

# List of Archived Plots

These are plots that are no longer active.

For plots currently running, see [active\\_plots](#).

History of Star Army
<a href="#">2000</a> - <a href="#">2001</a> - <a href="#">2002</a> - <a href="#">2003</a> - <a href="#">2004</a> - <a href="#">2005</a> - <a href="#">2006</a> - <a href="#">2007</a> - <a href="#">2008</a> - <a href="#">2009</a> - <a href="#">2010</a> - <a href="#">2011</a> - <a href="#">2012</a> - <a href="#">2013</a> - <a href="#">2014</a>

## Sorted

Please sort plots by their start date.

Plot Name	GM	Faction	Type	Started	Ended	Fate
<a href="#">YSS Yui</a>	<a href="#">Wes/ kim</a>	<a href="#">Star Army</a>	<a href="#">SP/JP</a>	01/26/03	08/21/03	Moved to YSS Seigi
<a href="#">YSS Nozomi</a>	<a href="#">Wes</a>	<a href="#">Star Army</a>	<a href="#">JP (YIM))</a>	Sep 23 2004	May 31 2005	Moved to YSS Sakura
<a href="#">YSS Sakura</a>	<a href="#">Wes</a>	<a href="#">Star Army</a>	<a href="#">JP</a>	July 25, 2005	June 8, 2007	Concluded
<a href="#">YSS Mihar</a>	<a href="#">Fred, Doshii</a>	<a href="#">Star Army</a>	<a href="#">SP/JP</a>	Aug 2006	December 31, 2011	Concluded
<a href="#">YSS Plumeria</a>	<a href="#">Wes</a>	<a href="#">Star Army</a>	<a href="#">JP (YIM)</a>	After Apr 2007	Before Oct 2007	Concluded (TPK)
<a href="#">cirrus_station</a>	<a href="#">moonman</a>	<a href="#">Nepleslia</a>	<a href="#">SP</a>	Dec 2007	June 19th, 2012	GM Abandoned
<a href="#">YSS Asamoya</a>	<a href="#">Soresu</a>	<a href="#">Star Army</a>	<a href="#">JP</a>	August 28, 2007	April 11, 2008	Moved to UOC
<a href="#">hnms_eidolon</a>	<a href="#">kim</a>	<a href="#">Independent</a>	<a href="#">SP</a>	Jan 3, 2008	Dec 2, 2008	Died
<a href="#">21st Squadron</a>	<a href="#">nashoba</a>	<a href="#">Star Army</a>	<a href="#">SP</a>	Jan 16, 2010	Oct 23, 2014	Died
<a href="#">land_of_dreamers</a>	<a href="#">bilgecrank/soresu</a>	<a href="#">Independent</a>	<a href="#">SP</a>	May 2010	March 2012	Inactivity
<a href="#">The Space War (plot)</a>	<a href="#">Tony</a>	<a href="#">gartagen</a>	<a href="#">SP</a>	May 2011	September 7, 2011	Died
<a href="#">yss_anoiktos</a>	<a href="#">aendri</a>	<a href="#">Star Army</a>	<a href="#">SP</a>	Jan 2012	April 11th, 2012	GM abandoned

## Unsorted

These plots need to be added to the chart in the preceeding section.

1. [ECS Sorella](#)
2. Horizon City: Conspiracies (YSS Horizon/[NovaCorp](#))

3. [horizons\\_key](#)
4. ISC Last Star
5. [the\\_maras](#)
6. [srss\\_yggdrasill](#)
7. [hms\\_fearless](#)
8. HIGA Industrial Corporation
9. [ISC Osiris](#)
10. [Pisces Station](#)
11. Shadow's Horrors ([YSS Ongaku](#))
12. [Fifth Expeditionary Fleet](#) ([YSS Akuro](#), [YSS Yukika](#), [YSS Akuro II](#), [YSS Yugumo](#))
13. [hms\\_remscheid](#)
14. [ecs\\_civetta\\_di\\_cielo](#)
15. [horizons\\_key](#)
16. [lsdf\\_reclaimer](#)
17. [NSS Kestrel](#)
18. [NSS Nerkat](#)
19. [cirrus\\_station](#)
20. [SS Raider](#)
21. [oif\\_halberdine](#)
22. [second\\_draconian\\_war](#)
23. [Fort Ready II](#)
24. [Task Force Phantom](#)
25. [11th\\_squadron](#)
26. [SAINT Ship YC-28](#)
27. [YSS Asuka](#)
28. [YSS Celia](#)
29. [YSS Confidence](#)
30. [YSS Destiny](#)
31. [YSS Elfin Princess](#)
32. [YSS Freedom](#)
33. [YSS Goban](#)
34. [YSS Mikomi](#)
35. [YSS Moirai](#)
36. [YSS Nozomi](#) and [YSS Mirai](#)
37. [YSS Senbu](#)
38. [YSS Valiant](#)
39. [YSS Yugumo](#)
40. [YSS Yui](#)
41. [Fort Ready](#)
42. [Fourth Fleet](#)
43. [YSS Genei](#)
44. [YSS Yuurei](#)
45. [YSS Nadare](#)
46. [isc\\_enkidu](#)
47. [ucs\\_akaramu](#)
48. [ucs\\_vanguard](#)
49. [ucs\\_zenpyou](#)

