

# Jinkan-class Escort

The Jinkan Escort is a small craft made by [Origin Industries](#) starting in [YE 31](#).



## About the Ship

The Jinkan-class is [Origin Industries'](#) entrant into the field of light escorts, currently overpopulated with Yui-class ships. It has moderate firepower and moderate shields, as well as moderate speed and durability. Meant to be a jack of all trades, it does not focus on any one area of expertise, rather attempting to be useful in every situation.

## Key Features

The ship is very middle-grounds, and can do just about anything to a decent level.

## Mission Specialization

The Jinkan-class is an escort, and specializes in escorting transports, as well as other types of ships. The Jinkan class can also be utilized as a scout, due to its capabilities and relatively low crew requirements.

## Appearance

The Jinkan is shaped somewhat like an overturned boat, with engines clustered around the rear, as well as a set of short stubby wings that contain pods at the ends. There are two shielded openings in the dorsal surface, allowing for Heavy Laser Turrets to be deployed and stored within the ship. On the underside, the two Medium Positron Cannons can be seen sticking out of the hull, as well as the docking ring, and a slight bulge containing the engines.





## History and Background

The original designs and prototype of the Jinkan Class Escort were designed by Jinkan Tatst (deceased), As a personal project. Partway through a routine check of engine capability before the prototype ever got off the ground, however, the aether containment field in the aether generator running the original ship collapsed, causing the ship, and its builder to be destroyed, as well as nearly killing Jinkan's daughter, [Aerin Tatst](#), who would later go on the found the company [Origin Industries](#), and finally complete her father's dream by finishing the design of his ship and bringing it to the world to help safeguard people. [Aerin](#) named the ship after her father, in honor of his memory.

## Statistics and Performance

### General

- **Class:**
- **Type:** Light Escort
- **Designers:** Jinkan Tatst, [Aerin Tatst](#)
- **Manufacturer:** [Origin Industries](#), Tami

- **Production:** 1,000 over 5 years
- **Fielded by:** [Origin Industries](#), Independent
- **Price:** 200,000 KS

## Passengers

Crew: 2 operators are recommended, but only one is required. Maximum Capacity: There are accommodations for 10 people. About 50 people can fit aboard in an emergency, but the ship would be extremely cramped.

## Dimensions

- **Length:** 100 meters (328 feet)
- **Width:** 75 meters (246 feet)
- **Height:** 25 meters (82 feet)
- **Decks:** 3 (6 meters each)

## Propulsion and Range

- **Continuum Distortion Drive:** 14,000c
- **Hyperspace Fold Drive:** .5ly/h
- **Sublight Engines:** .28c
- **Range:** Limited to 8 months with a full crew of 10
- **Lifespan:** estimated at 60+ years
- **Refit Cycle:** As needed.

