

Aquila Flight

Formed in [YE 37](#) as a means to usher in a new age in [Nepleslia Star Navy's](#) starfighter corps, Aquila Flight is the [78th Tactical Battalion's](#) premier fighter squadron comprised of the best and most capable pilots Nepleslia has to offer. Formed and directly commanded by Rear Admiral Titus Orion, and within [Grand Admiral Barrett Valke's 1st Assault Fleet](#), the 78th Tactical Battalion calls the Nss Oracle Home home.

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?

The ratings for this plot are:

Sexuality	Violence	Language
2	2	3

About "Aquila Flight"

Aquila Flight is a [roleplaying](#) plot created May 18, 2015 by [Gunhand4171](#). The current [GMs](#) are [Legix](#) and [Charmaylarg](#).



Mission

As an elite dual purpose squadron, Aquila Flight is tasked with being a mission ready unit for high priority assignments whenever needed. Mission profiles include, but are not limited to, escorting VIPs or high value transports, Anti-Piracy and remnant enemy force removal, and aiding in the overall defense of [The Democratic Imperium of Nepleslia's](#) sovereign space. Their secondary function is to be the test pilots for Nepleslia's work in progress overhaul of their armament of starfighters and next generation starship technologies.

The flight currently resides on [New Bernese](#) and is providing air cover and air superiority to the new bernese government and the [NSMC 309th Armored Infantry "Ruthless Riders"](#).

Team Roster and Positions

Open Positions

Plot Status	
Open, accepting new players.	
Role	Status
Fighter	Open
Reconnaissance	Open
Bombardier	Open
Support/Electronic Warfare	Open
Tactical Officer	Open
Rookie	Open

*This role is restricted and requires prior contact with the GM before creating characters in this position type.

Position	User	Status
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Active Members



The following characters all exist for space, aerial combat, and CAS warfare; all of its members are from the [78th Tactical Battalion](#) and are technically within the [Neplesian Star Navy](#).

Aquila Flight

Rank	Name	Callsign	Position/Role	Player	Notes
Captain	Nero James Vega	Crux	Flight Leader	Gunhand4171	Aquila 1

Rank	Name	Callsign	Position/Role	Player	Notes
Commander	Judith Branthese	Caster	Co-Flight Leader	Krisslanza	Aquila 2
Lieutenant	Lawrence "Larry" Falke	Pixy	Fighter	Alex Hart	Aquila 5

Inactive/Reserve Members

Rank	Name	Callsign	Position/Role	Player	Notes
Commander	Olivia Winroe	Lucky	XO	Ametheliana	Aquila 2
Lieutenant	Miranda Bannings	Spirit	Bombadier	Grey Library	Aquila 3
Ensign		Nugget	FNG		Aquila 5
Ensign	Paul Dyre	Doc	FNG	Sparkee0213	Aquila 6
Lieutenant	Mochizuki Sayoko	Banshee	Reconnaissance/Counter-Intelligence (IPG)	paladinrpg	Aquila 2
Lieutenant	Miranda Bannings	Spirit	Bombadier	Grey Library	Aquila 3
Lieutenant	Fetuilelagi Owens	Northwind	Fighter	Biesecker	Aquila 6
Lieutenant	Bernardino "Dino" Lopez		Fighter	Luno	Aquila 7
Ensign	Alyse Du'tonn	Marshmallow	Fighter	SirSkully	Aquila 3
Lieutenant	Edward Donato	Virus	Electronic Warfare	Whitehart	Aquila 4

Deceased Members

Rank	Name	Callsign	Position/Role	Player	Notes
(N/A)	(N/A)	(N/A)	(N/A)	(N/A)	(N/A)

Notable NPCs

Rank	Name	Callsign	Position/Role	Player	Notes
Captain	Lysander Calloway		Ship/Lance Captain	Charmaylarg	GMpc

Chronological Order of Threads

[Operation Phoenix](#)

[Operation Phoenix Debriefing](#)

[Operation AGL bullies](#)

[Task Force Whiteout](#)

Important Links

- [Nepleslia Star Navy](#)
- [1st Assault Fleet](#)
- [Standard Issue NSN Equipment](#)
- [NSMC 309th Armored Infantry "Ruthless Riders"](#)

Rules and Pacing

This plot will be primarily done through SP (Single-Post) format: individual posts in threads on the forum. JPs (Joint-Posts) are going to be done on the agreement of the members of the plot and organized as members decide they would like to see one done. However JPs will not be mandatory for any member of the plot to participate in if they are unable to do so, so long as they remain active in the RP otherwise.

Pacing and Activity

As far as posting frequency and the overall pace of the plot, members should maintain a baseline average of one post every seven to ten days, or one post for every plot-advancing post by the GM. If this isn't possible for whatever reason, you are free to contact the GM, and let them know. If you do this instead of simply going in-active, you are safe from potential character death in regards to inactivity, and your character can simply be controlled by the GM or moved to the inactive roster if you wish.

Once you are able to return to the RP you only need to contact the GM and your character will be moved back into the active roster.

Regarding Unstated Inactivity

Missing a single posting round will result in the character being controlled as an NPC for that round. A second missed round will result in a warning and the character being controlled as an NPC.

Three missed rounds and the character will stay in the background but the player will likely be suspended from the mission. If the player shows no interest in continuing on in the plot or on the next mission they will be removed from the plot.

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