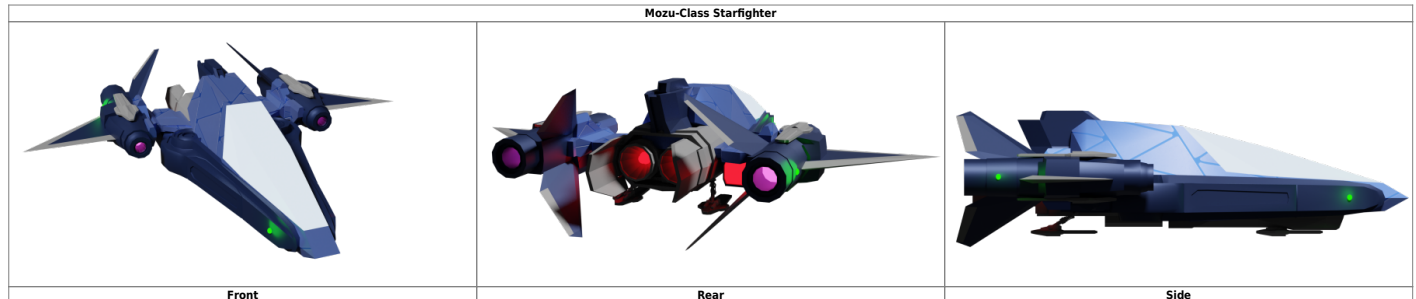


# Mozu-Class Starfighter

The *Mozu*-class Starfighter is a fast, unexpectedly luxurious starfighter optimized for performance, endurance, firepower, and agility.



## About the Mozu-class Starfighter

Derived from the [Shuriken-class Fighter Drone](#), the 1A variant of the *Mozu*-class Starfighter is the first [Yugumo Fleetworks](#) entry into the civilian starfighter market, and one of their collaborations with [Osman Heavy Industries](#). Debuted in late [YE 44](#), the craft is intended for integration into the [Colonization Initiative Alliance fleet](#). Mozu (百舌) means “[shrike](#)” in [Yamataigo](#).

## Racing Variant

The [Amatsubame-Class Runabout](#) is a version of the *Mozu*-class with the armor and armament stripped out to make a high-performance luxury sport and racing craft.

## SAoY Variant

Incorporating restricted materials and technology, the [Mozu-Class Starfighter \(1B\)](#) is a variant of the *Mozu*-class that adheres to the standards of the [Star Army of Yamatai](#) and the [Next Gen Fighter Program](#).

## Mission Specialization

The *Mozu*-class Starfighter is ideal for the following mission profiles:

- Ship Escort
- Anti-Piracy Operations
- Law Enforcement Operations
- Aerospace Superiority
- Reconnaissance
- Close Air Support

## Appearance

Taking after the [Shuriken-class Fighter Drone](#) in terms of profile, the *Mozu* is an angular, slightly-dagger shaped machine with a prominent cockpit window at the front of the fuselage. However, the Mozu falls into the Yugumo Fleetworks [design ethos](#) with its sleek hull and elegant, yet aggressive nacelles. In its default color scheme, the fighter has a mix of dark blue and black shades, with purple highlights.

## Statistics and Performance

The *Mozu*-class Starfighter is a fast, high-performance fighter craft optimized for speed, firepower, and agility.

| General Statistics for the Yu-V2-1A Mozu-class Starfighter |   |
|--|---|
| Year Introduced  | <a href="#">YE 44</a>   |
| Class/Nomenclature   | <a href="#">Yu-V2-1A</a>  |
| Designers  | <a href="#">Yugumo Fleetworks</a> , <a href="#">Osman Heavy Industries</a> , and <a href="#">Mazaki Seina</a> |
| Manufacturer   | <a href="#">Yugumo Corporation</a>  |
| Fielded By   | <a href="#">Yugumo Corporation</a> and <a href="#">Yamatai Star Empire</a>                                    |
| Range  | 1 Month; Up to 25 Years in Stasis   |
| Maintenance Cycle  | After Every Combat Engagement or Every Two Months   |
| Lifespan   | 10 Years  |
| Pricing  | 125,000 KS  |
| <a href="#">Umikagami</a> Aquatic Package                  | +144,400 KS Factory, +180,000 KS Retrofit   |

## Passengers

- Crew: 1 Pilot
- Maximum Capacity: There are accommodations for 1 person. Roughly 2 people can *fit* aboard in an emergency, but the craft would be extremely cramped.