- 50. [Empress' Palace](#)
- 51. [4th AASP](#)
- 52. [UX-13 Training Center \(Fort Ready II\)](#)
- 53. [yss\\_genesis](#)
- 54. [NSS Acadia](#)
- 55. [operation\\_chevalier](#)
- 56. [YSS Hokorimasu \(Forum\)](#)
- 57. [bahram\\_wing](#)
- 58. [Land of Dreamers](#)
- 59. [tiavareth](#)
- 60. [chouteisha\\_squadron](#)

<a href="#">7SF's Toushi Squadron</a>	B	<a href="#">andrew</a>	<a href="#">Star Army</a>	<a href="#">JP and SP</a>	June 2011	Slow	Closed	Talk, 18+	<a href="#">Forum</a>	
<a href="#">7SF's Command Plot</a>	B	<a href="#">andrew</a>	<a href="#">Star Army</a>	<a href="#">JP and SP</a>	June 2011	Slow	Closed	Talk, 18+	<a href="#">Forum</a>	
<a href="#">tiavareth</a>	?	<a href="#">ssharp</a>	<a href="#">NMX</a>	<a href="#">SP/JP</a>	Sep 2011	Medium	Open	18+, Talk	<a href="#">Forum</a>	
<a href="#">YSS Genesis</a>	A	<a href="#">kai</a>	<a href="#">Star Army/Origin</a>	<a href="#">SP</a>	June 2011	Slow-medium	10	Full	Talk	<a href="#">Forum</a>
<a href="#">LSDF Trishka</a>	Fail	<a href="#">doctomoe</a>	<a href="#">Lorath/LSDF</a>	<a href="#">SP/JP</a>	Sep 2008	Slow	?	Open	+18	<a href="#">Forum</a>
<a href="#">bahram_wing</a>	B	<a href="#">Exhack/Soresu</a>	<a href="#">Astral Vanguard</a>	<a href="#">SP</a>	Feb 2009	Very Slow	?	Open	Talk	<a href="#">Forum</a>
<a href="#">Taking It Back</a>	A	<a href="#">Lam</a>	<a href="#">Independent</a>	<a href="#">SP</a>	Feb 2011	Slow	8	Full	N/A	<a href="#">Forum</a>
<a href="#">yss_sakishima</a>	N/A	<a href="#">gamerofthegame</a>	<a href="#">Star Army</a>	<a href="#">SP</a>	March 2013	Fast	5	Open	Talk	<a href="#">Forum</a>
<a href="#">7th Fleet</a>	NA	<a href="#">andrew/christina</a>	<a href="#">Star Army</a>	<a href="#">SP/JP</a>	Jan 2013	Slow	8	Open	Talk, Int	<a href="#">Forum Deleted</a>
<a href="#">Operation Kōzan</a>	A	<a href="#">raz</a>	<a href="#">Star Army Infantry</a>	<a href="#">SP</a>	Oct 2012	Slow	3	Open	Talk	<a href="#">Deleted</a>
<a href="#">nss venus</a>	A	<a href="#">Sigma &amp; ShotJon</a>	<a href="#">Navy</a>	<a href="#">SP/JP</a>	Jul 2012	Medium	5	Open	18+, Talk, Vet	<a href="#">Forum</a>
<a href="#">Unit Four</a>	D	<a href="#">Tom</a>	<a href="#">Police</a>	<a href="#">SP</a>	Apr 2012	Starting	4	Open	Talk, Int	<a href="#">Forum</a>
<a href="#">nss_altomir</a>	A	<a href="#">moonman</a>	<a href="#">Nepleslia</a>	<a href="#">SP</a>	Apr 2012	Fast	?	Limited	Talk, Int	<a href="#">Forum</a>
<a href="#">147th Kith</a>	A	<a href="#">tony</a>	<a href="#">RRF</a>	<a href="#">JP</a>		Medium	10	Limited	None	<a href="#">Forum</a>
<a href="#">The Lady(Plot)</a>	B	<a href="#">shammy</a>	<a href="#">RRF</a>	<a href="#">JP</a>		Medium	10	Limited	None	<a href="#">Forum</a>
<a href="#">oif_atuan_ii</a>	A	<a href="#">cadetnewb/kai</a>	<a href="#">Origin</a>	<a href="#">SP/JP</a>	Jul 2009	Slow	5	Open	Talk	<a href="#">Forum</a>
<a href="#">Ryuusei</a>	A		<a href="#">Star Army</a>	<a href="#">SP</a>	Apr 2012	Medium	12	Full	Talk, 18+	<a href="#">Forum</a>
<a href="#">bastardpiece_theater</a>	N/A	<a href="#">cadetnewb</a>	<a href="#">SP</a>	May 2013	Slow-Medium	6	Open	Talk	<a href="#">Forum</a>	
<a href="#">cavaliers</a>	-	<a href="#">Sigma</a>	<a href="#">SP/JP</a>	Jul 2014	Medium	6	Open	Talk	<a href="#">Forum</a>	
<a href="#">task_force_lantern</a>	A	<a href="#">bilgecrank</a>	<a href="#">SP</a>	Apr 2012	Medium	9	Full	Talk, 18+	<a href="#">Forum</a>	