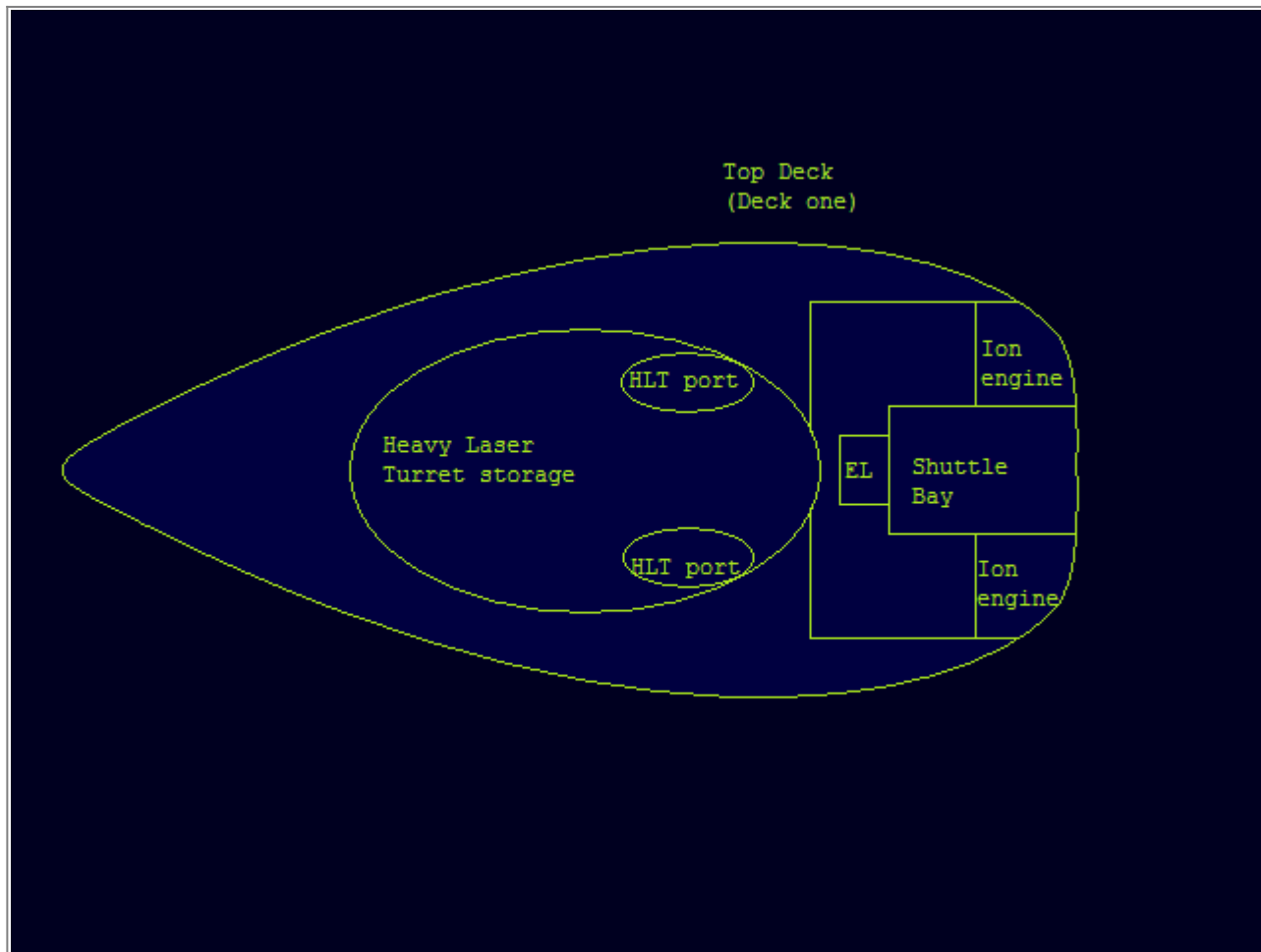
## Damage Capacity

