

Mwigflukbajik

Mwigflukbajik is a star system in the [Yamatai Star Empire](#) located in the [Kikyo Sector](#) of the [Kagami Galaxy](#). On the starmap it is in sector 1313.

History

The [Mishhuvurthyar](#) used the planet as a host for its production facilities early in the [First Mishhuvurthyar War](#). The fighting above the planet was incredibly fierce.

First Mishhuvurthyar War

Created from the reserves in the [Star Army Fleet Processing Center](#) at [Hoshi no Iori](#), the 26th through 38th Nekoalkyrja War Fleets, each consisted of 104,202,315,000 crew members, 84,437,890,000 power armors, and 2,027,505 starships (for a total of 1,250,427,780,000 [Nekoalkyrja](#) soldier and 24,330,060 ships). The twelve new fleets joined the war-ravaged 1st and 2nd Nekoalkyrja War Fleets at [Xyainbor](#) in preparation of the final strike against the Sfrarabla Nougpift and its military, the SMX.

Most of their crew having spent most of their lives in stasis, these were cookie-cutter, mass-produced Nekoalkyrja, their uniforms identical, their discipline strict, and their technology slightly dated. They were, however, the universe's most powerful known military, and they (as far as anyone knew) outnumbered the remains of the [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#) fleet ships. The operation didn't take long to get started.

Mwigflukbajik was the most heavily defended world, and it received the largest portion of the [Star Army of Yamatai's](#) offense, the 26th, 27th, 28th, 29th, and 30th Nekoalkyrja War Fleets. Fighting was particularly vicious. The Mishhuvurthyar were becoming increasingly desperate and resorting to suicidal tactics, attempting to maximize Star Army losses while their production facilities evacuated.

Simultaneously, the 31st and 32nd Nekoalkyrja War Fleets deployed to Rok'veru to reclaim the system. The 33rd NWF went to System 331384, and the 34th NWF to [Valaad \(An Rhy\)](#). The 35th and 36th Fleets moved to System 297346. The 1st, 2nd, and 37th Fleets stayed at [Xyainbor](#), ready to support their sister fleets.

First Nepleslian Occupation

In [YE 30](#), following the SMX evacuation, the [Star Military of the Democratic Imperium of Nepleslia](#) stationed a garrison in the system until colonization efforts began. Since then, several small firms have opened up mining operations there for their precious metals. These colonization efforts were lost when the NMX started the [Second Mishhuvurthyar War](#).

Second Mishhuvurthyar War

In late [YE 34](#), the planet was captured by the Nepleslian [SMDIoN](#) during its [offensive](#). It was the site of the heaviest fighting in the southward prong, where concentrated [NMX](#) forces in fortified positions were assaulted by combined [3rd](#) and [4th](#) Fleet units.

During the fighting, [3rd Marines](#) were tasked with destroying the NMX fortified bases while 4th Fleet Marines raided enemy installations. During the fighting, Sergeant [Phaedra "Wolf" Volkov](#) and her squad, the Cavaliers, attacked an NMX mining facility and liberated the prisoners held there. Many were the original colonists who had been used as slave labor.

Other squads from the 4th Fleet assaulted a reinforced NMX regiment, destroying 2 Ravagers, 30+ power armors and killing scores of NMX soldiers. The destruction of that regiment, the largest concentration of NMX forces outside of their fortified bases, ensured that there was no relief force for the NMX garrisons.

Despite the success of the mission, many Marines were lost as well as many warships. Fully half of the 4th Fleet had to return to friendly yards for repair and refit while the rest were attached to 3rd Fleet, under Grand Admiral [Charlie Coast](#) for the remainder of the southward thrust.

With the system's capture, the SMDIoN placed two Bulwarks, eight [Rooks](#), and a Blackjack [Nepleslian Squadron](#) with escorts to guard the system.

Post-Kuvexian War

In [YE 43](#), Yamatai purchased Mwigflukbajik from Nepleslia¹⁾.

Description

Mwigflukbajik is a star System with an uninhabited planet, in the beginning stages of tectonic reformation. Seismic activity is extreme in certain areas. It has no life and no moons. Large amounts of rare metals, particularly gold.

- Planet: Mwigflukbajik
- Type: Terrestrial planet
- Stellar Radius: About 0.25 AU
- Circumference: About 5,000 km
- Surface gravity: 3 G
- Length of Day: 6 hours
- Length of Year: 95 days

Transportation

There are no regular passenger routes to the Mwigflukbajik system but ships of the Star Army of Yamatai

go on patrols to the system.

People

Mwigflukbajik is currently uninhabited.

Characters

This chart as a list of characters, if any, who are listed as being in this star system or its planet.

Nothing found

RP Opportunities

Players can:


- Salvage old warships from the huge battle

Local Rumors

- Some of the old Mishhuvurthyar ships or facilities might have leftovers.

OOC Notes

[Wes](#) created this article.

Map Locations	
Map to Use	Kikyo Sector
Map Display Name	Mwigflukbajik
Map Coordinates	1374,1315
Map Importance	Minor RP Location
Map Marker	
Show label?	yes
Marker Anchor	Bottom Center
Places of the SARPiverse	
Place Categories	star system

¹⁾
<https://stararmy.com/roleplay-forum/threads/yamatai-acquires-mwigflukbajik-system.66836/>

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