## 69th Paramilitary Squad

The 69th is a State-sponsored Mercenary Squad from the [Foreign Service](#) run by [Faction Manager Matthew](#) that began on August 18, 2010. An action/adventure plot, the 69th is primarily a [Single Post](#) plot with some possible [joint post](#) sessions if everyone is available. Adult access is required to view.

<a href="#">69th_paramilitary_squad</a>	
	
Forum Link	<a href="#">69th Paramilitary Squad</a>
Type	Play-by-Post/Joint Post
Faction	<a href="#">Abwehran Star Empire</a>
Game Master	<a href="#">matthew</a>
Pacing	Medium
Number of Players	4
Accepting Players?	No
Joining Requirements	18+, Talk to GM

## Interregnum


Infantry/ship based plot, where Ex-Captain Bates is on the run with his trusty team of ex-Commandos, as they try to find a place where they won't be hunted for the bounties the Imperium has placed on their heads.

<a href="#">interregnum</a>	
-	
Forum Link	<a href="https://stararmy.com/roleplay-forum/index.php?forums/interregnum-18.301/">https://stararmy.com/roleplay-forum/index.php?forums/interregnum-18.301/</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">asteria</a>
Game Master	<a href="#">acewing13</a>
Pacing	Weekly posts at a minimum
Number of Players	4
Accepting Players?	No
Joining Requirements	18+ Contact <a href="#">acewing13</a>

## LSDF Val'ta


Looking through the unknown in space and moving with grace made conglomerate , the experimental Lorath flagship *Val'ta* is wandering through the stars with a mission to explore unknown planets in and around the Lorath Matriarchy's borders to deliver information based on launched probe and ground team

observation reports where possible, report back to the Matriarchy, and be away from friendly contact with self-sufficiency for extended periods. The *Val'ta*'s unique functionality is thanks to the [DATA Coalition](#)'s ability to unite nations. To some extent, the *Val'ta* owes its life to it.

<a href="#">lsdf_valta</a>	
	
Forum Link	<a href="#">LSDF Val'ta Forum</a>
Type	<a href="#">Play-by-Post</a> , Occasional Joint Post
Faction	<a href="#">lorath_matriarchy</a> , <a href="#">DATA</a>
Game Master	<a href="#">Luca</a>
Pacing	<b>Slow:</b> Once a week at minimum
Number of Players	9
Accepting Players?	No
Joining Requirements	Contact Luca, Talk

