

69th Para-Military Squad



Current Plot Audit Score 08/31/2014 A

One of many permanent squad formations of the [Foreign Service](#), the 69th Para-Military Squad was formed in AF 260, Second Quarter ([YE 32](#)).

*Note: Players are required to post at least once a week...**this goes for the GM too.***

This Plot is rated  for graphic language, violence, and intimacy.¹⁾

The 69th in Roleplay

The 69th is a State-sponsored Mercenary Squad from the [Foreign Service](#) run by [Faction Manager Matthew](#) that began on August 18, 2010. An action/adventure plot, the 69th is primarily a [Single Post](#) plot with some possible [joint post](#) sessions if everyone is available. All joint posts will be done in either IRC or some variation of Etherpad (if I can find one).

History of the 69th

Formed in the middle of the Second Quarter of AF 260, or [YE 32](#), the 69th Para-Military Squad was created under the direction of [Caecilia Oberstein](#), a “reservists” of the [Nachrichtendienst](#). The 69th currently has no unofficial name and has no permanently assigned mode of transportation.

Mission 1

It started off as a hostage situation on the infamous CSEIA Station. A small group of students from the Great Imperial University had been taken by Khorsorovaloran Terrorists. Led by the decorated [Kris Black](#), the 69th Paramilitary Squad was hired to rescue the hostages. What they found upon arrival was a VIP was a part of the hostages, [Johanna Rosenthal](#). Dividing into two teams, the first team, lead by their leader, went after the hostages while the second stayed back in reserve.

This was a blessing in disguise as the Second Team was in position for a rather nasty surprise, a full-blown NMX incursion. The Second Team was in the right position to defend the Docking Section of CSEIA Station. Meanwhile, the First Team found out the hard way that the NMX had been manipulating the Terrorists plot. Defeating the Terrorists and a Mishhuvurthyar, the First Team proceeded deeper into the station and came across a group of captives (as well as the rest of the hostages).

While First Team trailed the captives, Second Team broke through the Docking Section Assault and made their way to the Abwehran-loaned CSEIA Defense Force. There, the Nachrichtendienst Agent leading them forced the Force into action. While most of the Defense Force went to defend the transports, two groups broke off from the company. One force went with Second Team while the other moved towards the Cruise Missile Storage room in secret.

As Second Team moved to meet up with First Team and the hostages, First Team moved to rescue the hostages and met with an NMX Light Infantry Squad and an Advanced Mishhuvurthyar. A fire fight broke out which lead to the enemy's destruction and a few civilian casualties. Thus a race back to the docking section commenced with the two Teams desperately trying to meet, First Team being scattered by a mob of panicked civilians, and Ghost Mishhuvurthyar harassing them around every corner.

Eventually, some of the First Team (with Princess) met up with the Second Team and both began to retreat back to the Docking Station, while an element of the CSEIA Defense Force infiltrated into the CSEIA Station's Cruise Missile Storage Hold. During the retreat, [Johanna Rosenthal](#) was injured by a Ghost Mishhuvurthyar, but was saved by the heroic, if reckless, actions of ??? and ???. ←need to re-read

Once reunited, the Squad retreated into their transport before an onslaught of zombified civilians (ie. civilians with NMX parasites) struck. The transport doors closed and the ship undocked leaving the survivors of CSEIA Station relatively safe as they burned away at max acceleration – away from the doomed station as the martyrs detonated the cruise missile cache and ending the NMX incursion.

Mission 2

In Progress

Squad Roster



Combat

Name	Rank	Position/Specialization	Branch of Origin	Player	Timezone	Activity
Caecilia Oberstein	O-4	Squad Leader	Nachrichtendienst	Matthew	-5 GMT	GM
Wulfgang Junker	O-3	Armor Operator	Weltraumflotte	NPC	—	—
Hannelore Fuchs	O-1	Field Agent	Nachrichtendienst	ShotJon	GMT+1	Active
Arnfried Holst	O-1	Armor Operator	Weltraumflotte	NPC	—	—
Nevaraon Darkmidnight	E-4	Rifleman	Weltraumflotte	Nevaron	—	Inactive / NPC'd until after mission
Astrid Löwenherzt	E-3	Medic	Weltraumflotte	NPC	—	—
Liese Geliebte	E-2	Marksman/Sniper	Weltraumflotte	Aendri	-5 GMT	Inactive/NPC'd until after the mission
mothrust_randall	E-2	Combat Engineer	Assault Legion	NPC	—	—
Alban Farber	E-2	Heavy Weapons Specialist	Weltraumflotte	NPC	—	—
Hetzer Johannes Thalberg	E-1	Corpsman	Weltraumflotte	Bilgecrank	-6 GMT	Active
Dragon Mospeed	E-1	Rifleman	Assault Legion	NPC	—	—
Benedikt Bulcher	E-1	Rifleman	Assault Legion	NPC	—	—
Gisel Wilhelmina Aumann	E-1	Heavy Weapons Specialist	Weltraumflotte	Soresu	—	Pulled Out/NPC'd until after the mission

Support

Name	Rank	Position/Specialization	Branch of Origin	Player
Watanabe Daisuke	E-3	Logistics Specialist	Assault Legion	NPC
Koch Karina	E-2	Armorer	Weltraumflotte	NPC
Werfel Fester	E-1	Armorer	Assault Legion	NPC
Naga Noriko	E-1	Armorer	Assault Legion	NPC

Weltraumflotte Assault Platoon

Name	Rank	Position/Specialization	Branch of Origin	Player	Activity
Krieger Von Wulfen	Maat	Combat Engineer	Weltraumflotte	Sageshooter	Pulled Out/NPC'd until after the mission

Reassigned Player Characters

Character	Rank	Position/Specialization	Branch of Origin	Player	Timezone	Reason
Kris Black	W1	Group Leader	Weltraumflotte	Samuel	-6 GMT	Requested
Klausedeiter "Klause" Hymel	E-3	Marksman/Sniper	Weltraumflotte	Ira	-6 GMT	Requested
Sathok` Arcoss	E-1	Rifleman/Tech	Independent Contractor	zerralgaz	—	Inactivity
Thomas Smith	None	Technician	CSEIA Hire	dingbat91	—	Inactivity
Elise Weissel	O-2	Armor Operator	Weltraumflotte	Frown-chan	—	No reply to Roll Call.

Miscellaneous

Requirements

- Players must contact the [GM](#) before creating a character.
- Players can make a character of any species, except [Nekovalkryja](#).

Available Positions

Currently Closed

Links

- [69th Paramilitary Squad Forum](#)

1)

Found in [RPG Rating Site](#)

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Last update: **2023/12/27 15:03**

