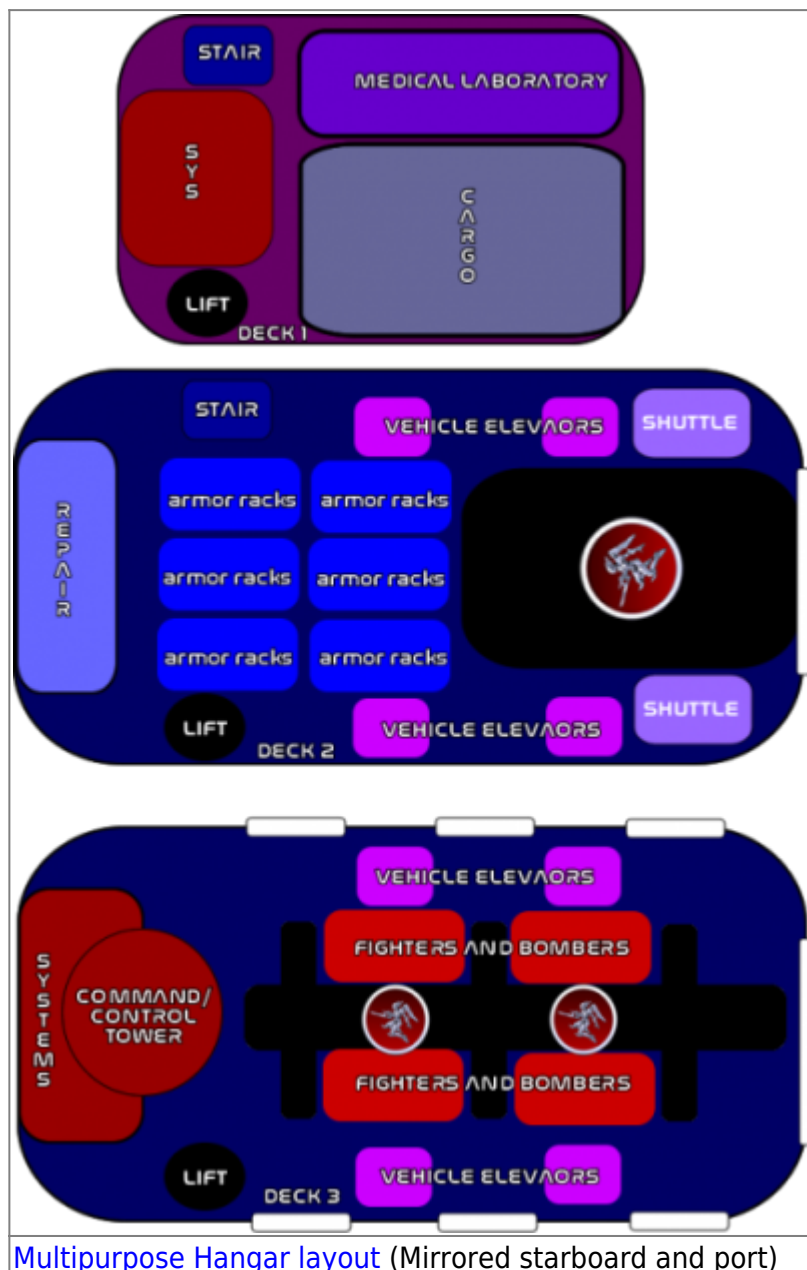


YSS Resurrection of Taiie Hangar and Small Craft Inventory

The small craft inventory of the [YSS Resurrection Of Taiie](#) a [Takumi-Class Expeditionary Command Cruiser](#) and the flag ship of the [Fifth Expeditionary Fleet](#). The majority of the craft are the standard craft choice for a vessel of this type. It was decided that the fighter compliment would only consist of the [Ke-V8 "Super Kawarime" Fighter](#) fighter because the *YSS Resurrection of Taiie* primarily to deploy their fighters in an escort role and not a strike one. The 5th Expeditionary Fleet's more carrier style craft will handle strike fighter operations. However, since the *YSS Resurrection of Taiie* plans to host at least one elite fighter squadron, the aerospace wing might be asked to handle special missions.





