

WAP Yome Ismâopate - Heraldry

This page describes the [Afirmugaly \(Heraldry\)](#) for the ship and crew of the [WAP Yome Ismâopate \(Searching Hawk\)](#).

Yome Ismâopate - Heraldry and Chronicals

The Yome Ismâopate features the standard [Poku Saeruo Degonjo](#) primary schema. The hull is painted the standard green pattern, and features the clan crest.

Additionally the Yome Ismâopate has orange leading edges of the wings. There are also three images of a flying hawk on the hull. On each wing facing each other, and on the forward hull.

Heraldry

The heraldry for the ship consists of a circular emblem filled with black ringed gold and red. In the center is the image of the Yome Ismâopate with shields raised, the Siamaka, and a hawk outlined in white.



Uniform

The official Afirmugaly for the crew is a maroon, with a black and gold trim. A silver embroidered hawk or a pin is also worn.

History

755 CY - Mission 1

- [1.0 Whom fortune favors - Prologue](#) - The new crew members of the ship report to the ship's bay where the Wings of Hawk-Class ship waits. After making preparations the ship is visited by the [Poku Wotanu'ka \(Defender of the Clan\) Legos Miaurm](#). The ship then gets underway and makes its first successful wormhole transition.
- [1.1 Whom fortune favors - Recon](#) - After arriving at the colony world of [Âmuar \(Dream\)](#) the Tin-Ta'a decides to send the [Sâvyjo \(Junior Apprentice\)](#) out for some training in the newly acquired [Stako Yanuto \(Exo-Skel\)](#). The junior away team makes a frightening discovery there are NMX in the installation that they are exploring. Unable to reach the rest of the Away team, their leader makes a difficult decision to lead his untried team into battle.
- [1.2 Whom fortune favors - Aftermath](#) The away teams return to the ship and secure their gear. The members take the opportunity to deal with the recent events. Afterwards they are summoned to the lounge for a brief meeting.

756 CY Mission 2

- [2.0 - Spirits in the dark](#) The Yome heads to the edge of the territory in response to a distress call from the Âmuso Ibâka, a [Ismâo'a - Class Ship](#). The Tin-To'a, Toidorno summons the away team to the Armor Storage area and briefs them on the mission. After boarding the away team starts experiencing strange activity. Voice and sounds that can not be explained; the ship gives the appearance of being haunted. It is later learned that the ship's brain cut off from most of the systems was using the background environmental system to try to communicate. They discover two survivors aboard the craft. They also encounter two living hostiles.
- [2.2\] Return and recover](#). The Away team returns with survivors of the Âmuso Ibâka, and wounded personnel. While the ship prepares for departure the Âmuso Ibâka explodes in close proximity. Additional crew members are injured, and the Yome is damaged. The crew must effect what repairs they can so they can return to the nearest base.

Mission 2 Aftermath

- [\[Mission 2.3\] Âmuar shore leave](#). After returning from the distress call, the Yome is in need of repairs. The ship lands on [Âmuar \(Dream\)](#) at the [Mâhoa'ka Âdor \(Large Sky Harbor\)](#) The Tin-Ta'a grants the crew Shore Leave while the ship is repaired and upgraded.

762 CY Mission 3

- 3.0 [Search for Death Wraiths](#) After repairing the Yome Ismâopate the crew is briefed upon their new mission.

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