

SNV Gam'trosha

The SNV ([Shukara](#) Naval Vessel) Gam'trosha is a newly commissioned [She'tanora Class Hybrid Exploration Vessel](#), it was deployed in EE 001 ([YE 34](#)) and goes by the registration numbers of [043-EX-1F-2E](#). The ship is captained by [Shipmaster U'Cetrinal Sa'kira Yuna'me](#), the [Game Master](#) is [Kyle](#). The Co-GM is [Nashoba](#).

The ship is attached to the 2nd Exploratory Squadron of the [Shukara Volunteer Navy](#) 1st Fleet.



History

- EE 001 ([YE 34](#)) - Commissioned vessel
 - Prologue - Ship launched due to scramble order.
 - Prologue - Ship suffered mysterious damage, including the lose of communications and weapons.

Overview

The Gam'trosha is a hybrid exploratory vessel, designed to venture into deep space on long voyages for the purpose of searching out new life and planets to explore, while still possessing the ability to defend itself. The ships operations are many, from combating forces that attack their ship, to investigating

derelicts, to setting up temporary bases on a planets surface for the purpose of exploration and checking for possible colonization prospects.

However, while this may be what it's designed for, the Gam'troscha will find itself doing more than just that, including investigating a mystery....

In short, despite the Gam'troscha being a military vessel under a military command, it'll do things that are not typical of a military vessel.



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Latest news

Prologue Mission: [Prologue - The Gathering, and Launch?](#) **First Mission:** [Chapter 1 - Training and Discovery](#) **Current Mission:** [Chapter 4.2 - Hells Abyss](#)

Description

The following is a list of modifications done to the [SNV Gam'troscha](#) either at the request of the crew, or its Shipmaster.

Backup computer

A backup quantum computer system was added at the request of [Se'verem Keri'cruen](#). This backup was installed in a free area on deck three, it required additional data-cables to be installed but doesn't effect the performance of the vessel.

Science Lab

A [scientific research lab](#) is slated to be built and take up a portion of the ships cargohold. This lab is located in the cargoholds top deck, nearest the secondary entrance and behind a loading elevator.

Roleplaying Forums and Threads

- [SNV Gam'troscha RP Forum](#)

Feedback

- [SNV Gam'trosha JP Room](#)

Ship's Emblem

Currently the ship has no actual emblem of its own due to being a newly commissioned vessel with no history

Ship's Name

The term *Gam'trosha* is a name given by the ships captain, it is [Tinacen](#) for *Light of Wings*, and relates to the ships exploratory nature.

Ship's Motto

Unravel That Which Is There - the motto comes from the ships very nature, but is also derived from the Daur's upmost desire to pursue knowledge.

Ship's Status

As the ship has only just been built and commissioned, it's in pristine condition.

Ship Songs

The song played while the ship is in combat.

[Immediate Music - Lacrimosa Dominae](#)

SNV Gam'trosha's Inventory

The following is a listing of the inventory of the [SNV Gam'trosha](#)

The following are items stored in the ships armory.

Weapons

Weapons are stored in the armory, not in the cargo hold.

- 8x [Energy Bow](#)
- 8x [Seta'sis Sword](#)
- 4x [Curotri Twin Blade](#)
- 10x [Vela'rius Swordrifle](#)
- 8x [Variable Plasma Rifle](#)
- 2x [Juvo'tron Sniper Rifle](#)

MUM Modules

- 4x [Taurus Anti Tank Cannon](#)
- 4x [Maku'ran Anti-Infantry Turret](#)
- 4x [Battle Rider Module](#)

Grenades

- 10x Boxes of [Type 21 Star'ling Frag](#), 8 Grenades per box.
- 10x Boxes of [Type 20 Star'ling Flashbang](#), 8 Grenades per box.
- 10x Boxes of [Type 20 Star'ling Stickybang](#), 8 Grenades per box.

Explosives

- 8x [I-24-a](#)
- 10x [I-24-b](#)
- 10x [I-24-p](#)

Detonators

- 10x [I-24_remote_detonators](#)
- 8x [I-24_detonation_cord](#)
- 10x [I-24_shock_detonator](#)

Ammo

Lists the types of [ammunition](#) that is stored on the ship

- 20,000 Rounds of [A48C1 Nero'cro](#)

Cargohold

The following is a list of items in the ships cargohold.

Clothing

- 10x [Armored Body Suit \(standard\)](#) with helmet (Shukaren Design)
- 10x [Armored Body Suit \(standard\)](#) with helmet (My'leke Design)
- 10x replacement [Neshaten Standard Issue Military Uniform](#)
- 10x replacement [Neshaten Working Uniform](#)

Equipment (Repair kits, medical, etc..)

