Plumeria Template

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====== YSS Advantage ======
//YSS Advantage//, NG-X1-416, is a [[stararmy:starships::Plumeria Gunship]]
built at [[stararmy:Gemini]] by [[:Ketsurui Fleet Yards]] in [[:YE 30]] for
the [[:Star Army of Yamatai]]'s [[First Expeditionary Fleet]].

{{stararmy:Advantage:yss_Advantage_logo.png|}}

==== About the Advantage ====
=== Bridge ===
{{stararmy:Advantage:Advantage_bridge.png|}}

==== Advantage in Roleplay ====
The YSS Advantage is a potential plot ship.

==== History ====
The Advantage is freshly built at Gemini Star Fortress by [[:Ketsurui Fleet
Yards]].

==== The Crew ====

=== Officers ===
//None at this time//

=== Warrant Officers ===
//None at this time//

=== Enlisted Personnel ===
//None at this time//


=== Sprites ===
  * //None at this time//

==== Available Positions ====
The YSS Advantage is seeking the following:

  * 1 Captain
  * 1 First Officer (prior bridge experience preferred)
  * 1 Starship Operator (bridge crewman)
  * 1 Technician/Engineer
  * 1 Science/Medical specialist
  * 1 Caretaker

===== Crew Quarters Assignments =====
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{{stararmy:plumeria_interior.png|}}

==== Captain's Suite ====
  * //Reserved for the Captain//

==== Lounge Cabins =====
//A total of nine crew cabins encircle the crew lounge.//
  - //Available//
  - //Available//
  - //Available//
  - //Available//
  - //Available//
  - //Available//
  - //Available//
  - //Available//
  - //Available//

===== Ship Inventory =====
The //Advantage// carries the following supplies:

==== Armory ====
The Advantage's armory is stocked with:
=== Weapons ====
  * 3 [[kz_type_30_35mm_machine_gun|Type 30B Machine Guns]]
  * 40 [[Type 30 Nekovalkyrja Service Pistol]]
  * 10 [[Type 28 Nekovalkyrja Submachinegun]]
  * 20 [[:gp-12_pulse_rifle|GP-12B Phased Pulse Rifles]]

=== Battery Magazines and Chargers ====
  * 160 extra BR-28E magazines (3 extra for each pistol)
  * 30 extra BR-SMG (3 extra for each submachine gun)
  * 60 extra BR-P50 battery magazines (3 extra for each rifle)
  * 20 Chargers for BR-28 series (Type 28 and Type 30 NSPs)
  * 1 10-slot Charger for BR-SMG (Type 28 SMG)
  * 2 10-slot chargers for BR-P50 (GP-12)

=== Ammunition ===
  * 7mm ammunition ([[lasr]])
  * 35mm ammunition belts (Type 30 Machine Gun)
  * 50mm rounds (shoulder cannon)
  * All missiles and Nodal Support Bits for power armors.

=== Misc ===
  * Type 28 [[multi-species_environmental_suit]]s (many more are located on the ship)
  * [[:portable_repair_kit#military_only|Portable Repair Kits]]

  * [[stararmy:type_30_flashlight|Flashlights]]
  * Weapon maintenance supplies, cleaning kits, and spare parts
  * Explosives, grenades, other weapons, and body armor as needed and/or
available

==== Cargo Bay ====
  * Various repair kits (spare parts, armor panels, etc)
  * 50 [[multi-species_environmental_suit]]
  * 50 [[stararmy:type_30_flashlight|Type 30 Flashlights]]
  * 4 Antigrav unit
  * 2 [[:KFY Mobile Inertia Cannon|Mobile Inertia Cannons]]
  * [[stararmy:Type 31 Field Rations]] (many)
  * [[:hellthorn_bush]] seeds (in locked metal containers)

=== Ground Vehicles ===
{{stararmy:equipment_ground_vehicles.png}}

  * 1 [[kz_type_30_stv]]
  * 1 [[kz_type_30_light_utility_truck]]

==== Lounge ====
=== Bar Nook ===
  * Corkscrews
  * Lockable Chilled Bar Cabinet
    * Rum
    * Sake
    * Whiskey
    * Wine (Sparkling, Blush, Red and White)
  * Plates
  * Silverware
  * Wine glasses

==== Medical Center ====
  * [[:Calm_drug]]
  * [[:Contraveisalgia Tablet]]
  * Forceps
  * Gauze, Medical; various sizes
  * Gloves, Latex Disposable
  * Hemostats
  * [[hemosynthetic_material_container]]s
  * 4 [[:Laser Scalpel]]
  * [[:Liquid bandage]] (a lot)
  * Speculums, metal (all types)
  * 20 [[medical_kit]]
  * 20 [[survival_kit]]
  * Syringes, Medical
  * Tape, Medical

==== Power Armor Bay ====
=== Assigned Power Armors ===
  * //None Yet//

=== Additional Power Armors ===
  * 6 [[mindy_2]]

=== Accessories Available ===
  * 1 [[mindy_leader_support_pack]]
  * 3 [[ke-m2-g2902_nodal_fabrication_module]]
  * 3 [[ke-m2-p3000]]
  * 3 [[mindy_general_equipment_pack]]
  * 5 [[ke-m2-p2904_barrier_shield_module]]
  * 6 Ke-M2-W2903 Upper Leg NSD Launchers
  * 5 [[ke-m2-w2704_nodal_support_bit_launcher]]
  * 5 [[ke-m2-w2905-bpx_gauss_cannon_backpack_extension]]
  * 6 [[Ke-M2-W2907 Countermeasure Augmentation Pods]]
  * 6 [[ke-m2-w2908_offensive_augmentation_pods]]
  * 5 [[ke-m2-w2901_aether_beam_saber-rifle]]
  * 2 [[mindy_flamethrower]]
  * 5 [[ke-m2-w2909_accelerated_plasma_rifle]]
  * 5 [[lasr]] and [[lasr-slag]]
  * 6 [[butt_pack]]

==== Ship Weapons ====
  * [[Ke-S3-W3020 Main Weapon Array]]
  * 2 [[Ke-S3-W2901 Positron Accelerator Cannons]] (2 on each pylon, 1 on each nacelle)
  * 36+ [[Aether Pods]] and/or [[weapons_pods]] (deployed as needed)

==== Shuttle Bay ====
//The bay is very cramped; it just barely fits three standard shuttles//
  * 1 [[stararmy:starships:fox_t4_combat_aeroshuttle]]