

# Yui-class Scout

The Yui was created by the [Star Army Research Administration](#) and [Ketsurui Fleet Yards](#) in [YE 22](#) for the [Star Army of Yamatai](#). It has gone through many upgrades and remains in service even today. The sixth version of the Yui series was the [Nozomi-class Scout](#). In [YE 32](#) an upgrade for the 5 original versions, known as the [Yui 7](#) became available, rendering the original 5 versions obsolete.



- Length: 250 feet (76.2 meters)
- Width: 86 feet (26.2 meters)
- Height: 22 feet (6.7 meters)

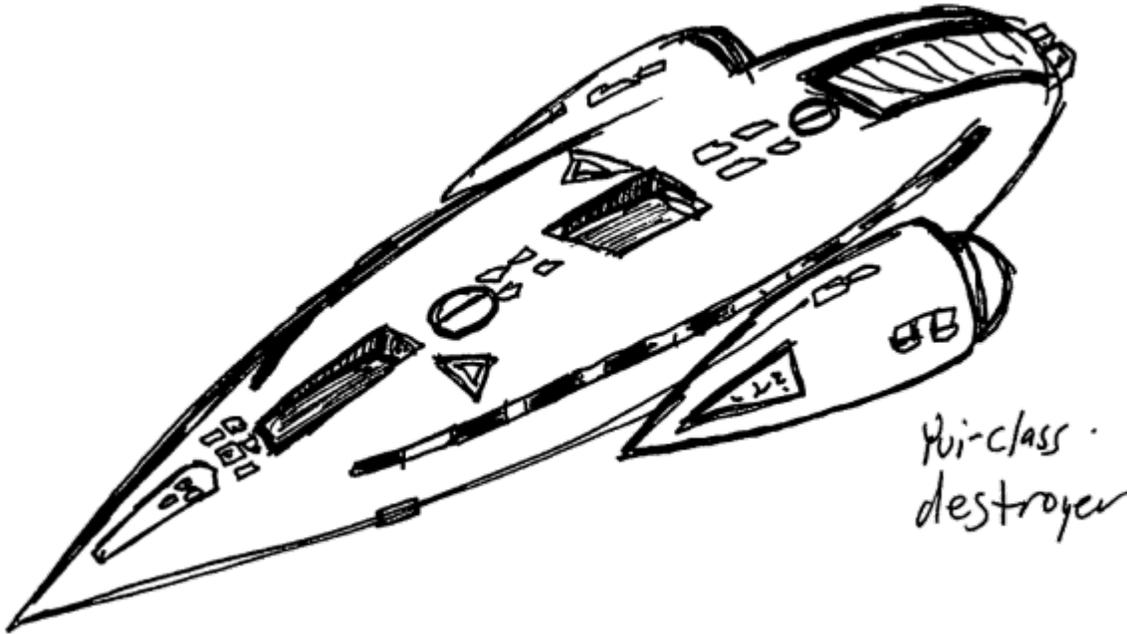
## New Standard Speeds

Cat	Starship Type	Sublight Engines	Distortion Field	Hyperspace Drive
3	Scouts and Fast Escorts	.375c (~112,422 kilometers per second)	19,723.5c (2.25 ly/h)	447,066c (0.85 ly/m)

## Damage Capacity

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

- Hull: 20
- Shields: 20 (Threshold 2)



## Interior

**Bridge:** As the control center of the ship, the bridge has all the necessary stations in it: Tactical, Defensive Systems, Navigation, Science, Communications, and Operations (the Captain's). Indented into the floor is the pilot's pit, a totally immersive omnidirectional control environment. Pilots fly the ships using an advanced neural interface. The cockpit is usually reserved for combat situations, as the ship's computer handles most flight ops. The basic layout of the bridge stations are shown below, with the top of the chart representing the front of the bridge/ship. Given the nature of the displays, the control stations can be used for alternate functions if necessary. The bridge chairs, as well as the larger recliners in the briefing room, provide footrests. Furniture is sleek and ergonomic; control stations are designed to fit perfectly with the NH-17 Nekoalkyrja.

**Nests:** The crew sleeps together in soft pits called nests.

Starboard Main Hallway (from front to rear)

Visitors Nest: Open for visiting officers or dignitaries. Room for up to 6 in the nest.

