


188604

188604 is a Independent plot run by GM [Zack](#). Its concept is to create a space that can be interacted with fairly freely by the rest of the setting. If another plotship wants to stop by, or someone wants to stumble across the planet then a serious effort will be made to encourage the outside interference in the plot.

The plot itself centers around a low tech world listed as 188604 on Elysian starcharts. With Uso running low on cash she hatches a scheme to hire some friends and go use modern weapons to take over the planet. Though the planet's armies don't pose much of a threat to modern power armor, there are plenty of other concerns that go along with trying to run a planet.

Plot Details

188604	
	
Age Requirement:	16
Format:	JPs when time permitting
Pacing:	1 Jp every 1-2 weeks



About Pacing

The plot is designed to give a small open area for RP to accommodate some RP that is fairly self-contained and doesn't require a lot of time committed. Though there will be a core 'storyline' there will also be opportunities for one off JPs involving whoever decides to stop by.

About The GM

Zack joined the site in 2005ish, and has GMed several plots including the tail end of the GSS Yui, The GSS Seigi, The NSS Alliance and the Nepleslian 4th fleet plot.

He is usually online between 8am and 11pm, with RP availability usually being later in the day.

About the Co-GM

Gunhand4171 was approached bout Co-GMing, and is authorized to handle cleanup of the plot if the main GM disappears.

[dumont](#) is also helping with Co-GM work, and is authorized to handle cleanup of the plot if the main GM disappears.

History

YE 38 Arc 1 [188604]

[During Love Day](#), Uso agrees to go on a blind date. For better or worse she ended up discussing hypothetically taking over a low technology world with Raphael Castiel. The low tech world in question was one the Elysians had stumbled across years ago, but had ultimately left alone as it was not worth the trouble.

A few weeks later she'd decide to go for it, putting together a team made up of friends and mercenaries. The bulk of the force being made up of the [Ragnarok PMC](#).

The group arrived planet side, and immediately hit the largest city they could find, striking during the middle of a local conflict and killing many of the leaders. They quickly established themselves at the main power in the area, as muskets and cannons were essentially useless against power armors capable of throwing horses at people. When the dust settled, the group set about 'uplifting' their little corner of the world.

General Aaron Grant had participated in the conflict, and only just barely escaped being found by Uso by ditching his uniform. Him, along with his right hand Rubi and consort Celeste would start forming a resistance movement against Uso's group.

Rebellion

After the initial battle of Osman City, the locals were terrified but not defeated. Their best and brightest started to gather together, forming a group with the intention of dealing with the outside threat. In order to minimize their risk of exposure they stuck with code names related to their professions and set in motion plans to infiltrate their invaders.

It was around this time that a friend of General Grant, [azariel_nereopoulos](#), would reveal that he too was not from this planet and start advising them on their possible futures.

Grant's right hand woman, Rubi, would also be sent to kill the collaborator Reginald Braith around the same time as Azariel's reveal. Though instead of completing her assignment, she decided to infiltrate the invading group when the opportunity presented itself. This served to anger General Lewis Costanel, who vowed to take care of things himself upon hearing the news.

This would eventually lead to a split in the rebellion, with Lewis's group moving on to develop weapons to fight the invaders, while Aaron's group would secretly make contact with Cyrus, the leader of the invader's military. This secret meeting would end in a pact that would eventually solidify Aaron as the first leader of the new government, while Lewis would go on to launch a massive attack against the invaders during a dust storm, nearly managing to kill [uso](#).

When the dust settled, the point was driven home: It was pointless for the locals to fight back with weapons.

