

NSS Highlander Roster, Roles, and Rules

This page contains data on the [NSS Highlander](#)'s current and former crew rosters, cabin assignments, open roles, joining requirements, and the IC and OOC rules.

Available Positions

- For a list of openings see [Characters Wanted](#)


Roster

These are the current crew of the NSS Highlander, as well as their cabin assignments. Former crew are also listed here.


Current Crew

This lists the currently serving crew of the [NSS Highlander](#), listed in order of descending rank and responsibility. Because of the varied missions and unique makeup of the Highlander's crew, many personnel have secondary and ever supernumerary roles to both expand their skills and to make up for a general lack of support 'cruft' on the vessel.





Officers

Rank		Name	Primary Position	Secondary Positions	Player	Notes
	Captain (NSN)	Joe Franks	Starship Captain	Starship Pilot	Firebrand	NPC, Captain

Rank		Name	Primary Position	Secondary Positions	Player	Notes
	Commander	T'nayja "Rook" Occestan	Executive Officer	Supply Officer	paladinrpg	Former Scoundrel turned Executive Officer
	IPG Major	herman_kessler	The Grinning Skill	IPG Liaison	Firebrand	Knows far, far more than he lets on
	Captain (NSMC)	Nishant Tripathi	Space Marine Officer	None	Firebrand	Commander of the Highlander's Marine Platoon
N/A	N/A	makda	The Ship	???	Firebrand	Personality engrams based on a selection of Nepleslian and Lorath women.
	Ensign	Jessie Biesecker	Tactical Officer	Science Officer	Biesecker	Acting Tactical Officer, Brevet Lieutenant

Rank		Name	Primary Position	Secondary Positions	Player	Notes
	Second Lieutenant	Menelik Berhane	Space Marine Officer	Marine Platoon 2nd in Command, Hazard Team Leader	Firebrand	Actually pretty nice

Enlisted Personnel

Rank		Name	Primary Position	Secondary Positions	Player	Notes
	Sergeant First Class	Yazhu "Gunny" Kang	Space Marine	Hazard Team Member	Firebrand	Ranking Marine NCO aboard
	Ittô Hei	Rein Sif	Star Army Infantry	Investigator, Hazard Team Member	ethereal	Surely nothing bad can happen from having Elysians and Lorath on the same ship, right?
	Santô Hei	Arete Surinus	Star Army Technician	Hazard Team Member	Arbitrated	Surely nothing bad can happen from having Elysians and Lorath on the same ship, right?
	Santô Hei	Kikios Leka (YSS Artemis)	Star Army Technician	Hazard Team Member	Noodlewerfer	Banned from having Coffee

Cabin Assignments

The Highlander has a total of 3 [crew cabins](#) with two beds each; which can be increased with four beds if needed. The Highlander also features 5 medium-capacity bunk rooms, each with 8 beds standard. These rooms are LOCATIONS UNKNOWN. The Captain and Executive Officer each have separate suites of their

own located near to the bridge. A pair of VIP suites are located in line with the crew cabins.

The crew cabins of the Highlander are reserved for use by the vessel's officers, including: bridge officers, medical officers, engineering officers, and the commander of the vessel's marine contingent. The 5 bunkrooms are split depending on role: two bunkrooms alone, placed across from one another, are dedicated entirely to the Highlander's marine contingent; another pair of bunkrooms, near the ship's aft hangar, is reserved for pilots and the groundcrew that operate the hangar. The remaining bunkroom holds the remainder of the vessel's crew.

Characters who aren't on this list needn't wait for permission before obtaining an unoccupied room and placing themselves there. If there were no open rooms, they will have to be roommates with another character. Permission for this must be obtained in the OOC thread. Choose wisely, because changing rooms requires the consent of the Captain and an explanation for the move.

Cabin	Occupants
Cabin #1	Vacant
Cabin #2	Vacant
Cabin #3	Menelik Berhane
Port Marine Bunkroom	Vacant
Starboard Marine Bunkroom	Vacant
Port Aviation Bunkroom	Vacant
Starboard Aviation Bunkroom	Vacant
General Crew Bunkroom	Vacant
CO's Suite:	Joe Franks
XO's Suite:	T'nayja "Rook" Occestan
VIP Suite #1	herman_kessler
VIP Suite #2	makda

Former Crew

- None Yet

Basic Requirements

The NSS Highlander's crew was personally recruited by the Captain, XO, and certain other staff. Each crewmember was interviewed and offered a position on board the ship. The ship accepts all races that are part of Nepleslia, and is one of the first ships to fully incorporate [Lorath](#) as full crew members and not as LSDF exchange personell. Foreign born personell, and those on exchange from friendly foreign powers may also be accepted on a case by case basis.