Operations Nest: Home of the Operations Officers and Communications Officers (4 Nekos). Also where spare TA-9 laptop computers are stored.

Science/Medical and Office: Home of the Science Officers and Medical Officer (3 Nekos). Attached to the office, which is used as a reference library.

Starboard Main Hallway (from front to rear)

Bridge Nest: Opposite the Visitor Nest. Home Tactical and Defensive Systems Officers, (4 Nekos). Comfortably equipped with a fluffy nest.

Security Nest: Occupied by Lamia Pilots and Lamia Techs (8 NH-12). This room is dedicated to the NH-12 weapons, with two small nest designed to each hold three pilots and a tech.

Intel Nest and Office: Home of the Intel Officers and (2 Nekos). Attached to the Intel Office, where the Intel Officers do their work in seclusion.

Other Decks:

Captain's Nest: In the rear of the bridge, this is where the Captain sleeps. Upper main deck. The captain can poke her head out of the doorway to see what's going on. It is not uncommon for the captain to have a servant or mate sleep with them.

Officers' Nest: Home of the First Officer, Navigator, and Pilots (4 Nekos). Upper main deck. Has a large window on the ceiling. The highest point on the ship.

Tech Nests (Subdeck): Home to Power Systems Specialist, Technical Sentries, and the Armorer (8 Nekos). Split into two levels of nests in the access tunnels of the subdecks.

Armory (2): Each contains the following:

- 10 GP-12B Phase Pulse Rifles (Lightweight)
- 10 GP-5A Pulse Maser Assault Rifles
- 10 Recharging Stations for BU-P50R Batteries (GP-12, GP-5)
  
- 20 GP-13 Phased Pulse Sidearms
- 10 Charging Stations for BU-P30R Battery Magazines (GP-13)
  
- 20 GP-2A 7.62mm Submachine Pistol (w/ flashlight), 140 30-round AP-1p30m HPJ magazines
- 10 GP-7 Automatic Shotguns, 50 12-shell AP-7r12 cylinders
- 5 GP-11 7.62mm Machineguns, 50 500-round AP-1a/t500b belts
- 5 GP-4 Pump-Action Grenade Launchers, 50 GG-4f, 50 GG-4e, 50 GG-4i
  
- 3 GP-9 Shoulder-Fired Missile Launcher, 15 AP-9HEAP-L Laser-Guided Missiles
- 20 TA-14 Diamond Utility Knives
- 10 TA-11 Entrenchment Tool
- 20 TA-1 Conformal Water/Blood Tanks (Backpack)
  
- 10 HG-1c Hand Grenades, Smokescreen
- 10 HG-1f Hand Grenade, Fragmentation
- 10 HG-1z Hand Grenades, Sleeping Gas
- 10 HG-1g Hand Grenades, Tear Gas
  
- 20 TA-2 Tactical Belt Set
- 20 TA-5 Combat Jumpsuits (spaceworthy)
- 20 TA-16 Full-Body Flak/NBC/Vacuum Suit (spaceworthy)
- 20 TA-6 Flak Vests (Uesu. Blue)
- 20 TA-4n Neko Helmets (Transparent, Zesuaium-Coated)
- 20 TA-19 [Combat Boots](#) and Gloves (Neko)

- 20 TA-18 Poncho, Camouflage Pattern
- 10 TA-13 Field Surgery Kits
- 10 TA-17 Survival Kits
- 20 TA-12 HATIS Kits

**Briefing Room:** Used for briefings of watching movies. Contains a small library.

**Baths and Toilets (2 each):** Self-cleaning baths are six by six feet long and four feet deep. The toilets are located in separate rooms (a cultural tradition of the Nekos).

