


# 188604

[188604](#) is a Independent plot run by GM [Zack](#). Its concept is to create a space that can be interacted with fairly freely by the rest of the setting. If another plotship wants to stop by, or someone wants to stumble across the planet then a serious effort will be made to encourage the outside interference in the plot.

The plot itself centers around a low tech world listed as 188604 on [Elysian](#) starcharts. With Uso running low on cash she hatches a scheme to hire some friends and go use modern weapons to take over the planet. Though the planet's armies don't pose much of a threat to modern power armor, there are plenty of other concerns that go along with trying to run a planet.

## Plot Details

188604	
	
<b>Age Requirement:</b>	16
<b>Format:</b>	SPs, and JPs when time permitting
<b>Pacing:</b>	At least 1 GM post a week, 1 Jp every 1-2 weeks



## About Pacing

The plot is designed to give a small open area for RP to accommodate some RP that is fairly self-contained and doesn't require a lot of time committed. Though there will be a core 'storyline' there will also be opportunities for one off JPs involving whoever decides to stop by.

## About The GM

Zack joined the site in 2005ish, and has GMed several plots including the tail end of the GSS Yui, The GSS Seigi, The NSS Alliance and the Nepleslian 4th fleet plot.

He is usually online between 8am and 11pm, with RP availability usually being later in the day.

## About the Co-GM

[jack\\_pine](#), is the latest Co-GM and is authorized to help run the plot.

# History

## YE 38 Arc 1 [188604]

[During Love Day](#), Uso agrees to go on a blind date. For better or worse she ended up discussing hypothetically taking over a low technology world with Raphael Castiel. The low tech world in question was one the Elysians had stumbled across years ago, but had ultimately left alone as it was not worth the trouble.

A few weeks later she'd decide to go for it, putting together a team made up of friends and mercenaries. The bulk of the force being made up of the [Ragnarok PMC](#).

The group arrived planet side, and immediately hit the largest city they could find, striking during the middle of a local conflict and killing many of the leaders. They quickly established themselves at the main power in the area, as muskets and cannons were essentially useless against power armors capable of throwing horses at people. When the dust settled, the group set about 'uplifting' their little corner of the world.

General Aaron Grant had participated in the conflict, and only just barely escaped being found by Uso by ditching his uniform. Him, along with his right hand Rubi and consort Celeste would start forming a resistance movement against Uso's group.

## Rebellion

After the initial battle of Osman City, the locals were terrified but not defeated. Their best and brightest started to gather together, forming a group with the intention of dealing with the outside threat. In order to minimize their risk of exposure they stuck with code names related to their professions and set in motion plans to infiltrate their invaders.

It was around this time that a friend of General Grant, [azariel\\_nereopoulos](#), would reveal that he too was not from this planet and start advising them on their possible futures.

Grant's right hand woman, Rubi, would also be sent to kill the collaborator Reginald Braith around the same time as Azariel's reveal. Though instead of completing her assignment, she decided to infiltrate the invading group when the opportunity presented itself. This served to anger General Lewis Costanel, who vowed to take care of things himself upon hearing the news.

This would eventually lead to a split in the rebellion, with Lewis's group moving on to develop weapons to fight the invaders, while Aaron's group would secretly make contact with Cyrus, the leader of the invader's military. This secret meeting would end in a pact that would eventually solidify Aaron as the first leader of the new government, while Lewis would go on to launch a massive attack against the invaders during a dust storm, nearly managing to kill [uso](#).

When the dust settled, the point was driven home: It was pointless for the locals to fight back with weapons.

## White Lament

During YE 38 the Mothership "White Lament" would end up landing on 188604 looking for spare parts in a manner that most resembled an apocalyptic crash and robotic spider invasion. It seemed that the spacer ship had lost its organic crew, and was looking to harvest organs from the locals in order to rebuild its crew, luckily the spacer [Codebreaker Arccos Two Three 52-9683-7587](#) who was part of the Ragnarok PMC was able to subdue the ship. Arccos would go on to become the appointed Sheriff of the planet and de-facto captain of the White Lament

## I'ee JTE

The [I'ee Joint Technology Expedition](#) would reach 188604 in the year YE 38. Where they were convinced to assist in developing the planet in exchange for [Uso's](#) help in defeating the NMX attacking the I'ee home system.

## YE 38 Arc 2 [Star Wasp]

With the planet more or less secured from internal threats, [uso](#) turned her attention outward, building the relationships she'd need to develop the planet into something more substantial.

## The Hate Machine

[uso](#) talked [Codebreaker Arccos Two Three 52-9683-7587](#) into stealing the lighthouse from [Freehold Factory](#), blowing up much of freehold in the process

## Vekimen

[uso](#), hearing about the new race of miners, struck a deal with the vekimen to provide resources in exchange for raising their profile on the galactic stage.

