200° wrap-around viewscreen over their shared console. All functionality of the ship is redundantly duplicated in full for both stations. The comfortable, ergonomic, multi-adjustable seats feature cupholders, adjustable armrests, massage, ventilation, lumbar support, [SQUID](#) interfaces, [Virtual Home Sleep](#).

Behind them, against the rear cockpit bulkhead on the starboard side is a [Star Army Bunk Bed, Type 40](#) in the *Deluxe Three Bunks, Desk, and Drawer/Wheels* configuration, with the bottom one typically collapsed beneath the middle for extra space. On the port side are lockers for the crew's personal items, and a pair of [Yugumo Standard Anthroform Drone Berth](#) with storage.

[Emergency lockers](#) are easily accessible by the crew.

Galley

Located in an alcove on the starboard side, just behind the cockpit, the somewhat cramped galley is patterned after a [System Kitchen](#), and has pantry, refrigerator, and freezer space, and cookware, glassware, utensil, and tableware storage. There is a combination microwave-convection oven with a fish grill below it, [Emrys Quik Paks Processor](#), instant hot water dispenser, and toaster oven. A plumbed-in [Coffee](#) and espresso machine, with steamer and drain has its own built-in bean grinder. There is limited counter space for prep, as the galley is intended for serving primarily pre-prepared or minimal-preparation food. A double sink, dishwasher, and plasma incinerator maintain sanitation, and there is ample lighting and ventilation. Portable small appliances must be used to satisfy any needs the built in equipment cannot.

Laundry

To the forward side of [galley](#) there is a small laundry area with utility sink, folding table with a hanging rod and storage shelf above it, and combination washer-dryer with steam and ultrasonic modes atop a storage pedestal with drawers below it.

Hygiene

Opposite the ship from the [galley](#), on the port side near the front is a pair of latrines and a single shower. There is a double sink and vanity just outside, with a wall-mounted hairdryer and a lighted mirror on an articulated arm. Next to it is a [housekeeping closet](#).


First Aid Station

Across from the vanity is a small, enclosed room with basic medical diagnostic and monitoring equipment, as well as a fold out bed from the wall and a [first aid locker](#).

Armory

The [Shiori Style Standard Armory](#) aft of the [hygiene](#) module is quite small, but also contains the racks for the crew's power armor.

Brig

Located directly behind the [galley](#), the  [brig](#) features a bench with a rail for attaching restraints for short-term detention, with an open shower and head, and a water fountain. Windows made of [Transparent Durandium](#) look in on holding cells that are for longer-term occupancy, with floor drains, spartan bunks featuring restraints, and sink/fountain/toilet combos.

Weapon and Ammunition Systems

There is no main cabin as such, in contrast to the [Taka-Class Shuttle](#) from which it is derived. Instead, most of the interior of the craft is dedicated to the machinery and control systems for the craft's weapons loadout, as well as magazines to store ammunition and machinery to load the weapons, as part of the [Yugumo Standard Magazine](#).

Cargo Area

A [small, but well-equipped cargo area](#) is behind the weapons systems. It is not large enough to be capable of storing more than a few [SSCC-Small](#) containers, loaded by an aft-facing belly-ramp.

Engineering

Further in the back of the Mōkin behind protective panels is access to some of the patrol craft's critical systems. These are only to be opened in the event of field repair. Otherwise they must remain close lest over exposure to outside elements affect their performance. In addition to the [power](#) and [propulsion](#) systems, the [KAIMON](#) and various other systems are as well. Other parts of the engineering compartment are accessed through panels on the partial upper deck.

Other systems are accessed by removable floor panels. Each has a quarter-turn lock at each corner that requires positive pressure downward during torque to unlock. Floor panels over junctions, ports, and outlets have a retractable access cover that is secured with a single, smaller lock otherwise identical to the ones that secure the panel itself. This system also facilitates the easy conversion between the [passenger](#) and [cargo](#) variants.

Systems

Below are the systems of the Mōkin-Class Patrol Craft.

Mōkin-Class Hull and Frame Construct

The Mōkin utilizes a primarily [Yama-Dura](#) hull structure. All windows and viewports utilize [Transparent](#)

Durandium.

Mōkin-Class Hull and Frame Assembly	
Primary SpaceFrame	Forcefield Reinforced Yama-Dura Major Truss
Secondary SpaceFrame	Yama-Dura Secondary Truss and Rod Assembly
Outer Plates	Sitearium coated Yamataium Plate with Omnihue matrix
Lining	Yarvex Lining

Power Systems

The Mōkin uses [Kaminari Quantum Foam Generators](#) for its primary power system. The supercapacitor banks have enough backup power for 48 hours of minimal operation, 18 hours of moderate-load operation, and 3 hours of intense operation such as high-speed maneuvering or full-power shield deployment.