## Black Vipers

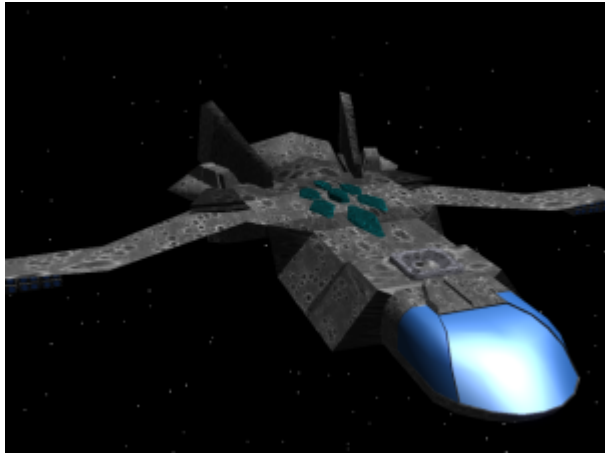
The Black Vipers plot follows the adventures of a rag tag group of pirates lead by the nefarious Rogyr "Iron Giant" Dorkley, and his daughter Abigayl Dorkley. The plot will center around the freedom and lack of rules that pirates are known to have, and will include a variational amount of things from Colony Raiding, to Slavery and beyond. The possibilities are endless!

<a href="#">the_black_viper</a>	
	
Forum Link	<a href="#">Forum OOC Thread</a>
Type	<a href="#">Play-by-Post</a> & <a href="#">Joint Posting</a>
Faction	<a href="#">independent</a>
Game Master	<a href="#">Semjax</a>
Pacing	<b>Slow:</b> Once a Week
Number of Players	11
Accepting Players?	No
Joining Requirements	18+, PM Semjax

## YSS Anoiktos

This plot chronicles the adventures of the YSS Anoiktos, a ship created for one thing: Colonization. The

ships intent is to go out and explore the vast universe with the intent to give the Elysians their own Faction over the course of time. The Anoiktos is ran by Captain [ambriel\\_cinna](#) and her first officer [Charalampos\\_Ambrosia](#), interested in aiding in the big movement? Make an Elysian character and join the crew now!

yss_anoiktos	
	
Forum Link	<a href="#">OOC forum</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">star_army_of_yamatai</a>
Game Master	<a href="#">Semjax</a>
Pacing	<b>Slow:</b> Once a Week
Number of Players	5
Accepting Players?	Y
Joining Requirements	Must be Elysian, PM Semjax

## YSS Soyokaze

The Soyokaze's motto is "Interpretatur Purificatio ire viam, de omnibus terris ad ablutionem peccatorum," meaning "To walk the path of the cleansing, to wash the sins from our lands."

YSS Soyokaze	
	
Forum Link	<a href="#">YSS Soyokaze</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Yamatai Star Empire</a>
Game Master	<a href="#">Yoshi</a>

<b>YSS Soyokaze</b>	
Pacing	At least 1 post ever 3 days
Number of Players	12
Accepting Players?	No
Joining Requirements	Talk

## OIF Salvation

Origin Industries first dedicated Search and Rescue ship, with an equally unique crew of full time employees as well as contracted workers. Making use of various pieces of Origin technology new and old, they work to save those in need, and maybe make a little salvage money on the side.

<b>Oif Salvation</b>	
	
Forum Link	<a href="#">Adult Open Roleplaying</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">origin</a>
Game Master	<a href="#">Syaoran</a>
Pacing	Post every 5 to 7 days
Number of Players	3
Accepting Players?	No
Joining Requirements	Speak with GM (18+)

## Service to the Free State

In peace, in war, and in reality, there is a need for security. What happens when a pacifist picks up a gun? Does a gun really provide security? The 4th Fleet Marines don't care. Those Marines assigned to patrol duty in the Free Spacer system of [Null and Void](#) have two tasks. Ensure the system's physical security by identifying, intercepting and eliminating every threat to the Imperium and the Free State and look good doing it. Pirates, smugglers, and Nekos beware! The Marines are in town and looking to prosecute with extreme prejudice with the help of their [Navy](#) and [IPG](#) friends!

### service to the free state



Forum Link	<a href="#">Service to the Free State</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Democratic Imperium of Nepleslia</a> & <a href="#">The Free State</a>
Game Master	<a href="#">lam</a>
Pacing	Medium
Number of Players	11
Accepting Players?	No
Joining Requirements	Murder or have murdered one of the existing players

## Aquila Flight

Aquila Flight is a Nepleslian plot centered around the 78th Tactical Battalion's best unit. The Aquila's are the best Ace aces from all across Nepleslian space. They are lead by Captain Nero Vega and Commander Jayden Solaris. The plot will focus on the creating the best squadron of aces the galaxy has ever known.