## Dimensions

- Length: 7 Meters (23.59 Feet)
- Width: 7 Meters (23.59 Feet)
- Height: 2.5 meters (8.43 feet)

## Propulsion and Range

- [Mizu II Series - Ripple II CDD](#): 18,750c
- [Yumeoibito Hyperspace Fold Drive](#): 0.75 ly/m

- Sublight [Hoshi III Series Multi-stage Turbo Plasma Drives](#) and CFS: 0.375c (112,422 km/s)
- Atmospheric Speed (Hovering via CFS and Anti-Gravity System): 600 km/h
- Maximum Atmospheric Speed: 🌀 [Mach 5](#)
- Range: Unlimited in Theory
- Lifespan: Review Every 10 Years
- Refit Cycle: Every 5 Years or as Needed

### Damage Capacity

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

- Hull: Tier 7 (Light Mecha)
- Shields: Tier 7 (Light Mecha)

### Interior

The *Mozu*-class Starfighter is as comfortable as a single-seat fighter can get. That is to say that while it does not compare to the comfort of a larger vessel, it is luxurious by the standards of its class.

### Cockpit

The single-seat cockpit features a [Transparent Durandium](#) canopy with adjustable [Omnihue](#) opacity, reflectivity, and tint and [volumetric window](#) viewscreen overlay. All functionality of the ship is present in full and control layouts can be customized via SQUID and tactile [Solid Volumetrics](#). The comfortable, ergonomic, multi-adjustable acceleration couch features a cupholder, adjustable armrests, massage, ventilation, lumbar support, [SQUID](#) interfaces, and [Virtual Home Sleep](#). The emergency lockers are located in the interior, to either side of the seat.

### Ship Systems

The following section contains information about the *Mozu*-class Starfighter's systems.

#### Armored Hull and Hull Integrated Systems

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

| Mozu-class 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  |

| Mozu-class Hull and Frame Assembly |  |
|------------------------------------|--|
| Outer Plates                       | Sitearium coated Yamataium Plate with Omnihue Matrix |
| Lining                             | Yarvex Lining  |

## Power Systems

The *Mozu* 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 no less than 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.

## Computers and Electronics

The *Mozu*-class Starfighter is equipped with the [KAIMON-Passage](#) suite with its included communications, targeting, interface, and sensor systems. It also has the uplink and [PANTHEON/SYNC](#) connect module.

It features the [Sorakagami Aerospace Operations Suite](#), with an option for [ELECTRA](#) as a software upgrade for qualified operators.

In addition to its [KAIMON Kagami sensors](#), there are also a [Mineral Scanner](#) and [SachiTech Tech-Scanner](#) available to the pilot.

*Mozu*-class Starfighters fielded by the Yugumo Corporation for internal use have [ELECTRA-Passage](#) loaded into KAIMON. However, those craft that are sold to individuals or groups outside of Yugumo (with the exception of the [Star Army of Yamatai](#)) do *not* include this system.

### Sorakagami

The *Mozu*-class Starfighter includes the [Sorakagami Aerospace Operations Suite](#) integrated from the factory.

### Umikagami

The *Mozu*-class Starfighter was built to minimize the effort needed to fit it with the [Umikagami Subsurface Operations Suite](#) to enabling a range of sub-aquatic applications. The base *Mozu* does not

come with the [Umikagami](#) hardware, but it is an available option from the factory, or aftermarket with a zero-configuration, plug and play upgrade path.

## Emergency Systems

The *Mozu*-class Starfighter 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.

### Cockpit Pod

In the event of a catastrophic failure or impending doom, the cockpit doubles as a downsized "[Ikigai](#)" [Type 43 Escape Pod](#) which can eject from the main body of the craft. As a tertiary measure in the event that the cockpit pod is too damaged to function, the craft has an ejection seat which is equipped with a [EM-G19 - Survival Kit](#).

### 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. However, given the small size of the craft, the lockers contain only a quarter of the supplies and equipment, enough to sustain a single pilot in the event of a calamity. In essence, the lockers are downscaled from their standard variants. There is also a ration locker, which contains enough [emergency ration pills](#) for 1 month and a link to the water tap. Alternatively, the ration locker can be retrofitted into a small induction charging locker with spare capacitors for [technological android](#) pilots. These are most often used for [Consort](#) pilots, but most other android models are compatible as well.

## Life Support and Environment Systems

The *Mozu*-Class Starfighter is equipped with [Yugumo Standard Life Support Systems](#). The craft also features inertial compensators to protect the pilot from g-forces.

### Propulsion

The *Mozu* 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. The CFS can also be used for sublight propulsion, up to 0.375c.