- 4x large crates with twenty oxygen tanks in each, totaling eighty tanks.
- 4x [Medical Module](#)
- 10x [NSVM Medical Kit](#)
 - 4x Replacement [Diagnostic Nanite Injector w/medical scanner](#)
- 10x [Neshaten Repair Kits](#)
- 45x Packages of [Neshaten Military Field Rations](#) numbering 1,350 MFR's.
- 1x Crate with 10x [Neshaten Light Vision Goggles](#)

Replacement Repair Parts

- 3x Crate of parts for Life Support System
- 3x Crate of parts for Weapons System
- 3x Crate of parts for Reactor System
- 2x Crate of parts for Engines
- 2x Crate of standard repair parts (containment field generators, bulkhead plates, keypad control consoles, My'leke ports, etc...)
- 2x Crate of Parts for [Energy Bow](#)
- 2x Crate of Parts for [Seta'sis Sword](#)
- 2x Crate of Parts for [Curotri Twin Blade](#)
- 2x Crate of Parts for [Vela'rius Swordrifle](#)
- 2x Crate of Parts for [Variable Plasma Rifle](#)
- 2x Crate of Parts for [Juvo'tron Sniper Rifle](#)
- 2x Crate of Parts for [Taurus Anti Tank Cannon](#)
- 2x Crate of Parts for [Maku'ran Anti-Infantry Turret](#)
- 28x plates of [Crynatorium](#)

Additional Supplies

- 6x Crates of [Yuka'shane](#) each carrying 20.
- 6x Crates of [Curone](#) each carrying 20.
- 1x Crate containing six type A and two type D [Hazard Operations Suit](#)

Vehicles

The following is a list of vehicles presently stored on the Gam'trosha.

- 8x [A1-35 Creniya Light Tank](#)
- 4x [Valcense Gravity Bike](#) (Painted in military camo)

SNV Gam'trosha Personnel

This page lists the notable crew members of the [SNV Gam'trosha](#) and available positions.

Crew Roster

Officers

Name	Rank	Position	Player	Shift	Notes
Sa'kira Yuna'me	 U'Cetrinal	Shipmaster	Kyle (GM)		Also Swordmaster

Warrant Officers

Name	Rank	Position	Player	Shift	Notes

Enlisted

Bridge Personel

Name	Rank	Position	Player	Shift	Notes
Vail'ant Def'leor	 O'Eytene	Starship Aviator	Nashoba		Also serves as Acting XO
Shi'sha'tra Je'ha'shue	 A'Fuereb	Starship Aviator	NPC		
Shim'moto, Alis'tar	 A'Fuereb	Agent	Soki Ryugamine		Also Novice Swordmaster

Support Specialists

Name	Rank	Position	Player	Shift	Notes
Quin'trema Xeui'na	 O'Eytene	Engineer	NPC		
Euy'ica Sec'retna	 X'Muyeia	Healer	NPC		
Se'verem Keri'cruen	 A'Fuereb	Hardware Engineer	Khasidel		

Infantry

Name	Rank	Position	Player	Shift	Notes
Limr'viad Kil'nda		A'Fuereb Combat Engineer	Chaos Havik		
Sa'gesse Dar'tagnan		C'Baruce Marine	Nashoba		

Civilian

Name	Rank	Position	Player	Shift	Notes
Sa'gesse Elza'beth	Che'valier	Ini'she (Counselor)	Nashoba		

Available Positions

The *SVN Gam'trosha* is currently seeking the following:

- [Engineer](#) (We currently have an over-abundance of Hardware Engineers, thus please pick another sub-occupation)
- Healer (Medic)

However, due to this being the only navy plot currently available in the faction, any occupation is welcomed, just that those listed above are the most needed.

Please also note that we are overloaded on Laibe and Daur, anyone making a character is recommended (although not required) to please make a My'leke, as the ship needs them

OOC

This plot is open to all Neshaten characters, including adult and child characters as well.

Unassigned Players

- None thus far

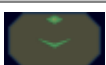
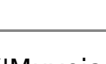
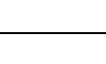
Cabin Assignments

Cabin	Assigned	Notes
1	Ro'sario Erm'olai , Tos'cana Ye'gor	
2	Zu'Rel Tar'Vas	
3	Vail'ant Def'leor	
4	Lu'man Yar'ica Shar'ica	
5		
6	Vladi'mir Takah'ashi	

Cabin	Assigned	Notes
7	Sa'gesse Dar'tagnan , Sa'gesse Elza'beth	
8		
Captains Cabin	Sa'kira Yuna'me	

Former Crewmen

Former crewmen are automatically transferred to Vectes Naval Base, which serves as the Gam'troscha's home-base currently due to the lack of a properly running station.