The NSS Highlander is a multipurpose, "jack-of-all-trades" warship. It is thus expected to be flexible, and its crew must be just as flexible. New technologies, a wide variety of missions, and other strange and unexpected elements are intended to be common. All crew are thus expected to be able to fill multiple roles, and cross-training is highly encouraged.

Rules

These are in-character and out-of-character rules for the [NSS Highlander](#). Rules for the [Star Military of the Democratic Imperium of Nepleslia](#) itself supersede those listed here.

In Character (Rules of the Ship)

These rules are posted at all entrances to the ship.

Crew Schedule

1. On a normal two shift schedule; personnel rise 0530 hours at latest for day shift with breakfast and morning meeting at 0600 hours, and waking 1730 hours at latest for night shift with dinner and evening meeting at 1800 hours. Day and night shift mingle at these times for discussion and planning of the day's events.
2. If only one shift operates, they are considered day shift.
3. Mid-day/night meals are at 1200 for day shift and 0000 hours for night shift(if applicable).

Crew Behavior

1. Crew should do their utmost not only to interpret and follow orders properly, but also to maintain themselves and their ship when clear orders are not given. One should show a little initiative in one's role.
2. Respect the expertise and experience of specialists in situations relevant to their fields rather than weighing the value of their input by rank alone. The commanding officer may even elect to set rank aside in a situation depending on the skill set required.
3. Keep personal or political conflicts and disagreements from disrupting duties and interaction with crew if at all possible. Otherwise, bring the issue up to command staff for mediation.
4. Neither the Captain, the XO, nor the Marine Officer are particularly fond of strict hierarchical relations determining who can and cannot add knowledgeable and reasoned input to a situation.
5. Crew must present themselves in proper uniform, cleanliness, and possess the proper tools fitting of their responsibilities and the task at hand.
6. A soldier or officer represents the military and government they serve, and crew will conduct themselves as such a responsibility demands. They will also be ready to present this image at any time while on duty, meeting with others, or at risk of combat; keeping their mind, body, and equipment prepared.
7. Saluting is only necessary when boarding the ship, greeting a new crew member, or addressing visitors and admiralty. Proper respect and decency is always required of all crew members, regardless of how high their rank is.

Officer Only Behavior

1. Officers are expected to act according to their rank and training; Nepleslia does not expect her officers to act like a pack of hooligans, but neither does she expect you to treat enlisted personell as if they are social inferiors far beneath you.
2. Always show responsibility and respect to all members of the crew.
3. Male officers are expected to act as gentlemen. Female officers are also expected to act as gentlemen, or at the least gentleladies.
4. Male officers are referred to by Mr. Surname; Female officers as Mrs.
5. Officers are not to good to get their hands dirty. Any officer on the Highlander who attempts to act as if they are will face a rude awakening.
6. Officers are not too good to eat with their soldiers.
7. Any Officer can not and should not order a soldier to do something they would not do themselves. On away missions, the first person to step off the transport must be the ranking officer of the mission.
8. There is a weekly Officer's meal at 1800 hours on sunday, situation permitting. Officers are expected to attend in dress uniform.

Uniforms

1. When on the bridge or on duty, [standard naval uniforms](#) should be worn by naval personnel while [standard marine uniforms](#) should be worn by marine personnel.
2. Officers should wear [YE 30 Officer's Jacket Uniform](#)
3. Technicians and engineers may wear the [EM-G7 Emrys Environ suit](#) or the [Voidwalker Suit](#).
4. Each soldier should wear their sidearm with a full magazine and at least two ready magazines. Carriage of the [M3 Assault Weapon System](#) is not required during shipboard duty.
5. Hats are not to be worn aboard the ship.

Restrictions

1. Prisoners of War may not travel outside their containment cells unless escorted and with permission of command staff.
2. Visitors may not access anything aside from the main passageway, cabin, lounge, and bathroom unless the commanding officer allows it, and will often require an escort outside the lounge/cabin. Access to the medbay is permitted as needed with escort.
3. Access to the ship's systems is limited to outsiders by the ACE Command Executive, and can also restrict the capabilities of soldiers and officers outside their fields except as the situation requires.
4. Only authorized personnel may access the armory, bridge, computer room, engineering, and galley.
5. Alcohol shall not be consumed while on duty or when a reasonable risk of a combat situation exists. It is assumed that such a regulation is impossible to enforce, so the Captain only asks that if you drink before combat, that you don't become so impaired as to be unable to function.

Cleanliness and Maintenance

1. Cleaning is the constant and daily responsibility of all personnel, each being accountable for their

quarters and station in addition to any assigned areas of rotation. While everyone is typically given an equal amount to clean if possible, punishments may take the form of additional or less pleasing tasks.