	<b><a href="#">Aquila_Flight</a></b>
Forum Link	<a href="#">Forum OOC Thread</a>
Type	<a href="#">Play-by-Post</a> & <a href="#">Joint Posting</a>
Faction	<a href="#">Nepleslia</a>
Game Masters	<a href="#">Gunhand4171</a> and <a href="#">Archander</a>
Pacing	<b>Slow:</b> Once a Week
Number of Players	8
Accepting Players?	No
Joining Requirements	18+, PM <a href="#">Gunhand4171</a> or <a href="#">Archander</a>

## Bounty Hunter Series

This Bounty Hunter Series follows the action of the bounty hunters within the Iron Ferret, a formerly




pirate ship, and their exploits throughout the known sector, seeking fame, fortune, and action.

<b>bountyhunterseries</b>	
	
Forum Link	<a href="#">Plot Forum Page</a>
Type	<a href="#">SP and JP</a>
Faction	<a href="#">Independent</a>
Game Master	<a href="#">foxtrot813</a>
Pacing	3-4 Days
Number of Players	8
Accepting Players?	Limited
Joining Requirements	Talk to the handsome <a href="#">Foxtrot</a>

## Orochi Squadron

Basing off of the venerable warhorse [Irim-class Heavy Gunship](#), this plot's feel aims to capture the classic SARP action of yesterday, when PA combat was the focus of any space engagement. It serves as a great introduction to some of the most dramatic space combat elements that the Star Army of Yamatai faction has to offer, and a good jumping off point to more seasoned canon plotships. Newbies to SARP are also highly encouraged to apply, since the Open RP format makes it easy to create a fresh Nekovalkyrja infantry character and jump right into fighting the renewed [NMX](#) raider threat!

<b>orochi_squadron</b>	
	
Forum Link	<a href="#">Open Roleplaying</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Yamatai Star Empire</a>
Game Master	<a href="#">paladinrpg</a>
Pacing	<b>Slow:</b> Once a Week
Number of Players	7
Accepting Players?	No
Joining Requirements	Speak with GM

## Bloody Claws

(Civilian Plot) The Bloody Claws is a recently reorganized class of students in the [kingdom\\_of\\_neshaten](#), learning about the Kingdom and going through everyday civilian life, while also taking part in war games that help hone their skills as Citizens and teach them valuable lessons in how to fight and protect themselves.

### bloody\_claws

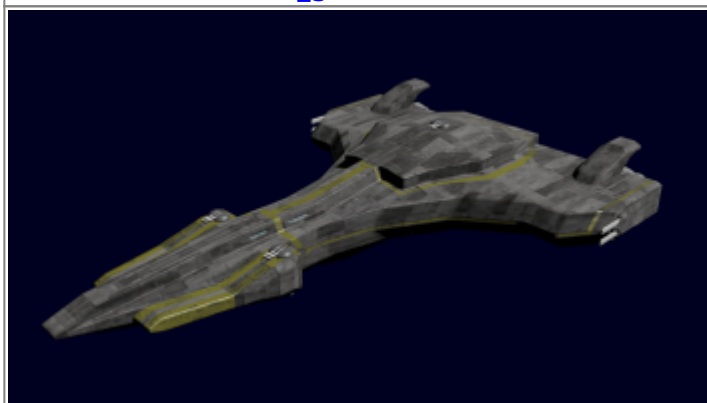


Forum Link	<a href="#">Bloody Claws</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">kingdom_of_neshaten</a>
Game Master	<a href="#">kyle</a>
Co-Game Master	<a href="#">semjax</a>
Pacing	One post every ten days
Number of Players	6
Accepting Players?	No
Joining Requirements	Contact Kyle

## SNV Gam'trosha

The Gam'trosha is one of several exploratory vessels of the [kingdom\\_of\\_neshaten](#), tasked with exploring beyond the Kingdoms' borders for planets to colonize and to find new life in the universe.

