

# Fall Of Osman

Fall Of Osman is a [roleplaying](#) plot run by [GM Charmaylarg](#).

**Status:** The plot is currently in its planning phase and is collecting players.



Symbol of the SOS Coalition, issued as a pin to every participating force for posterity

## Plot Overview

The plot takes place on the planet [Planet Osman](#) in the system of the same name. Invaded months prior by the [NMX](#) only now as the sector prepares for war against a reemergence of the Mishu has it been discovered that they have a foothold far from the sectors core for reasons unknown.

Too far to send any forces to confirm or judge the size of the threat the larger of the sectors power bases cannot commit to Osmans liberation.

But they are not the only ones who live there.

The call has gone out. Mercenaries from this sector and those left over from the war, stray forces within range of Osman from the various powers of the Kikyo sector, those who once conquered and then abandoned Osman once; All come together under under the banner of the [S.O.S. Coalition](#).

The coalition now rallies to either liberate Osman, or save what remains.

## SOS Coalition

The Saviors of Osman's Salvation (SOS) is a coalition committed to the salvation of Osman's inhabitants. *On Paper* SOS's mission is to restore sovereignty, safeguard lives, and secure a brighter future for Osman. In reality, the coalition is made up of loosely aligned forces with their own agendas and priorities with some of them holding the liberation of Osman secondary. The coalition is made up the following groups:

- [Shasta No Sekai](#)
- [Fujiko Development Corporation](#)
- [Galactic Horizon](#)

## Rules and Pacing

The plot will be an SP format with the chance for occasional JPs. Pacing is once a week in the forums.

## Playstyle

The plot, unlike the norm, does not follow the actions of Player characters but instead of groups and forces under the control of players. Each player will either bring to the Coalition a force they already control (Army, mercenaries, corporation, etc.) and will play their respective force the same way they would play a single character by dictating the action of the forces they have at play in each thread allocated to them.

Their actions will then be at play within a large theater of operations in each thread controlled by the GM (Char) much like a grand strategy game.

## Forces and Players

The types of units and forces are up to the discretion of the player of what they will bring but must be put onto a page that can be linked here. Forces are limited to Ten Companies<sup>1)</sup> in number. For simplicity's sake each *company* will be treated as one single unit to be controlled. Each company can be made up of

one single type of unit such as:

- Infantry
- Powered Armor
- Vehicles
- Tanks
- Mechs/Mecha
- Fighters/Bombers/Etc.
- Logistics
- Etc.

For balance sake a company is roughly 150-200 soldiers on average but does not mean a company of tanks will contain 150-200 tanks, etc. Forces can be larger or smaller than ten companies and are not required to be the max. But any forces with above ten companies will only have ten to choose from.

Other players may also bring their own corporations and non-combat entities if they wish to participate in one way or another, or simply wish for their group to be involved in the background.

Force	Player	Notes
<a href="#">Automated Army Project</a>	<a href="#">Charmaylarg</a>	GM
<a href="#">Conclave Pathfinder Unit</a>	<a href="#">Alex Hart</a>	<a href="#">New Dusk Conclave</a> Expeditionary Force
<a href="#">Galactic Horizon: Osman Expeditionary Force</a>	<a href="#">club24</a>	Galactic Horizon Expeditionary Force
<a href="#">1st Fujiko Expeditionary Unit</a>	<a href="#">Demibear</a>	Nepleslian Reds Expeditionary Force
<a href="#">Frontier Defense Service</a>	<a href="#">Rizzo</a>	The last vestiges of military defending Osman
<a href="#">Interstellar Patrol Expeditionary Force Alpha</a>	<a href="#">Scherersoban</a>	Essian Interstellar Patrol
<a href="#">Barachiel's Crusaders</a>	<a href="#">Frostjaeger</a>	Renegade Elysian Expeditionary Force
<a href="#">iaincarter</a>		
<a href="#">SirSkully</a>		

**More positions are open**

### Units/Forces Example

**122nd Cinderstorm Expeditionary force.** Companies: 10. Manpower: 2,400.

#### Headquarters Company

- Composition: 50 personnel, command vehicles, communication equipment
- Description: The central command and control unit is responsible for coordinating operations and providing logistical support to other companies.