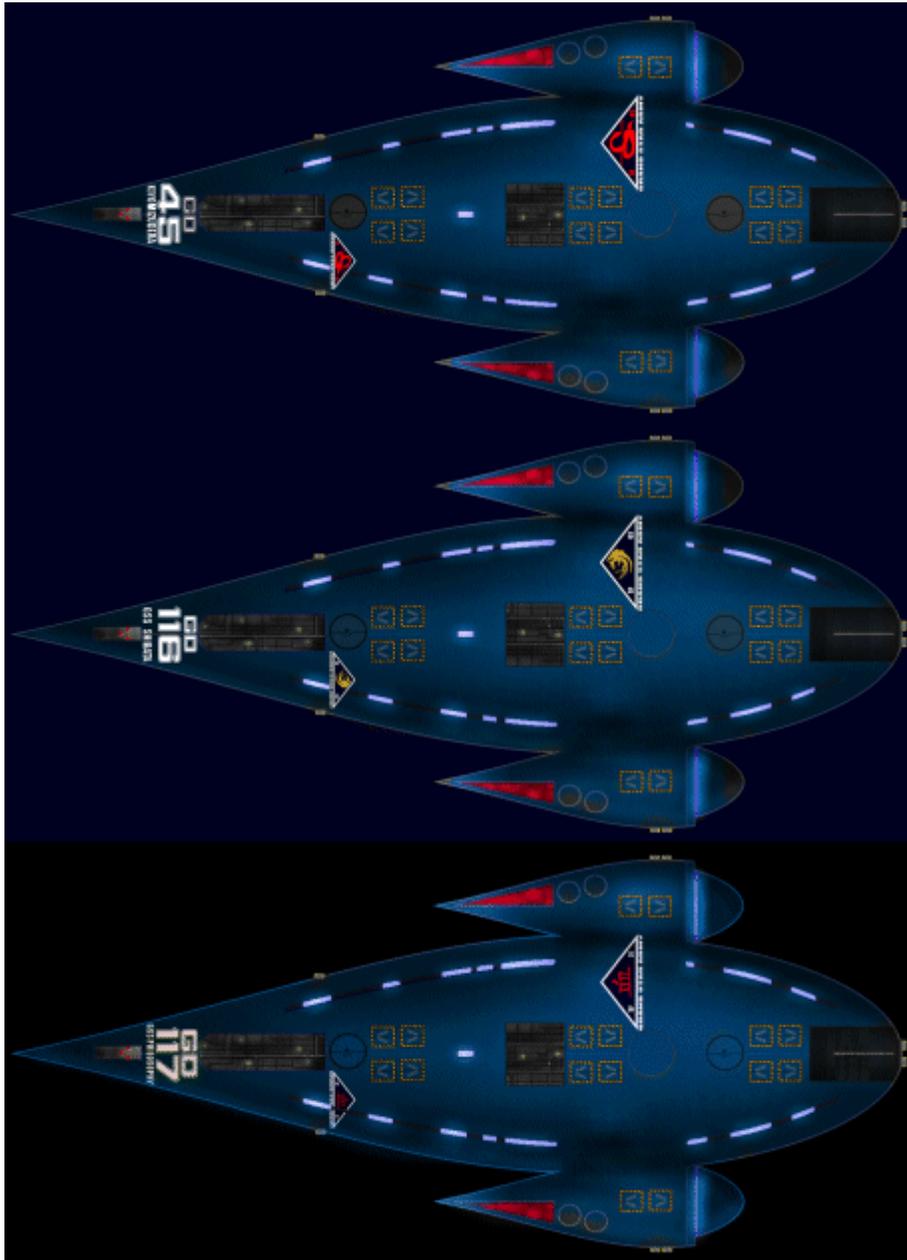
**Galley:** Yui-class ships have a small galley between the bridge and the medbay. It contains a microwave, a refrigerator, a freezer, a modest electric stove and oven, a [Coffee](#) maker, and a food replication device tied into the HSCS (HemoSynthetic Conduit System) for making food from recycled materials if the stores are depleted (the HSCS can also be used to directly exchange blood with the nekos. The ship has enough room to carry about three weeks worth of food, and is often supplemented by extra food being stashed around the ship (in the hallways).