### snv\_gamtrosha



Forum Link	<a href="#">SNV Gam'trosha forum</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">kingdom_of_neshaten</a>
Game Master	<a href="#">kyle</a>
Co-Game Master	<a href="#">nashoba</a>
Pacing	One post every ten days
Number of Players	9
Accepting Players?	No

<a href="#">snv_gamtrosha</a>	
Joining Requirements	Contact Kyle

YSS Heartbreaker

The newly repaired and refitted Heartbreaker is on an exploration and intelligence gathering mission into unexplored space, following data left behind by [Uesu's Fleet](#). Officially Yamatai has had no contact with [ketsurui\\_uesu](#) or his followers, and they have been tasked with discovering their fate. Secretly, Uesu has been in contact with Yamatai and the [Ketsurui Clan](#) for years, and [yui](#) has started to worry about the new empire he may be constructing. Considering the two-time Emperor's connection to [ketsurui\\_himiko](#), she has concerns he may attempt to retake the throne yet again, or otherwise use his connections and holdings to upset the balance of power.

<a href="#">YSS Heartbreaker</a>	
	
Forum Link	<a href="#">YSS Heartbreaker Forum</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Yamatai Star Empire</a>
Game Master	<a href="#">reynolds</a>
Pacing	Requires a post every 5-7 days
Number of Players	6
Accepting Players?	No
Joining Requirements	Contact <a href="#">Reynolds</a>

- [the\\_professionals](#)
- [echoesofpilots](#)

YSS Imperator

A veteran ship of the [star\\_army\\_of\\_yamatai](#), [yss\\_imperator](#) stretches out her arms of war against the [Kuvexians](#) and their allies in the push into Kuvexian Space. Using grantedly superior firepower in the form of the third division of the [First Expeditionary Fleet](#), Imperator and crew sail for victory, and into the enemies of the Star Army.

### yss\_imperator



Forum Link	<a href="#">OOC Thread</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Yamatai Star Empire</a>
Game Master	<a href="#">hamnjam</a>
Pacing	Requires a post every 5-7 days
Number of Players	9
Accepting Players?	No
Joining Requirements	Contact <a href="#">HAMnJAM</a>

## Figments of Fantasia

It is a high fantasy MMORPG virtual reality game created by the ????? Company. It uses the concept of the VCE, while creating a modified helmet which acts as a gaming system. From knights in shining armor to kings high up on thrones, to a lowly peasant farming fields. Everything is possible in Figments of Fantasia, where players shape the world. It is a realm of strife and conquest, heartache and battles. From humans to orcs, goblins and elves- who will you become? Come save the fantasy world of Kami in its brand new adventure.


### fantasia

Forum Link	<a href="#">Figments of Fantasia</a>
Type	<a href="#">Play-by-Post</a>
Faction	Independent
Game Master	<a href="#">zekec</a>
Pacing	Every 6 days
Number of Players	6
Accepting Players?	No
Joining Requirements	PM Zekec

## YSS Junpu

Following a series of harrowing incidents, the YSS Junpu, a Special Personnel Project ship pursuing the shadowy force known as the “Umbral”, has found itself stranded in unmapped and dangerous territory. Its Captain dead, the former sprite and newly minted Shoi Miharuru Yuzuki and her crew of shellshocked specialists gaze into the darkness, only to find that the darkness gazes back.

Will they blink?

YSS Junpu	
	
Forum Link	<a href="#">YSS Junpu Forum</a>
Type	Mixed JP/SP
Faction	Star Army of Nyanmatai
Game Master	<a href="#">gallant</a>
Pacing	Medium
Number of Players	4
Accepting Players?	No
Joining Requirements	18+, EULA

## Dream World

A newly made city in [Azorean](#) space named [kyopelinvuori](#) is a place for [Iromakuanhe](#) and other races to coalesce in politics, trade, and socializing. The majority of Dream World players have some sort of tie to their faction— either by being FM's or having strong knowledge of the faction they are representing. Those that wish to join that are newer to the site may choose to be assistants, followers of the resident bandit prince, liaisons, friends, traders, anything! [Dream Consorts](#) are popular, as well, and wholly beneficial.

dream_world	
	
Forum Link	<a href="#">OOC Thread</a>
Type	<a href="#">Play-by-Post</a> , <a href="#">Joint Posts</a>
Faction	Iromakuanhe, though every faction is welcome!
Game Master	<a href="#">ametheliana</a>
Pacing	Twice a week
Number of Players	Fluctuates
Accepting Players?	No
Joining Requirements	Contact <a href="#">Ametheliana</a>

## Fort Hajime

[fort\\_hajime](#) is a boot-camp plot geared for new players and new characters in the [Star Army of Yamatai](#). It is an excellent primer course for players that are unfamiliar with the setting, history, and military

roleplay. The plot offers a highly individualized and personal experience, and is set up to allow new players to advance to a plot ship speedily, after their characters graduate.