## Wazu

[uso](#) convinced [heram.j.\\_wazu](#) to assist the development effort, coercing him into sending Vier to assist with the development of the planet.

## I'ee

The major goal during this time period was the liberation of the I'ee home system from the NMX. The Necromancer, a mercenary that carried with it much of the fighter and mecha available to

[usostarorganization](#) went on a recon mission to the l'ee home system and was nearly destroyed by the NMX. It was able to limp back home for repairs, and the information it brought was used to formulate a plan of attack.

The next month was spent preparing, readying ships, missiles, mecha, fighters, and anything they could get their hands on for the fight at Ee'ee.

## YE 39: Adventure Capital

It turns out that the USO isn't the only group out west trying to establish themselves. Between corporations and the [https://stararmy.com/wiki/doku.php?id=faction:4th\\_elysian\\_celestial\\_empire](https://stararmy.com/wiki/doku.php?id=faction:4th_elysian_celestial_empire) the USO barely manages to fend off several plots to take over large swaths of the west.

[188604 Reading Order](#)

## YE 39: 4x

The USO finally gets some breathing room, and starts spending time developing itself, producing new facilities, internal organizations, and conducting diplomacy

[188604 Reading Order](#)

## YE 40: Bigger Problems

Excessive spending by Section 6 brings down the 188604 economy. Spacers come to 188604 looking to retake the lighthouse that was taken from them. Elysians start a fight with the NMX that sweeps up 188604. B7R is still filled with Rixxikor, the FSC is having problems staying afloat, Lazarus starts killing off USO's crew, and a plan is hatched to overthrow PsychoPomp.

All at the same time.

Before the end of the year, Candon manages to stabilize the economy using underhanded means. The ArcMark is upgraded with new features, becoming the main concern of those at the YE 40 IRC. The fight with the NMX draws to a conclusion with their breeding grounds destroyed, though [alex](#) discovers that the NMX are building up in a hidden phased pocket of space. Uso nearly gains control of PsychoPomp through corporate shenanigans and tanks their stock price by blowing up every PP facility she can find. Lazarus is forced into hiding and the FSC is hired to build massive new warships for the USO to help keep them afloat.

## SEASON 2 YE: 40

The universe at large is starting to take note of the USO. The USO expands to the low tech level world of [xuno](#), starts increasing its diplomatic efforts, and begins trying to put together a more professional

organization.

The [crbn\\_unit](#) is tasked with helping put together that professionalism... though it often falls a bit short of that goal. With the help of mercenaries, freelancers, and the SRSS Yggdrasill, they set out to return Quartz, a girl rescued by the Yggdrasill earlier in the year, to her home.

## Characters

Listed are the various characters that have appeared in the 188604 plot, broken up by arbitrarily defined 'seasons'

### Season 2

Shown below are the characters active for Season 2 of the 188604 plot.

<b>Uso's Crew</b>				
Name	Role	Type	Handle	player
<a href="#">uso</a>	Fearless Leader	PC	'Your Highness', 'Empress Tyrantpants'	<a href="#">zack</a>
<a href="#">stringmaster_fitz_56-5854-8581</a>	Bard	PC		<a href="#">sirskully</a>
<a href="#">datajack_stratus_42-1392-0989</a>	Archivist	PC		<a href="#">retrofitstrawman</a>
<b>Section 6</b>				
<a href="#">jack_pine</a>	Soldier-guy	PC	'mook'	<a href="#">jack_pine</a>
<b>crbn_unit</b>				
Green-Thumb	Leader-Type	NPC	Green-Thumb	
Green-Horn	FNG	NPC	Green-Horn	
Gin	Ex-Soldier	NPC	Silver	
Green-Bean	Leader-Type	NPC	Green-Bean	
<b>SRSS Yggdrasill</b>				
<a href="#">yuki_toshiro</a>	Yggdrasill's Captain	PC	'Cutie'	<a href="#">toshiro</a>
<a href="#">Serenity</a>	Toshiro Groupie	PC		<a href="#">sageshooter</a>
<b>Hired Muscle</b>				
Z-9	Energetic Gun Turret	PC		<a href="#">primitive_polygon</a>
<a href="#">frank</a>	Tank	PC		<a href="#">esscast</a>
Raven	Friend of Frank	PC		<a href="#">kitty</a>
<a href="#">thaddeaus_maximus</a>	Pretend Doctor	PC		<a href="#">spaceeye</a>
<a href="#">dassau_terrins</a>	Gun Haver	PC		<a href="#">sirskully</a>
<a href="#">Spacecase Sync Seven Two 72-9823-1064 (Sparrow)</a>	Brought his own ship	PC		<a href="#">ace</a>
<a href="#">Tecuma Citlalli (Tech-hu-mah Sit-lol-e)</a>	Bounty Hunger	PC		<a href="#">sageshooter</a>

Uso's Crew				
				<b>Ragnarok PMC</b>
<a href="#">Raphael Castiel</a>	Uso's Right Hand	PC	'Raph'	<a href="#">gunhand4171</a>
<a href="#">aashi_nath</a>	Privateer Captain	PC		<a href="#">ametheliana</a>
<b>Psychopomp LLC</b>				
<a href="#">Kristen Romanov</a>				<a href="#">ace</a>
<a href="#">Lazarus</a>				<a href="#">jack_pine</a>
<a href="#">Weiss</a>				<a href="#">iq</a>

## Season 1

Shown below are characters that were active during season 1 of the plot, and may not be active now.