Name	Rank	Position	Player	Reason for leaving
Selin Akri'bast	 C'Baruce	Healer	Samuel	Pulled out
Ari'Su Sha'ri	 C'Baruce	Combat Engineer	Dwarfofdefeat	Disappeared, removed due to inactivity, unable to contact
Prok'Hor Spyr'Idon Stahp	 C'Baruce	Combat Medic	Phoondelmar	Left due to real life
Ash'Hareva Sher'Van	 C'Baruce	Marine Recon Specialist	Zonr 0	Disappeared, unable to contact
Amauri Rosec'a	 C'Baruce	Healer	Orion	Lots of real-life problems
Juiy'ne Qyu'amene	 C'Baruce	Heavy Marine	Ira	Unknown
Levi'Nash Gev'inov	 C'Baruce	Science Aviator	genofoxx	Hasn't posted in two months
Dominika Da'rya Anas'tasiya	 C'Baruce	Healer	Andrew	Unknown
Su'kelo Dra'vir Zes'kas	 C'Baruce	Combat Medic	Shammy	Disinterested
Men'sab - Seu	 C'Baruce	Healer	Windra	Vanished, can't contact
Vladi'mir Takah'ashi	 C'Baruce	Agent	Drenica	Disappeared, unable to contact
Tal`Dar Ara`sil	 C'Baruce	Hardware Engineer	Daimyon	Originally had a downed computer, have been unable to contact in several months.
Bar'Diel Tar'Vas	X'Muyeia Ini'she (Counselor)	Yoshi	Pulled out	
Zu'Rel Tar'Vas	 C'Baruce	Agent	Yoshi	Pulled out
Phra'athit Neha Ay'indri	 C'Baruce	Agent	Soresu	Real World issues, temporarily removed.

Name	Rank	Position	Player	Reason for leaving
Haun'do Mache'lato	 C'Baruce	Weapons Engineer	Zain Snowpaw	Disappeared
Ro'sario Erm'olai	 A'Fuereb	Software Engineer	Matthew	Disappeared
Tos'cana Ye'gor	 X'Muyeia	Systems Engineer	BionicSamurai	Hasn't posted in months
Mar'Tendo Gai'Tano Tite'Yanus	 A'Fuereb	Heavy Marine	Gabriel	Status Unknown
Kub'lukov Dom'nic Vik'tor	 A'Fuereb	Marine	Mortem	Status Unknown
Got'ti Ni'kita C'ross	 A'Fuereb	Swordmaster	Shadow	Status Unknown
Lu'man Yar'ica Shar'ica	 O'Eytene	Marine	ShotJon	Left Site
Lun'ia Ry'ken	 C'Baruce	Hardware Engineer	Liveemotion-pixel	Status Unknown

Unsorted Crew

- [Nal'vesul Rein'nic](#)

SVN Gam'trosha Rules and Operating Procedures

This section has in-character and out-of-character rules.

Schedules

- Wake up, clean cabin
- Get ready for the day, get in uniform
- Have breakfast, all crew in cafeteria
- Crew meeting, talk about daily activities
- Crew commit to their individuals duties
- Lunch
- Training exercises, ship drills, mission drills
- Dinner
- Ship cleaning
- Sleep

Rules of the Ship

- Always respect the chain of command.
- Never disrespect an officer, always add -sah or -mah to the end of their name if not addressing by rank.
- Always treat your fellow crewmen with the same level of respect you would want to be treated with.
- Keep the ship clean and maintain all hardware.
- Always be careful when handling power crystals, wear gloves, treat them gently!
- Smoking is allowed, but only in specific areas of the ship. Engineering, Armory, Medical, and the Bridge are off-limits to smoking.
- Drinking is forbidden, as it can interfere with a person's ability to do their job.

OOC Rules

- If you don't understand what is going on, then ask the [Game Master](#).
- Try and play nice please, arguing amongst one another and fighting gives the [GM](#) a real headache!
- When a player survey is sent out, please respond to it, it may effect your roleplay experience!
- Try and keep on top of any current changes to the plot, if you have to go away for whatever reason, let the [GM](#) know please.
- Please try and post at least once a week, in order to keep the plot moving. Or post when the plot permits.
- If a post isn't made after two weeks, then the character might be transferred to Gam'troscha's sister ship, the NSV Tra'troscha.

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