White Lament

During YE 38 the [white_lament](#) would end up landing on 188604 looking for spare parts in a manner that most resembled an apocalyptic crash and robotic spider invasion. It seemed that the spacer ship had lost its organic crew, and was looking to harvest organs from the locals in order to rebuild its crew, luckily the spacer [Codebreaker Arccos Two Three 52-9683-7587](#) who was part of the Ragnarok PMC was able to subdue the ship. Arccos would go on to become the appointed Sheriff of the planet and de-facto captain of the White Lament

I'ee JTE

The [I'ee Joint Technology Expedition](#) would reach 188604 in the year YE 38. Where they were convinced to assist in developing the planet in exchange for [Uso's](#) help in defeating the NMX attacking the I'ee home system.

YE 38 Arc 2 [Star Wasp]

With the planet more or less secured from internal threats, [uso](#) turned her attention outward, building the relationships she'd need to develop the planet into something more substantial.

The Hate Machine

[uso](#) talked [Codebreaker Arccos Two Three 52-9683-7587](#) into stealing the lighthouse from [Freehold Factory](#), blowing up much of freehold in the process

Vekimen

[uso](#), hearing about the new race of miners, struck a deal with the [vekimen](#) to provide resources in exchange for raising their profile on the galactic stage.

Wazu

[uso](#) convinced [heram.j._wazu](#) to assist the development effort, coercing him into sending Vier to assist with the development of the planet.

I'ee

The major goal during this time period was the liberation of the I'ee home system from the NMX. The Necromancer, a mercenary that carried with it much of the fighter and mecha available to

[usostarorganization](#) went on a recon mission to the l'ee home system and was nearly destroyed by the NMX. It was able to limp back home for repairs, and the information it brought was used to formulate a plan of attack.

The next month was spent preparing, readying ships, missiles, mecha, fighters, and anything they could get their hands on for the fight at Ee'ee.

Wiki Pages Related to this RP

Threads

<https://stararmy.com/roleplay-forum/index.php?forums/188604.294/>

Setting

Star System: [0014](#) *

Planet: [188604](#) aka 'Usotza', 'Ragna-World', 'Camur',

Plant: [algaeia](#)

* UNAPPROVED

Characters

Uso's Crew				
uso	Fearless Leader	PC	'Your Highness', 'Empress Tyrantpants'	
Raphael Castiel	Uso's Right Hand	PC	'Raph'	needs art
errowyn_dreamchaser	Pilot	PC	aka 'Hellcat'	needs art
Harhui	Demolitions Expert	PC	aka 'Smalls'	needs art
Ivory	Medic	NPC		needs art
Reginald Braith	Local General	NPC		
Tiberius 'Eight Ball' Aldrich	Pilot	PC		needs art
Takimori Ronin	Mecha Pilot	PC		
aashi_nath	Privateer Captain	PC		
alex	Ex-Popsicle	PC	'New Boots'	
Uso's Business Associates				
Koga Akemi	Food and Tourism	PC		
ragnarok PMC				
Cyrus	Ragnarok's Leader	PC		needs art
ace	PMC Soldier	PC		needs art

ragnarok PMC				
corgan_garret	PMC Soldier	PC	'Corgi'	
Codebreaker Arccos Two Three 52-9683-7587	PMC Soldier	PC	'High Sheriff Arccos'	needs art
Scrabler	PMC Soldier	PC	needs art	
Rip D. Torr	PMC Medic	PC	Dr. Hardbody	
Tomblyn Ardane	PMC Soldier	PC		

Freespacers[LargeGear Cloudy Truffleclub M447-8-09](#)**Buttonless Brigadiers**

Josward Braith	Head officer
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Locals

Julie Osman	Young Princess	NPC	needs art
Jacob Osman	Young Prince	NPC	Dead
Serza Costanel	Head Nurse	NPC	
General AAaron Grant	PC		needs art
Rubi	PC		needs art
Celest	NPC		
General Lewis Costanel	NPC		
The Scientist	NPC		
The Procurer	NPC		
The Merchant	NPC		
azariel_nereopoulos	PC		
McLewski	NPC		

I'ee Joint Technology Expedition

Gut-Stripe	Fearless Leader	needs art
Sammy	Ambassador	needs art

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