Uso's Crew				
<a href="#">uso</a>	Fearless Leader	PC	'Your Highness', 'Empress Tyrantpants'	
<a href="#">Raphael Castiel</a>	Uso's Right Hand	PC	'Raph'	needs art
<a href="#">errowyn_dreamchaser</a>	Pilot	PC	aka 'Hellcat'	needs art
<a href="#">Harhui</a>	Demolitions Expert	PC	aka 'Smalls'	Not Active
<a href="#">Ivory</a>	Medic	NPC		needs art
<a href="#">Reginald Braith</a>	Local General	NPC		
<a href="#">Tiberius 'Eight Ball' Aldrich</a>	Pilot	PC		Not Active
<a href="#">Takimori Ronin</a>	Mecha Pilot	PC		Left the Crew
<a href="#">aashi_nath</a>	Privateer Captain	PC		Left the Crew
<a href="#">alex</a>	Ex-Popsicle	PC	'New Boots'	
<a href="#">jack_pine</a>	Soldier-guy	PC	'mook'	
<a href="#">Tacticus</a>	Farm-bot	PC		
<a href="#">creature</a>	Problem	PC	'Please leave' 'Go Away' 'Seriously this isn't my nickname for you, go away!'	
Uso's Business Associates				
<a href="#">Koga Akemi</a>	Food and Tourism	PC		
<a href="#">Sute</a>	Working girl	NPC		
<b>ragnarok PMC</b>				
<a href="#">Cyrus Marshal</a>	Ragnarok's Leader	PC		needs art
<a href="#">ace</a>	PMC Soldier	PC		needs art
<a href="#">corgan_garret</a>	PMC Soldier	PC	'Corgi'	

<b>Uso's Crew</b>				
<a href="#">Codebreaker Arccos Two Three 52-9683-7587</a>	PMC Soldier	PC	'High Sheriff Arccos'	needs art
<a href="#">Scrabler</a>	PMC Soldier	PC	needs art	
<a href="#">Rip D. Torr</a>	PMC Medic	PC	Dr. Hardbody	Not Active
<a href="#">Tomblyn Ardane</a>	PMC Soldier	PC		Not Active
<b>Freespacers</b>				
<a href="#">LargeGear Cloudy Truffleclub M447-8-09</a>	PC	Giant Mushroom		
<a href="#">Spacecase Sync Seven Two 72-9823-1064 (Sparrow)</a>	PC			
<b>Buttonless Brigadiers</b>				
<a href="#">Josward Braith</a>	Head officer			
<b>Mercenary Fleet</b>				
<a href="#">Ulysses S. Werner</a>	Captain of the Necromancer			
<a href="#">Hazel Gehärtet Werner</a>	Chief of the Aerospace Group (CAG)			
<b>Locals</b>				
<a href="#">Julie Osman</a>	Young Princess	NPC	needs art	
<a href="#">Jacob Osman</a>	Young Prince	NPC	Dead	
<a href="#">Serza Costanel</a>	Head Nurse	NPC		
<a href="#">General Aaron Grant</a>	NPC		needs art	
<a href="#">Rubi Kalan</a>	PC		Left	
<a href="#">Celest</a>	NPC			
<a href="#">General Lewis Costanel</a>	NPC			
<a href="#">The Scientist</a>	NPC			
<a href="#">The Procurer</a>	NPC			
<a href="#">The Merchant</a>	NPC			
<a href="#">azariel_nereopoulos</a>	PC			
<a href="#">McLewski</a>	NPC			
<a href="#">Tabernacle Smithee</a>	Former Knight	NPC		
<a href="#">Olena Sands</a>	Fighter Extraordinaire	NPC		
<a href="#">Kelly Buchanan</a>	Buttonless Brigade Sheriff	NPC		
<b>I'ee Joint Technology Expedition</b>				
<a href="#">Gut-Stripe</a>	Fearless Leader	needs art		
<a href="#">Sammy</a>	Ambassador	needs art		

Unsorted characters:

- [Field Unit 46](#)
- [Ryoko Atsuhara](#)

- [Adilis](#)
- [Adria](#)
- [Neera](#)
- [Sarah Pine](#)
- [Fiamma Pouncer](#)
- [Aras](#)

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