The small craft inventory of the ship can be changed, but it usually includes:

Shuttles					
QTY	Class	Status			
10	Ke-T10 "Fukuro" Multi-Role Shuttle	2 ready starboard, 2 ready port, 6 standby			
Power Armors and Mecha					
QTY	Class	Status			
4,000	Ke-M2-4 Series "Mindy" Armor	4,000 Ready (half starboard half port)			
2,000	Sylph M4 Light Mecha ¹⁾				
48	M19 Ryoko Mecha	48 on standby			
Fighters and Bomber					
QTY	Unit	Status			
4	Star Army Fighter Squadron	2 Active 2 on standby			
Fighter Compliment					
Squadron Name		Number Status: Ready	Number Status: Standby	Number Status: Maintenance	Number Status: Destroyed
Super Kawarime Squadron (Name TBA)		12 Fighters (Ready Starboard)	0 Fighters	0 Fighters	0 Fighters
Super Kawarime Squadron (Name TBA)		12 Fighters (Ready Port)	0 Fighters	0 Fighters	0 Fighters
Super Kawarime Squadron (Name TBA)		0 Fighters	12 Fighters	0 Fighters	0 Fighters
Super Kawarime Squadron (Name TBA)		0 Fighters	12 Fighters	0 Fighters	0 Fighters

- 12 more fighters in deep storage

Hangar Crew standard duty shift

Deck 1 - Incident Deck/Ready Equipment Storage

- 1 **Deck Officer "Deck Boss"** Their job is to oversee safety and security, to be the incident manager during an emergency, and to request additional crew or supplies in the case of an emergency.
- Incident Team
 - 4-6 **Firefighters** tasked with inspecting damage control systems and standing by to respond to an emergency.
 - 2-3 **Deck Medics** ready to respond in the case of an injury.
- Equipment and Ordinance Team
 - 2-3 **Armorers**
 - 3-4 **Unit Supply Specialists** who oversee the storage, handling, and cataloguing of munitions and mission critical equipment.
- Security
 - 4-6 **General MPs** on shift to patrol or potentially secure the hanger.

Deck 2 - Power Armor Launch Bay



- 1 **Deck Officer "Deck Boss"**
- Quality Assurance/Launch Team
 - 7-12 **Launch Technicians**
- Maintenance Team
 - 6-8 **maintainers**
- Equipment and Ordinance Team
 - 5-7 **Star Army Armorer**
 - 3-4 **Star Army Unit Supply Specialist**

Deck 3 - Starfighter Launch Bay

- 1 **Deck Officer "Deck Boss"**
- Quality Assurance/Launch Team
 - 3-6 **Launch Technicians**
- Maintenance Team

- ■ 12 squadron [maintainers](#) They will redeploy with the squadron to any future postings but are under the control of the local deck crew.
- Equipment and Ordinance Team
 - ■ 4-5 [Star Army Armorer](#)
 - ■ 2-3 [Star Army Unit Supply Specialist](#)

Tower (On Deck 3)

- ■ 1 [Tower Officer](#)
- ■ 1-3 [Air Traffic Control](#)

Equipment

Deck 1

Deck 2

- 24 [rolling tool lockers](#) (contain maintenance gear)
- 6 [Firefighting Locker](#)
- 2 [Standard Damage Control Station](#)

Deck 3

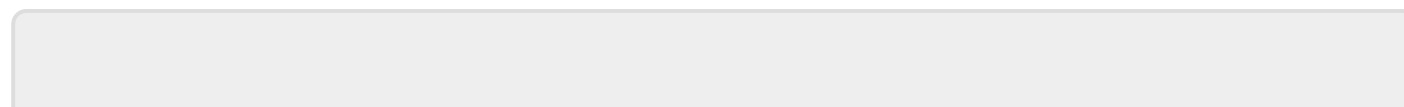
- 24 gantry ladders (for boarding the craft or craft maintenance)
- 12 [rolling tool lockers](#) (contain maintenance gear)
- 4 [Firefighting Locker](#)
- 1 [Star Army Ke-K3 Forklift](#)
- 2 [Standard Damage Control Station](#)

OOO Notes

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1)

For [NH-33M \(Miniature\)](#)



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