<b>fort_hajime</b>	
Forum Link	N/A (In Open Roleplaying)
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Yamatai Star Empire</a>
Game Masters	<b>GM:</b> <a href="#">Ametheliana</a> <b>Co-GM:</b> <a href="#">immortal_cyan</a>
Pacing	Fast-Paced, 1-2 Days
Number of Players	1
Accepting Players?	No
Joining Requirements	Talk to <a href="#">Ametheliana</a> or <a href="#">immortal_cyan</a> on SARP or Discord

## Aquila Flight

Finally the flight has returned... Aquila has risen from the ashes after a year of backdoor politics and underhanded schemes grounded the flight. However, they are but a shell of what they once were. Will the Aquilas be able to claw their way back to the top or will they take their last breath?

Aquila Flight is an Ace Combat inspired plot where you take the role of fighter jock in the Nepleslian Star Navy.

<b>aquila_flight</b>	
	
Forum Link	<a href="https://stararmy.com/roleplay-forum/index.php?forums/aquila-flight.303/">https://stararmy.com/roleplay-forum/index.php?forums/aquila-flight.303/</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Nepleslia</a>
Game Master	<a href="#">Gunhand4171</a>
Pacing	once a week
Number of Players	5
Accepting Players?	No
Joining Requirements	16+

## Ragnarok

Ragnarok is an independent plot based around the humble beginnings of the Private Military Corporation (PMC) Ragnarok. The players will shape how Ragnarok grows.

<b>Ragnarok</b>	
Forum Link	<a href="#">OOC Ragnarok</a>
Type	<a href="#">Play-by-Post</a>
Faction	Independent
Game Master	<a href="#">Gunhand4171</a>
Pacing	Moderate (every 5 days)

<b>Ragnarok</b>	
Number of Players	(5)
Accepting Players?	No
Joining Requirements	Just PM Gunhand4171 or ask on the OOC

## YSS Wyvern

The YSS Wyvern is a vessel operating under the [Star Army Military Police](#) and all her crewmembers are inducted into the [investigator](#) as well as their chosen specialty. Their missions include reclaiming mutinied ships, running down deserters, Yamatai/Elysia border patrol, raiding terrorist cells, detective work, planetary policing, VIP escort and most importantly anti-espionage - perhaps even anti-corruption work - as well as all the duties of a normal Star Army warship.

<b>yss_wyvern</b>	
	
Forum Link	<a href="#">Forum</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Yamatai Star Empire</a>
Game Master	<a href="#">ethereal</a>
Pacing	Monthly posting minimum
Number of Players	6
Accepting Players?	Np
Joining Requirements	N/A

## Knights of Asteria

The Azalea Free Company of Asteria, led by none other than Creature and his group of aberrant and rag-tag lieutenants, is an Asterian free company motivated by their desire for knightly honor, a roof over their heads, basic necessities, and a lover's embrace! Throughout their adventures, they will fight unscrupulous bandits, hell-bent armies, and all manner of existential dangers to Asteria. Regardless of whether or not they emerge victorious in these encounters, the men and women of the Azalea are united in their will and purpose!

<b>knights_of_asteria</b>	
Forum Link	<a href="#">Knights of Asteria</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">asteria</a>
Game Masters	<b>GM:</b> <a href="#">tony</a> <b>Co-GM:</b> <a href="#">immortal_cyan</a>
Pacing	Fluid, Plot is JP-based
Number of Players	7
Accepting Players?	No
Joining Requirements	18+, PM <a href="#">tony</a> on SARP or Discord


## ISC Lindorm

[isc\\_lindorm](#) is a [roleplaying](#) plot created Nov 4, 2017 by [GM kim](#). Operation Radiant Serpent launches deep into an unknown operational environment to investigate the growing threat of the [Valmet Self Governing Colonial Region of the Colonial Pact \(VSGCR\)](#) nestled beneath the Chen Nebula. A crew of undercover [Star Army Intelligence](#) Operatives pose as [Oshima National Industries](#) contractors aboard the ISC Lindorm to gather intelligence on the PACT on the surface of Helka-Alpha II and try to maintain their cover without being discovered by the PACT's intelligence agencies. Spies, intrigue, and cultural misunderstandings abound.