2. Cooking is also the daily responsibility of all personnel. Cooking duty for each day is handled by a team selected in rotation from bridge crew, medical, aviation, marines, and engineering. All personnel are expected to share the work, though punishment in the form of performing menial culinary tasks may come about.
3. No loose items may be left unattended at workstations or in cabins lest they cause damage or harm amid turbulence.
4. Maintenance is considered in the same category as cleaning when it comes to station, and comes into even greater play when it comes to ship's continued operation. Due to this, technicians and engineers often clean and maintain maintenance conduits and systems while others are cleaning passageways and more visible locations. They are considered equally important and prone to inspection.
5. All equipment and stations must be cleaned and checked daily, as part of the standard cleaning regimen. Everything from uniforms and tools to computer consoles and seats fall under this rule.
6. All hatches should be sealed and checked daily, and also remain unobstructed.
7. Medkits and damage control stations should be kept stocked and chargeable weapons charged.
8. Every container in the cargo bay must be strapped or otherwise locked down.
9. The hangar deck must be kept clear and clean, especially during flight operations.
10. All ship systems should be regularly tested and maintained, meeting intervals and results meeting or exceeding the requirements defined in technical manuals or after situations such as combat or use exceeding norms.
11. Anything which is out of place or odd should be reported to the commanding officer or the command staff immediately. Any damage to the ship also follows this guideline, whether it is found during maintenance or in combat.
12. Part of cleaning is taking inventory of supplies and armaments. Anything which the ship is to have by default which dips to 50% capacity or less should be logged for resupply.
13. Spare parts for damaged systems should be available where possible and replenished as swiftly as possible after use. Items which can be salvaged should be, with junk and trash used as Fabrication Area raw materials.

Use of Equipment and Modifications

1. No gas-powered cooking devices are to be installed or used aboard the ship, due to their difficulty to manage in a fire.
2. Power Armors are not allowed to be operated inside of the ship (Outside of the armory, hangar, and cargo bay) outside of an emergency. Unless this emergency involves combat, do not fire heavy or powerful weapons inside the ship.
3. No permanent modifications should be made to the ship without the consent of the commanding officer. This does not include temporary repairs to systems necessary by engineers and technicians to coax the ship through a mission when time or supplies do not permit proper repair. The command staff should still be informed of such changes and what limitations they bring to operations.
4. Use of the cargo bay for storage of personal items requires permission from the commanding officer and a thorough check of the cargo.

Away Mission Protocol

1. All crew on away missions should carry a datajockey or equivalent communicator at all times.
2. All Away Team members must wear some form of physical and environmental protection. For starship personell, an environmental suit or [Golem Assault Armor](#) if preferred. Space Marines are required to wear Armorsuits.
3. All Away Team numbers must be armed. If not in an armorsuit, personell are expected to have a sidearm and primary arm, as well as at least one knife. Personell in an armorsuit are expected to depart the ship with full ammo.
4. Away teams should be monitored from the ship, checking sensor data and updates. In a case where silent running is necessary, passive sensors can be used.
5. Decontamination procedures must be observed when returning from a foreign environment.
6. Medical scans for [Mishhuvurthyar](#) parasites are required after exposure to an environment shared by NMX forces.
7. Any previously used environmental suit should be inspected before reuse.
8. Precision orbital bombardment is available to away teams via communicators depending on the situation.

Training

1. Training on both career skills, and those of other roles and careers is supported and encouraged
2. The maintenance and use of additional prototype technologies used aboard the ship are also covered.
3. Crew are advocated to branch out of their normal skills and/or enrich their existing skill set through correspondence courses if they are capable of balancing it and their workload properly.
4. *Note for Marines* The Marine Officer expects his marines to be familiar with and train with the use of all of the weapons available to them. This includes close quarters weapons. All Marines are thus expected to spend at least one hour each weak either sparring or training in hand to hand combat in addition to other training.

Out Of Character

1. Use common sense. Something clearly not tolerable in a military or combat situation or even places others at risk will have IC complications such as punishment, demotion, or even death. While players who do not want death for their characters will be strongly considered, it can occur for a character who performs a solidly suicidal or foolish action. We have ST backups for such cases.
2. Players are expected to out forth effort to keep their characters busy, looking for things to do when they do not have specific orders. The Game Master and those in positions of command will put forth effort to give the characters things to react to, but may not be able to give everyone their own task with every post.
3. All members of the plot are expected to post as the plot permits.
4. If a member is going to be absent or cannot post as often as required, he/she should contact the GM beforehand.

5. Players who have not posted in more than 7 days may have their characters' actions posted by the GM to keep the plot moving.
6. Players who have not posted in more than 14 days, without any notice to the GM, may be removed from the RP.
7. If interacting with another plot, posting requirements are adjusted to match whichever plot's time requirements are stricter to avoid slowing down the other plot. If the Highlander's plot timing is faster, it is requested that players from the other plot adjust to match but not required unless their Game Master says so.
8. If the GM's own posting is reduced, allowances are to be made to the above posting requirements.

OOO Notes

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