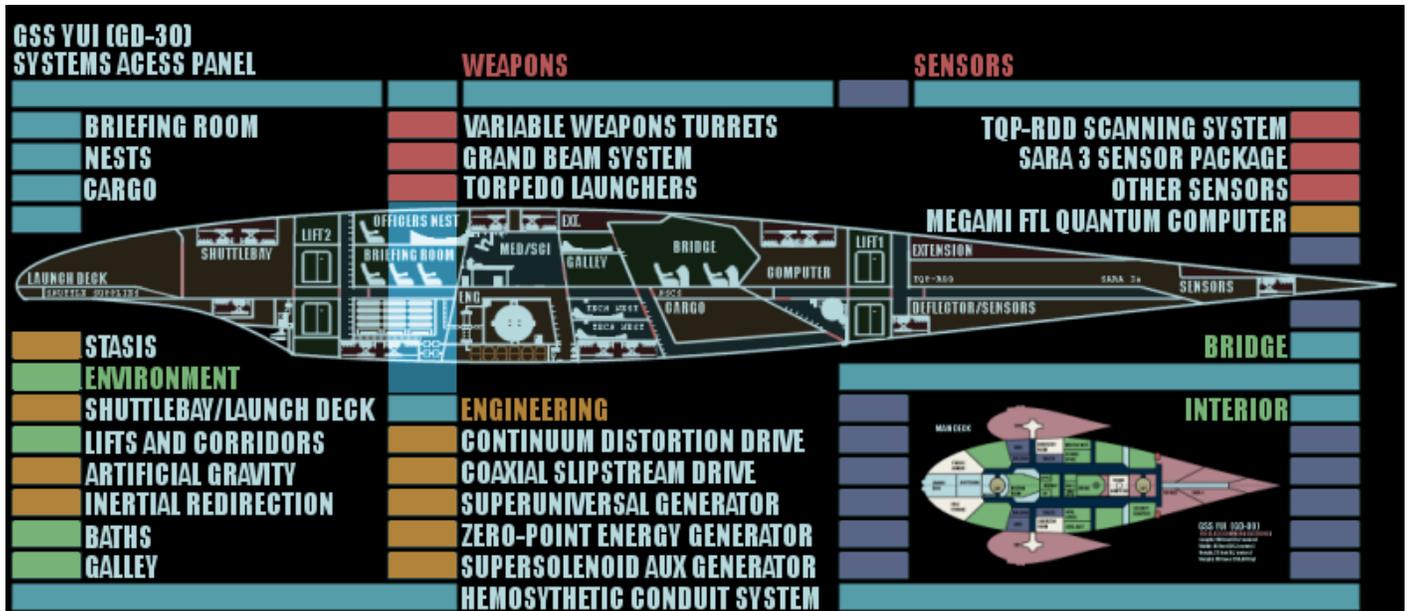
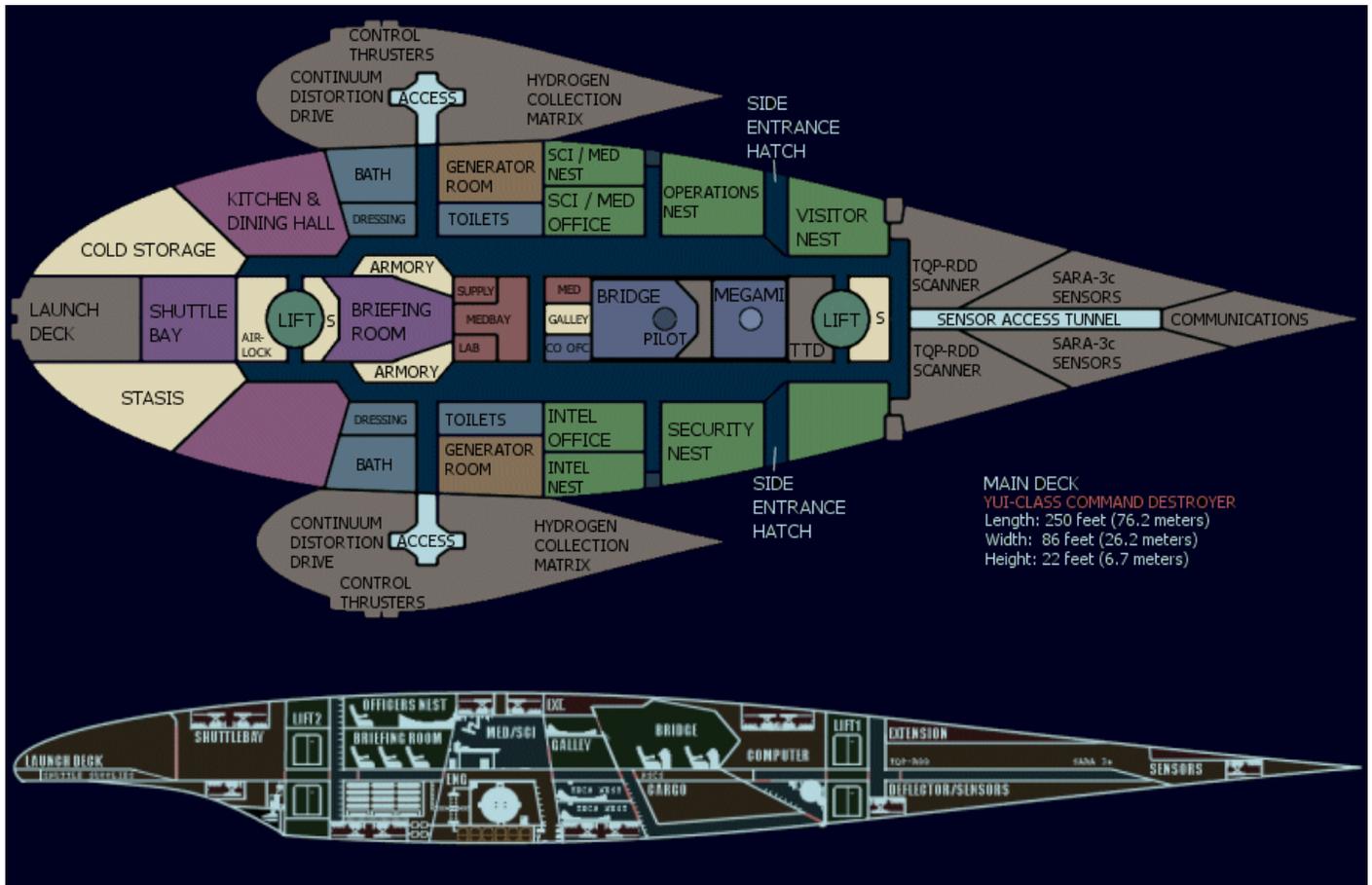
**Medbay:** The ship contains a decently-equipped, but small combined laboratory and operating room (called "medbay"), designed for saving lives, but having many other uses as well, such as other medical procedures, torture, and experimentation. These rooms can clean themselves and sterilize their equipment automatically. The lab section of the medbay is capable of biochemistry, xenobiology, and hemosynthesis. Using this lab, the crew is able to create (and program) new life forms, or to reproduce advanced ones such as the NH-17. The medbay has an excellent variety of tools for its size, but quantities of medical items are limited.