#### Alpha Company

- Unit Type: Infantry
- Composition: 200 infantry soldiers, 20 light vehicles,

- Description: A standard infantry unit trained for a variety of ground-based combat missions.

## **Bravo Infantry Company 2**

- Unit Type: Infantry
- Composition: 180 infantry soldiers, 20 vehicles,
- Description: Another infantry unit, this one specialized in urban operations.

## **Charlie Infantry Company**

- Unit Type: Heavy Infantry
- Composition: 150 heavy infantry soldiers, 20 heavy vehicles, 5 tanks.
- Description: Well-equipped heavy infantry shock troops specializing in direct confrontations and fortified positions.

## **Mech group X**

- Unit Type: Mecha
- Composition: 15 combat mechs, 50 infantry support
- Description: A company consisting of bipedal combat mechs for mechanized warfare.

## **Echo Company**

- Unit Type: PA Infantry
- Composition: 30 suits of light, medium, heavy powered armor broken up into three squads of ten.

## **Tank Compliment**

- Unit Type: Armor
- Composition: 5 heavy tanks, 10 medium tanks, 5 light scout tanks, 15 cavalry tanks, 100 infantry support.
- Description: Armored mechanized unit with infantry support.

## **Air Cavalry Wing**

- Unit Type: Air Cavalry
- Composition: 20 aircraft (mix of transport, attack, and reconnaissance)
- Description: A wing of aircraft specialized for air cavalry operations, including transport, attack, and reconnaissance missions.

## **Logistics Company**

- Composition: 30 personnel, transport vehicles, logistics equipment.
- Description: Responsible for logistics and supply chain management, ensuring resources reach the frontlines efficiently.

## **Combat Engineering Company**

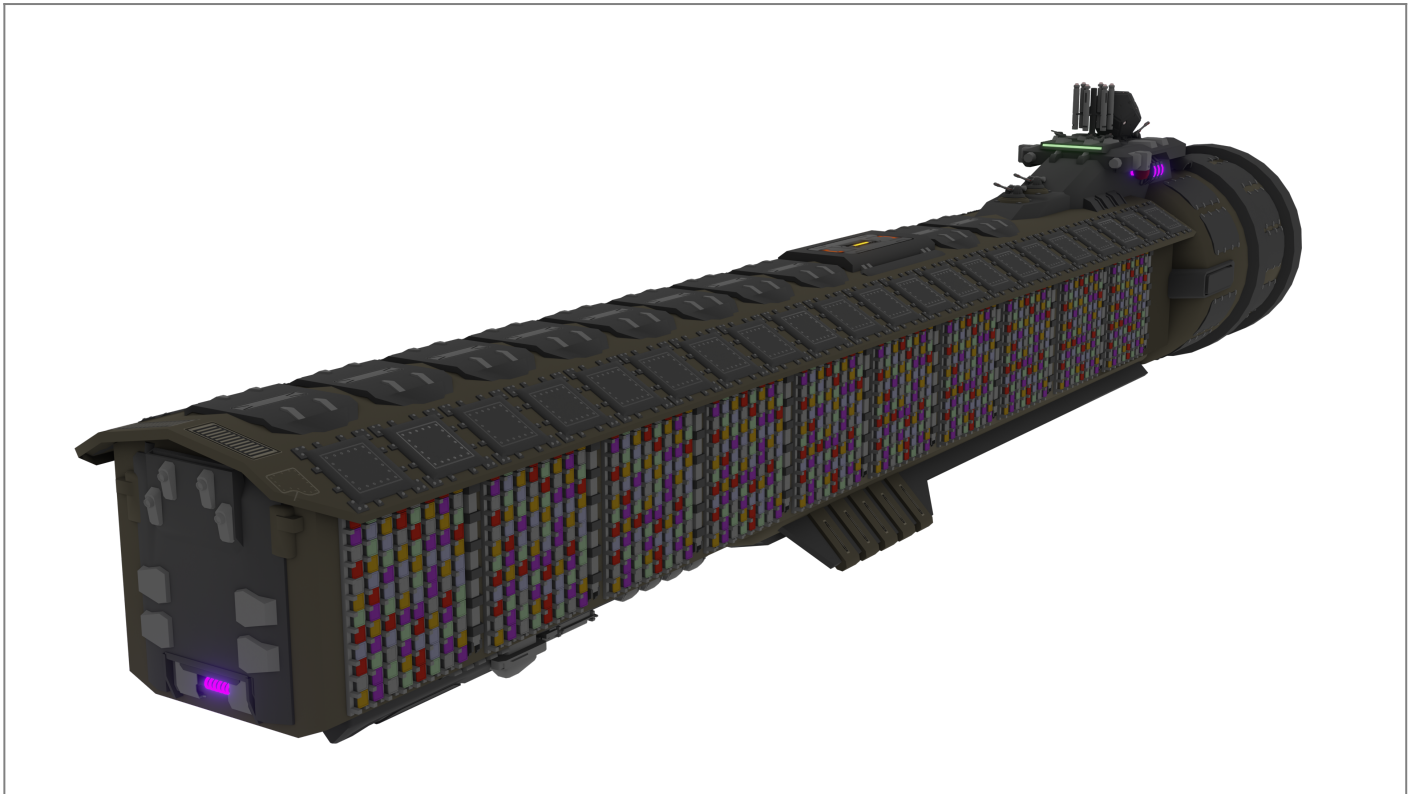
- Unit Type: Sappers/Engineers.
- Composition: 100 engineers, heavy machinery, construction equipment

