

# Star Army Reconnaissance

Star Army Reconnaissance, also called the [Teisatsu](#) (偵察 in Yamataigo), is the [Star Army of Yamatai's](#) [guerrilla](#) and rapid response [Corps<sup>1\)</sup>](#). Its primary focus is on undetected observation at and behind enemy lines, to serve as a prewarning and on-demand element to assist the main force operations. It serves as a flexible [scouting](#) force performing [harassment](#), [distraction](#), [sabotage](#) and [patrolling](#) around or ahead of a main force. They also provide first response and distributed presence along fronts too wide to scatter the main battle force across.

In [YE 43](#), [Star Army Special Operations](#) was formed. Star Army Reconnaissance became the principle member of SASO and in practice Star Army Reconnaissance became the core structure for SASO. While it is still technically a separate but member entity of SASO, in effect Star Army Reconnaissance is an integral and integrated part of SASO and its operations. Most SASO administrative and support staff were prior/current Star Army Reconnaissance staff. Several of the MOS' below are trained by Star Army Reconnaissance and those trainees are transferred to the [Star Army Rikugun](#) or [Star Army Infantry](#).



Star Army Reconnaissance <sup>2)</sup>	
Established	<a href="#">YE 40</a>
Commanding Officer	<a href="#">Shôshô Kanachi Hibe</a>
Allegiance	<a href="#">Yamatai Star Empire</a>
Subordinate to	<a href="#">Star Army Special Operations</a>
Headquarters	<a href="#">Jiyuu Fleet Depot, Jiyuu System</a>

## Resources

In general, Star Army Reconnaissance troops operate with severely reduced supplies due to their nature of being far from the main force and spending extended periods of time in static positions. Speed and non-detection is almost always prioritised over survivability. Recon has a higher fatality rate than many other corps due to the nature of their work, hence providing slow and over-armoured equipment would

be inefficient. Their independence from supplies and equipment has made them known at [Star Army Logistics](#) as the 'Nomads without Food-packs'.

## Occupations

- [Star Army Fleet Scout](#)
- [Star Army Advisor](#)
- [frontier\\_guard](#)

## Essential Reading

- [Reconnaissance](#)

## Facilities

Most Recon facilities are mobile structures or based upon ships, due to the fluid nature of the Garrison regiment as to provide support as and when needed for hostile incursions. Additionally, such structured may follow along with a main fleet force to help organise and relay information gathered to the correct channels or provide more rapid instructions to units. There are relatively few dedicated facilities, given Recon are dispersed amongst other fighting forces and are not generally centralised in one place.

There are however, dedicated offices for Recon and the rest of the forces on most Star Army bases, and Reconnaissance Command operates from [Jiyuu System](#) when not deployed, or on the cruiser [YSS Defacto](#) when operating. The Defacto is a state-of-the-art command ship, camouflaged as an exploration vessel to prevent suspicion, and most of its laboratory decks have been replaced by barracks', armouries, hangars, and weapon bays. Each regiment also has possession of a [Plumeria-class \(2E\) Medium Gunship](#) to operate independently.


Below are some important facilities for Recon:

- [Jiyuu Fleet Depot](#) (headquarters)
- [YSS Defacto](#) (Mobile command centre)
- [Central Fleet Depot](#) (office)
- [Fort Minori Reserve Center](#) (office)
- [Fort Victory Reserve Center](#) (basic training facilities)
- [Star Army Command Kyoto](#) (commanding office)

## OOO Notes

This page was originally created on 2018/07/16 10:49 by [ethereal](#).

Article was approved by Yoeirik and [Wes](#) in this thread: [Reconnaissance Corps/Division](#)

although being roughly the size of a  [Division](#)  
2)

Contact the [Faction Manager](#) or [Ranger Manager](#) for questions and details regarding this unit's deployment as NPCs in roleplay

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