<a href="#">isc_lindorm</a>	
	
Forum Link	<a href="#">ISC Lindorm Forum</a>
Type	<a href="#">Play-by-Post / Joint Post</a>
Faction	<a href="#">Yamatai Star Empire</a>
Game Master	<a href="#">kim</a>
Pacing	At least 1 post per week following a GM post; or JP
Number of Players	4 + GM
Accepting Players?	No, see <a href="#">Crew Roster and Available positions</a>
Joining Requirements	18+, active love of puzzles and willingness to face a mental challenge

## HMS Nemesis

A 6th rate Frigate in the Royal Navy of Ersetu, the Nemesis patrols the northern trade lanes of Ersetu space, hunting pirates and seeking prize money and glory among the stars.

<a href="#">hms_nemesis</a>	
	
Forum Link	<a href="#">OOC Thread</a>
RP Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">Constitutional Dominion Of Ersetu</a>
Game Master	<a href="#">gunsight1</a>
Pacing	Requires a post every week
Number of Players	8
Accepting Players?	No
Joining Requirements	Talk to <a href="#">gunsight1</a>

## Song of Whitemeadow

It is a spiritual successor to [Scythe](#).

A charter was granted to one of the Mikado's nephews; Lord Anise Whitemeadow was given land holdings on the new planet to found an outpost and begin to colonize the new holding with a mind for turning it into a rich resource for the expanding state. Colonists of all sorts piled upon the ASV Deluge, a converted




civilian cruise liner, to stake their claims and make their way upon truly unclaimed land.

But Whitemeadow, who is still quite close to his minority, is a fledgling at best, and like the colony he and his founding Knights and Retainers must grow to brave the unknown hills and valleys of their new home with wisdom and courage, proving themselves, in the Asterian way, "Noble by prowess, brave and true," as the fate of a world and the success of the colony rests in the attempt.

<b>whitemeadow</b>	
	
Forum Link	<a href="#">The Scythe</a>
Type	<a href="#">Play by Post</a>
Faction	-asteria -Morioka no Yousai
Game Master	<a href="#">gallant</a>
Pacing	Flexible: See plot page.
Number of Players	5
Accepting Players?	No
Joining Requirements	18+


## Su'kan

[sukan](#) follows [arta](#) and her unit of [Rapid Reaction Force](#) and civilians as they arrive to investigate a new joint colony that features different species. The world has mysteriously stopped communicating. But something dark lurks on the little colony. Can they survive the terror that lurks in space? Or in themselves?

<b>Sukan</b>	
	
Forum Link	<a href="#">Su'Kan Forum</a>
Type	<a href="#">Single Posting</a>
Faction	<a href="#">gartagen_union</a>
Game Masters	<a href="#">tony</a> , <a href="#">GrammarPaladin</a> - CoGM
Pacing	<b>Fast:</b> Single post, when ever is necessary
Number of Players	6
Accepting Players?	No
Joining Requirements	PM <a href="#">tony</a>

## HMS Harleach Castle

A 2nd rate Line of Battleship in the Royal Navy of Ersetu

<b>hms_harlaech_castle</b>	
	
Forum Link	<a href="#">OOC Thread</a>
RP Type	<a href="#">Play-by-Post</a>

<b><a href="#">hms_harlaech_castle</a></b>	
Faction	<a href="#">Constitutional Dominion Of Ersetu</a>
Game Master	<a href="#">gunsight1</a>
Pacing	Requires a post every week
Number of Players	6
Accepting Players?	No
Joining Requirements	Talk to <a href="#">gunsight1</a>

## Crimson Corsairs

The Crimson Corsairs continues the story of several marines from the NSS Sledge Mama as they leave the military and rejoin civilian life. As pirates. However, events far outside of their control conspire to pull them, kicking and screaming, right down the rabbit hole as events on the national scale slowly but inevitably come to a head. What starts out as a simple job will quickly spiral into a story concerning the fate of interstellar empires.

<b><a href="#">crimson_corsairs</a></b>	
-	
Forum Link	<a href="#">Right Here!</a>
Type	<a href="#">Play-by-Post</a>
Faction	<a href="#">asteria</a>
Game Master	<a href="#">cadetnewb</a>
Pacing	3-5 Days
Number of Players	5
Accepting Players?	Totally
Joining Requirements	PM Cadet

## Non-Canon

The plots below were not part of the Star Army setting.

Plot	GM	Type	Notes
<a href="#">D&amp;D</a>	<a href="#">Gabriel</a>	D&D 3.5	
<a href="#">Pathfinder: The Depths of Golarion</a>	<a href="#">Gallant</a>	Core Pathfinder	

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