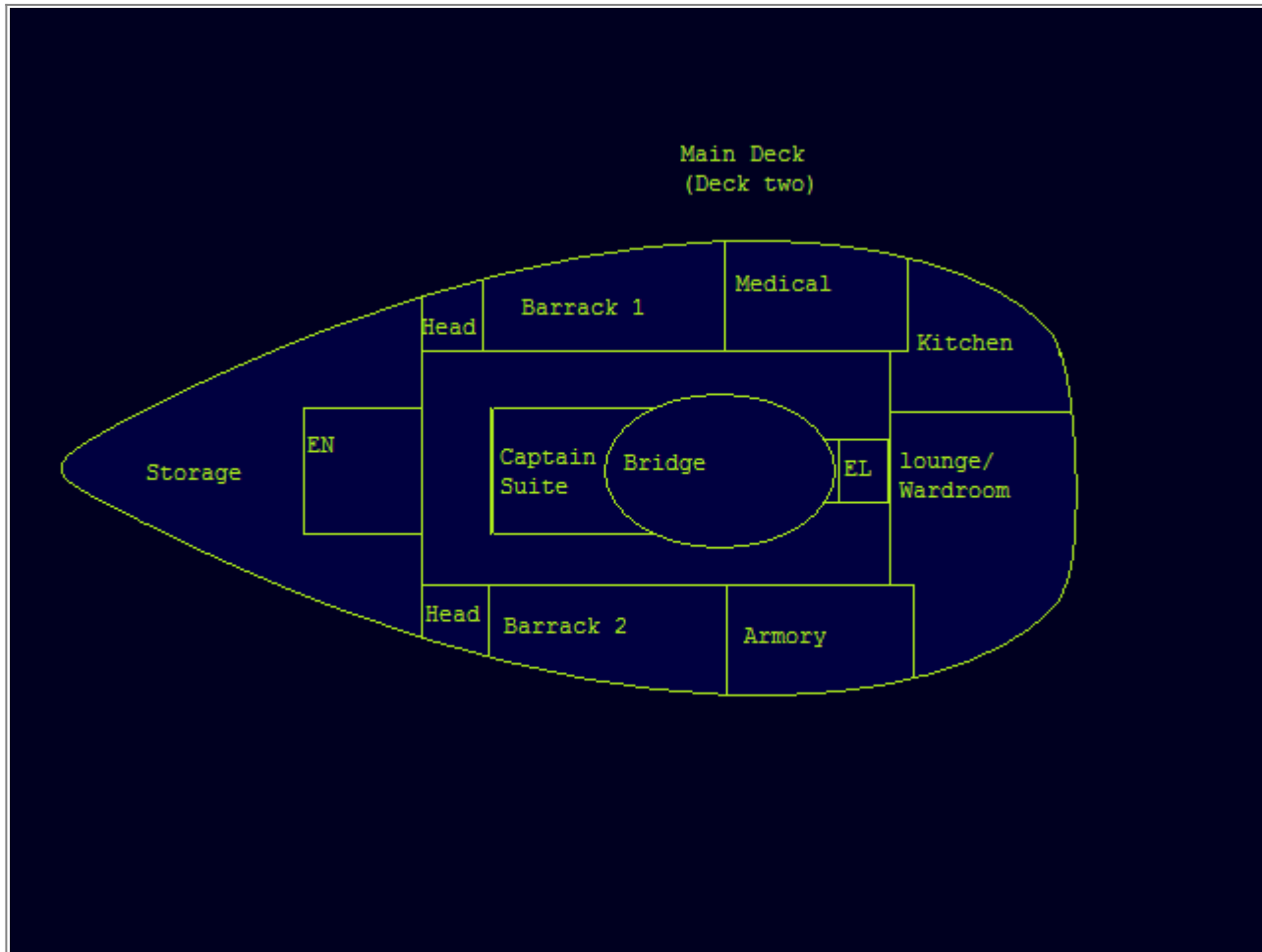
See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