Backup Power

A [Tsuyosa Series Matter-Antimatter Reactor](#) with [Matter Collection System](#) provides backup and auxiliary power.

Propulsion Systems

The Mōkin utilizes a modified [Mizu II Series - Nami II CDD](#) which maximizes the CDD performance at 18,750c. Distortion coils are located in the wing pods on both sides of the craft.

In addition to the CDD, the Mōkin is equipped with two [Hoshi III Series Multi-stage Turbo Plasma Drives](#) for sublight speed. They are located in the rear of the ship. Sublight performance for this craft usually can withstand up to 0.40c. Maneuvering Thrusters ([ion thrusters](#)) are used primarily for attitude adjustment, docking, and station keeping.

For hyperspace fold, the Mōkin uses the [Yumeoibito Hyperspace Fold Drive](#).

The Mōkin also has an Anti-Gravity System for landing and atmospheric operations.

Integrated Electronics

The Mōkin-Class Patrol Craft is equipped with the [KAIMON-Portal](#) 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](#), and the [Sorakagami Aerospace Operations Suite](#), there are also a [Mineral Scanner](#) and [SachiTech Tech-Scanner](#) available to the helm.

For authorized operators, [ELECTRA](#) may be enabled.

Life Support and Environmental

The Mōkin-Class Patrol Craft is equipped with [Yugumo Standard Life Support Systems](#).

Shielding

The Mōkin-Class Patrol Craft's [Mizu II Series - Nami II CDD](#) is equipped with a [\(Civilian\) Combined Field System](#), supplementary shields, and navigational shielding. The primary shields create a [conformal or bubble](#) 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 [conformal or bubble](#) 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 [conformal or bubble](#) 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.

Emergency Systems

The *Mōkin*-class Patrol Craft is equipped with [Yugumo Standard Emergency Systems](#) and reactive atmospheric force fields in the event of vacuum exposure. Should the craft's power or communication's systems be inoperable it comes with a built in subspace distress beacon with its own power source, good for 120 hours of continuous operation.

In the event of a catastrophic failure or impending doom, the ship has two ["Ikigai" Type 43 Escape Pod](#) in the cockpit.

Emergency Lockers

There is one each of [Yugumo Standard Damage Control Alcoves](#), [Yugumo Standard First Aid Lockers](#), [Yugumo Standard Armory](#), and [Yugumo Standard Survival Lockers](#) in the cockpit. easily accessible and fully-stocked, for any emergency.

Landing Struts

The Mōkin-Class Patrol Craft is equipped with landing struts, they are pneumatically driven and are used to raise or lower the ship, and level it once it is in place.

Signature Reduction

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 Mōkin'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.

Utility Turrets

In various places around the outside of the ship are mounted pop-out turrets for several strategically-

placed [Scalable Graviton Beam Projector Array](#).

Weapons

As a patrol craft, the ship is not armed for taking on military starships in toe-to-toe combat, focused instead on countering fighters, bombers, power armor, and other smaller threats.

Plasma Projection System

The Mōkin 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. Both the point-defense and anti-starship turret systems are pop-up/retractable so during non-combat situations they are enclosed beneath the hull plates. By redirecting power from the plasma system that powers the ship's propulsion, it may use excess weapons limitation capacity, up to a maximum of two [Tier Equivalent Weapon Groups^{1\)}](#) 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 Weapons Loadout

Per corporate policy, the ship may only be sold armed within the [Yamatai Star Empire](#). It is sold commensurately more cheaply if unarmed.

- 2 x ["Taihō" Autocannon](#), ([Tier 9, Heavy Anti-Mecha](#), Primary Weapons Array)
- 2 x ["Suzukaze" Mini-Missile Launcher Arrays, 80x250mm](#) (Up to [Tier 7 Light Anti-Mecha](#) depending on ammunition, Secondary Weapons Array)
- 8 x ["Tachikaze" Point Defense Cannons Type 43](#) ([Tier 6 Heavy Anti-Armor](#), Point Defense)
- [Plasma Projection System](#) (Variable-Tier Multipurpose Weapons System)

OOC Notes

[Yuuki](#) created this article on 2022/10/22 07:53. Art by [Andrew](#). [Approval Thread](#) by [Wes](#).

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Products & Items Database	
Product Categories	small craft
Product Name	Mōkin-Class Patrol Craft
Nomenclature	Yu-V1-1A

Products & Items Database	
Manufacturer	Yugumo Corporation , Yugumo Fleetworks
Year Released	YE 44
Price (KS)	120,000.00 KS
DR v3 max	Tier 8

1)

individual weapons limited to a maximum [DR 7](#)

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