**Hallways and Access Tunnels:** There are two Main Hallways, which run from lift to lift on the main deck; one on the port side, one on the starboard. Control panels in the halls can give the crew status-updated maps should they need them, including a labeled top view of the ship's interior. The other way of moving from place to place onboard the ship is to use the network of access shafts and crawlways which run the length of the ship. In the slender nose of the ship, the Sensor Access Tunnel provides direct controls and test points for the complicated sensors of the MEGAMI IES and TQP-RDD. Technicians often hang out in the access tubes, which are mostly in the subdeck. The subdeck is a cramped network of access tubes, lined with various piping and cables, connecting to the heart of the ship, the reactor system in engineering.

At the rear of the ship is a small shuttlebay, which can hold a single small shuttle (Ki-T1, short-range) or 6 Lamia Power Armor (usually the case these days).

## More Images





## OOB Notes

For specs such as recommended crew and max capacity, please see the most recent iteration: [Yui 7](#)

<b>Star Army Logistics</b>	
<b>Supply Classification</b>	Class A - STARSHIPS
<b>First Used</b>	<a href="#">YE 22</a>
<b>Last Review</b>	<a href="#">YE 32</a>
<b>Year Retired</b>	<a href="#">YE 32</a>
<b>Products &amp; Items Database</b>	
<b>Product Categories</b>	starships
<b>Product Name</b>	Yui-class Scout
<b>Nomenclature</b>	Ke-D2-5
<b>Manufacturer</b>	<a href="#">Ketsurui Fleet Yards</a>
<b>Mass (kg)</b>	235,850 kg

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