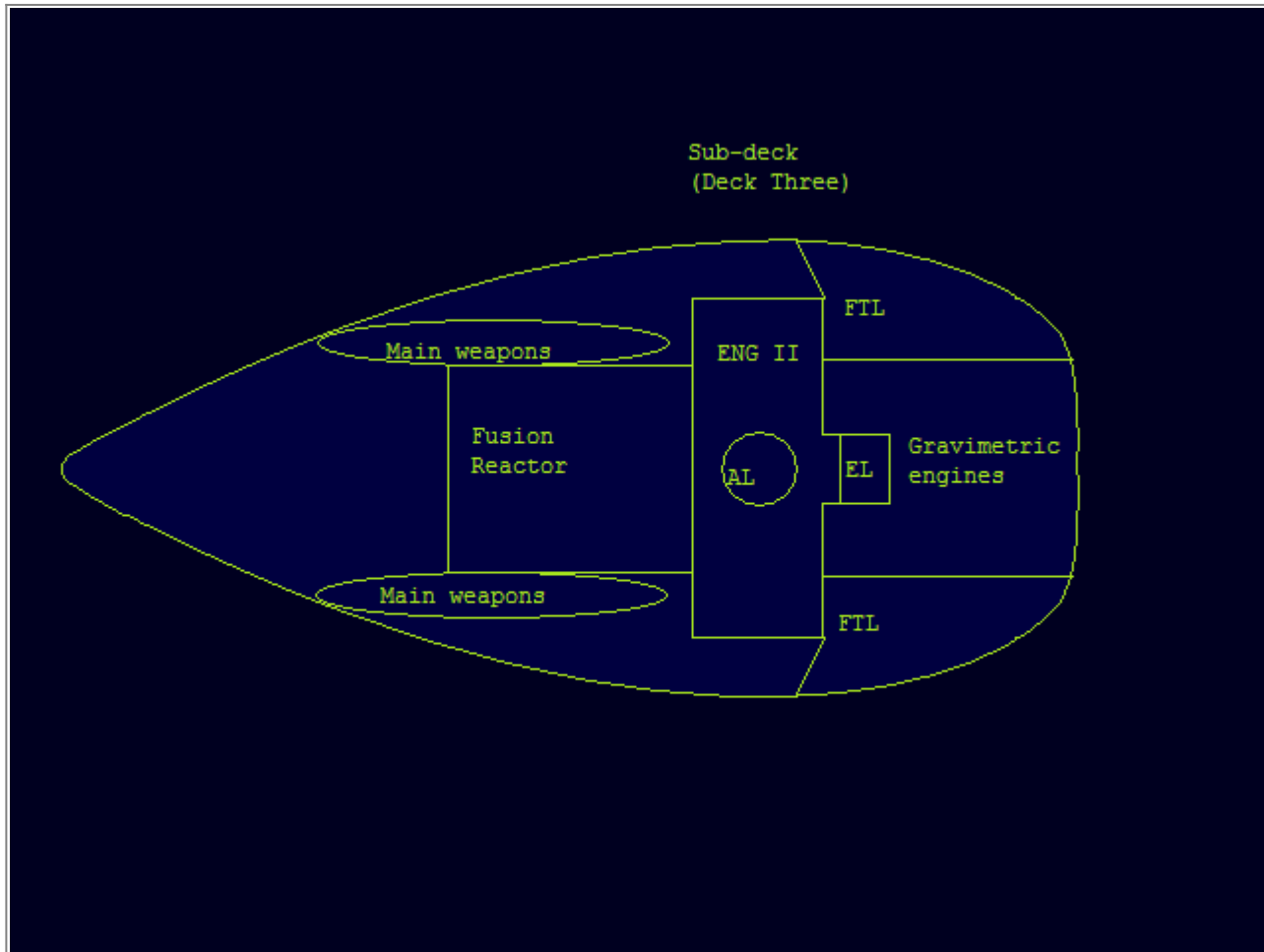
- Hull: 10
- Shields: 8 (Threshold 2)

## Inside the Ship

### Deck Layout







## Compartment Layouts

### Armory

- [Origin-type Armory](#)

### Bridge

- [Compact Bridge](#)

Placed deep inside the structure, the small bridge is very protected against most kinds of attacks, as long as they don't breach the armor.

### Captain's Suite

- [Captain's Suite](#)

## Cargo Storage Areas

The Front end of the middle deck is a large cargo storage area, which carries enough supplies for a 10-person crew to survive on for 8 months

## Crew Quarters

- [Crew Barracks](#): These barracks lack restrooms due to space constraints.

## Crew Recreation

- [Wardroom](#) (Doubles as a Lounge)

## Engineering

There are two engineering sections, the main one on the main deck, which contains most of the engineering tools and gear, and which also allows access to the top of the generator and the weapons systems placed on either side of the unit. The second one is a small section on the sub-deck, which provides further access to this, as well as access to the Gravimetric engines and FTL arrays.

## Maintenance Conduits

- [Standard Access Tunnel](#): these are the primary means of travel in the Bottom and top decks, allowing access from the middle engineering section to the weapons and generators.

## Medical Center and Laboratory

- [Standard Medical Bay](#)

## Passageways

- [Standard Hallway](#): There is a single hallway on the Jinkan class, on the main deck, which circles around from one side of the elevator, around the bridge and Captain's suite, to the other side of the elevator. All rooms on this level connect to this hall.
- [Standard Elevator](#): There is a single elevator in the middle of the ship, slightly towards the rear, which provides access to all three decks of the ship.

## Shuttle Bays



The single Shuttle bay, located at the rear of the ship, just above the engines, is very cramped and can only fit one [Onset Shuttle](#), which must be backed in.