- Description: A company of engineers trained in the construction and demolition of fortifications. Excels and fortifying as well as attacking fortified positions.

## HMMMS Stupendamonnia

### Flagship of the Osman Liberation Operation

### Operated by Shasta No Sekai



## Overview

The HMMMS Stupendamonnia, often simply referred to as the “Stupendamonnia,” stands as the flagship of the Osman Liberation Operation. A colossal converted container ship, it plays a pivotal role in the coalition's mission to liberate the planet Osman. Operated by Shasta No Sekai, this engineering marvel has been transformed into a versatile and formidable asset.

## Acquisition and Transformation

The Stupendamonnia's journey to its current state began with a significant investment. Purchased by Shasta No Sekai for a staggering 3 million KS, this behemoth had a humble origin as a bulk cargo transporter already almost a century old, predating some starfaring nations in the Kikyo sector itself.

Once acquired, the ship underwent a remarkable transformation. The first major modification involved

replacing all of its large storage containers with specialized drop pods. These pods are designed for rapid deployment and can be used to transport troops, equipment, and supplies planetside, ensuring swift and efficient ground operations.

In addition to the drop pods, the Stupendamonia was equipped with extensive fabricators to support groundside operations. These fabricators are invaluable logistical support to the coalition forces.

To bolster its defenses, the ship saw the hazardous installation of anti-ship turrets. These turrets serve as a deterrent against hostile vessels and provide an added layer of protection to the Stupendamonia and its precious cargo. They also offer limited groundside fire support.

Furthermore, armored plates were meticulously bolted onto the ship's exterior, enhancing its resilience in combat situations. These plates provide additional protection against enemy fire and environmental hazards, ensuring the ship's durability during its vital missions.

The Stupendamonia's adaptability is further highlighted by the installation of missile batteries within some of its modified containers. These batteries offer ranged firepower to support ground operations and are capable of launching precision strikes against enemy positions.

The HMMMS Stupendamonia serves as a symbol of determination and resourcefulness, epitomizing the spirit of the Osman Liberation Operation. With its diverse capabilities, this colossal vessel plays a central role in the coalition's mission to reclaim Osman and secure the freedom of its people.

## OOC Notes

[Charmaylarg](#) created this article on 2023/10/02 10:00.

### Open Positions

See [Characters Wanted](#).

### History

Events that happened in your plot go here.

OOC	
OOC Manager	<a href="#">Charmaylarg</a>
Last Checked	2023/09/19
plots	
Characters Wanted	mercenaries, armies, corporations, etc. That wish to be involved in grand stratedgy RP.

<sup>1)</sup>  
A company is often between 150-200 men and is made up of 4-5 platoons of 3-5 squads each.

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Last update: **2024/03/30 13:36**