In addition to the CDD, the *Mozu* 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 the plasma drives

usually can withstand up to 0.375c. Maneuvering Thrusters ( [ion thrusters](#)) are used primarily for attitude adjustment, docking, and station keeping.

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

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

## Shield Systems

The *Mozu*-Class Starfighter'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.

## Landing Struts

The *Mozu*-class Starfighter is equipped with landing struts, they are pneumatically driven and are used to raise or lower the craft, 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 *Mozu*'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 supercapacitor banks or more traditional forms of secondary power, or the ship remains detectable by anyone looking for such signatures.

## Weapon Systems

The *Mozu*-class Starfighter has a significant degree of modularity in its weapon systems and payload, which can be adjusted as needed on a mission-to-mission basis or even on the fly should the necessary conditions be fulfilled.

## Plasma Projection System

The *Mozu* 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 craft. 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](#)<sup>1)</sup> worth of firepower in variably-sized plasma cannons and smaller plasma guns by using magnetic redirection to weaponize the ship's drive and maneuvering engine nozzle output. These are most often used as point-defense and hard-kill countermeasures against incoming warheads. However, the power drawn in doing so negatively impacts the ships acceleration and maneuverability however, forcing power to be diverted from propulsion to weaponry. The effect is increasingly more pronounced the more free capacity that is used in this manner.

## Default Weapons Loadout

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

- 2 [Tier 8 Yu-W6-W4308C Light Autocannons](#)
- 2 Tier 7 "[Suzukaze](#)" [Anti-Mecha Mini-Missile Launchers](#) (Up to [Tier 7 Light Anti-Mecha](#) Depending on Ammunition)
  - Launcher Inventory: 20 Anti-Mecha Mini-Missiles per Launcher
- 4 Exterior Hardpoints
  - Up to 4 Tier 8 or 9 [Baby Torpedoes](#)<sup>2)</sup>
  - Up to 4 Tier 9 [OHI Long Range Missiles](#)<sup>3)</sup>
  - Up to 4 Tier 0-5 [Mini-Missile Pods](#) loaded with [Starfighter Mini-Missiles](#)<sup>4)</sup>
  - Up to 4 non-weapon [Origin Starfighter Accessories](#)<sup>5)</sup>
  - Up to 8 Tier 8 [OHI Standard Missiles](#)<sup>6)</sup>
  - Up to 8 [OI-Z3 Armiore Missiles](#)<sup>7)</sup>
  - Up to 4 [OI-Z1A Anti-Ship Cruise Missile](#) (Including Sensor Missiles)<sup>8)</sup>
  - Up to 4 "[Whisker](#)" [Sensor Drone](#)<sup>9)</sup>
  - Up to 2 [Yomawari-Class NavComm Buoy](#) in Launch Tubes<sup>10)</sup>
  - Up to 2 [EM-O2 "Houmen" Communication Satellite](#) in launch tubes<sup>11)</sup>
- [Plasma Projection System](#) (Up to 2 Tier Equivalent Weapon Groups of Firepower)
- 1 Omnidirectional [Scalable Graviton Beam Projector Array](#)
- 1 Small-Sized [MultiStruct Multitool](#) (Limited Storage)
- 1 [Harpoon Cable](#), adapted from the [Courier 2c 'Collector'](#), for anchoring and towing.

## OOC Notes

[Immortal Cyan](#) created this article on 2022/10/23 16:00, but [Yuuki](#) did literally almost all of the actual work! [Approved](#) by [Wes](#) on November 15, 2023.

Art by [Alex Hart](#).

| Products & Items Database |  |
|---------------------------|--|
| Product Categories        | small craft  |
| Product Name              | Mozu-Class Starfighter   |
| Nomenclature              | Yu-V1-1A   |
| Manufacturer              | <a href="#">Yugumo Corporation</a> , <a href="#">Yugumo Fleetworks</a> |
| Year Released             | <a href="#">YE 44</a>  |
| Price (KS)                | 125,000.00 KS  |
| DR v3 max                 | Tier 7   |

<sup>1)</sup>

Individual weapons limited to a maximum [Tier 6](#)

<sup>2)</sup>



One Torpedo per Exterior Hardpoint

[3\)](#) [8\)](#)

,

One Missile per Exterior Hardpoint

[4\)](#) [5\)](#)

,

One Pod per Exterior Hardpoint

[6\)](#) [7\)](#)

,

Two Missiles per Exterior Hardpoint

[9\)](#)

One Drone per Exterior Hardpoint

[10\)](#) [11\)](#)

,

One Tube per Two Exterior Hardpoints

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