## Kitchen

- [Origin Industries Standard Kitchen](#)

## Hygiene facilities

- The [Laundry](#) is inside the wardroom, on the opposite wall from the kitchen. It contains two machines.
- There are two small restrooms on the main deck, near the front, between the storage and the barrack rooms. Each Head contains a shower, toilet, sink, and a medicine cabinet.

# Ship Systems

## Armored Hull and Hull Integrated Systems

The ship's frame is made from reinforced [Durandium Alloy](#), to try and help save on weight. The inner layer of hull is also made from [Durandium Alloy](#). The hull has an armor plating of 1 foot of [Nerimium](#), for survivability.

## Airlock

On the underside of the ship is an airlock/docking ring, which allows people and supplies to enter and be loaded onto the ship, as well as allowing the ship to dock with other ships. The Docking Ring is also capable of carrying one medium [SSCC](#).

## Power Supply

The Jinkan uses a basic Fusion reactor. When the reactor is producing its standard output, the Jinkan carries enough fuel for 8 months of regular activity. During combat, the Jinkan's reactor can be set for higher output, which can produce tremendous amounts of energy, namely to run the potent weapons systems. The increased output of combat-mode also increases fuel consumption, at a rate of 1 month of reserve fuel used for every three hours of combat.

## Computers and Electronics

[Destiny AI 'Queen' suite](#)

## Emergency Systems

- [Origin Standard Escape Pods](#) x 2
- Airtight bulkheads: All three decks are separated from one-another by airtight bulkheads. The Elevator is also its own self-contained section. All the rooms along the outer edge of the main deck are segregated from the hallway and bridge, to minimize danger during a hull breach.

## Life Support Systems

**Environmental recycling system** the ERS is just a simple yet effective filtration system, which filters water and air, purifying it so it may be reused. Filters must be replaced after 10 months of continuous operation.

**AC system** A simple climate control system, it allows for rooms to be kept at a specific temperature. Controls are located in each room.

**Unidirectional Gravitational Plating:** plating on the roof emits a pseudo-gravitational field that is attracted to the plates on the floor pushing everything on the ship 'down'. This creates the false sense of gravity that permeates the ship.

## Propulsion

### STL

- Gravimetric Engines: Engines that use Gravity Manipulation as a means of Propulsion. These drives are the main sublight engines.
- Light Ion Thrusters: Engines that work by Ionizing gasses and shooting them out of the ship in the opposite direction of the intended travel. These are a backup sublight engine system.

### FTL

- [Continuum Distortion Drive](#)
- *Hyperspace fold drive:* The Jinkan carries a compact Hyperspace fold drive, which is just powerful enough to carry the Ship itself through hyperspace.

## Shield Systems

For maximum defense, the Jinkan runs three kinds of shielding. Each shield is generated from its own pod on either side of the ship, aside from the navigational shielding, which is contained in the nose of the ship. The two shield systems in the pods work in tandem, allowing the ship to survive many types of weapons.

## Port shield generator

[Electromagnetic shields](#) Are housed in the Port shielding pod. The shield creates a bubble which encompasses the entire ship. Combined Tier 11, Medium Anti-Starship

## Starboard shield generator

[Gravitic shielding](#) is used on the starboard side. This generator pod creates a shield bubble that encompasses the entire ship. Combined Tier 11, Medium Anti-Starship

## Nose

The nose of the Jinkan generates simple Navigational shielding, which allows the ship to run with a smaller sensor signature. this shielding system, however, does not help much against weapons. Tier 9, Heavy Anti-Mecha

## Weapons Systems

- [Medium Positron Array](#): 2, Tier 12, Heavy Anti-Starship
- [Origin Heavy Laser Turret](#): 50, Tier 9, Medium Anti-Starship The Jinkan cannot fire more than 15 HLT's at once without having to reroute power. More than 25 operating at once will cause the ship to go into 'safe mode' and shut off so that the Power core does not have a meltdown.

## Vehicle Complement

### Shuttles

- One [Onset Shuttle](#)

Products & Items Database	
Product Categories	starships
Product Name	Jinkan Escort
Nomenclature	OI-D1-1B
Manufacturer	<a href="#">Origin Industries</a>
Year Released	<a href="#">YE 31</a>
Price (KS)	200,000.00 KS

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