

YSS Akuro

The YSS Akuro (NF-X5-01) was a [Chiharu-class Flagship](#) in the [Fifth Expeditionary Fleet](#) of the [Star Army of Yamatai](#). It was constructed in [YE 28](#) and destroyed in [YE 29](#).



The YSS Akuro Legacy and History

The YSS Akuro had a short but eventful lifespan. The ship was constructed at [Ketsurui Fleet Yards](#)'s Luna Bianca Facility in [YE 28](#). Upon completion, the Akuro was given the usual trials and testing and then it was given to the [Fifth Expeditionary Fleet](#) to replace the [YSS Namiko](#) as the fleet's flagship.

Notable Events

The YSS Akuro was involved in two major incidents:

Yoshike Mutiny

- [5XF - Betrayal at Taiie](#)

The traitorous [Shosa Yoshike](#) had disabled [KAMI](#) aboard the Akuro, disabling the majority of the [Fifth Expeditionary Fleet](#) that wasn't already under her control, including its entire command group along with the Akuro herself. With the ship's power cut and the lights off, the Akuro's command officers including [Ketsurui-Motoyoshi Katsuko](#), [Shimizu-Motoyoshi Akina](#) (清水本吉明菜), [Murasaki Aoiko](#), and [Corro Adlich](#) were caught in the ship's mess, hearing gunfire, and unsure of who they could trust. Yoshike's insurgents were moving towards their position, and [Katsuko](#) and the others had to move quickly to the emergency

bridge to take control of the ship.

Along with a group of loyal enlisted, the officers fought the mutineers sent to the mess hall, then out into the corridor. Facing waves of resistance from the multiple teams sent to attack them, joined by more loyal crew along the way, the officers and crew fought insurgent barricades until they reached the emergency bridge and began to fortify their position, destroying mutineer barricades in the process to prevent them being used against them. [Aoiko](#) and [Katsuko](#) began to climb the disabled lift to the [KAMI](#) room to restart the ship's systems.

As loyal crew across the fleet began to rally after the confusion and overwhelm the mutineers aboard their respective vessels, and the [YSS Confidence](#), having escaped sabotage and remaining operational, turned the tide against insurgent fighters in power armor out in space. Soon only the YSS Ixa remained under Yoshike's control as enlisted technicians aboard the Akuro with the officers cleared out the sabotage and reactivated the Akuro's systems. With Yoshike and the Ixa maneuvered into checkmate, the insurgency was over.

Ichiro Incident

In [YE 29](#), devastating sabotage unfolded on the under-construction [Iori-Class Star Fortress](#), [Taiie no Iori](#) which resulted in the base's [KAMI](#) going hostile. The sabotaged computer produced a sprite by the name of Ichiro and began to infect key personnel and savagely murder the officers and crew.

[Yukari Freeman](#), along with [Hatsubutai Ayano](#), [Corro Adlich](#) and Ryuuza Kurodai, attempted to save the [Taisho Ketsurui-Motoyoshi Katsuko](#) and fought the crew infected by Ichiro. [Ketsurui-Motoyoshi Katsuko](#) was forced to kill [Shimizu-Motoyoshi Akina](#) ([清水本吉明菜](#)) during the infection and eventually freed herself from captivity.

In the end, Ichiro fled to the [YSS Akuro](#), in an attempt to attack the [Nepleslian Star Empire](#). The hijacking resulted in the activation of the ship's auto-destruct and the ship was destroyed. It was later found that rogue element within [Star Army Intelligence](#) had attempted to remove [Ketsurui-Motoyoshi Katsuko](#) and start a conflict with the [Nepleslian Star Empire](#).

Exploration and Colonization

The Akuro participated in the colonization and exploration of many [star systems](#):

- [Taiie](#) becomes headquarters for the Fleet.
- [Ahmar](#) explored.
- [Ahrbeg](#) explored.
- [Akina System](#) colonized.
- [Goumon](#) colony prison constructed.
- [Kilnar](#) explored.
- [Mevar](#) explored.
- [Murf](#) determined to be unstable, possible [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#) infestation suspected.
- [Talori](#) explored

- [Tsuyosa](#) explored.
- [Yicuibu](#) explored.

The Akuro Name Continued

The Akuro namesake continued into the future to include the [YSS Akuro II](#), and the [YSS Akuro III](#).

The 17th Kasairyuu Wing

The *YSS Akuro* was the first ship the [17th Kasairyuu Power Armor Wing](#) called home.

OOC Notes

The article was redone by [Andrew](#) on 01/20/2020.

[Yoshike Mutiny](#) summary by [Yuuki](#).

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Last update: **2024/02/25 13:38**

