

ISC Enkidu

ISC Enkidu was a heavily modified [Courier 2A](#) bought by [Myr Barlowe](#) in [YE 31](#).



Crew

Member	Position	Player
Myr Barlowe	Captain	PlaidMage
Anya	Floating Debris	Matthew
Shiori Ozawa	Techie/Saboteur	Kel
Helen Bostwitz	Stranded Pirate Captive	Scot
Louis "Red Thunder" MacEmbrey	(Nekki Basara, he is not) Muscle/Musician	TeslaTornado
Algol Marida	Bandit Prince	Exhack

Former Crew

Member	Position	Player
Tuija Seppanen	(Tech Priestess) Engineer	Lin

Member	Position	Player
Gearhead Specs Thirteen 13-3685-7746	Bridge Op/Tech/Cook	Kyoki
Chrysanthe Chronis	Muscle/Backup Cook	ShotJon
Dante Martellus Vicensmall	Tiny, Tiny Pilot	Bilgecrank
Izual Katos	Not Shepherd Book	Orion
Harada Eika	Neko Medic	Doshii Jun

- [Cavan Raleigh](#)

Plot Information

ISC Enkidu was an independent salvage/piracy plot run by [PlaidMage](#). Plot movement wasn't particularly fast, and posts are usually expected at least once per four days. Retribution for lax posting will be doled out on an individual basis, but please notify someone if you won't be able to play for an extended period of time.

Interested in Joining?

If you'd like to join the plot, we've still got space left. Send a PM to PlaidMage on the forums or contact her on AIM at BolshevikMuppet. We're looking for anything you care to make (except technicians; goodness, we've already got four), just make sure it's interesting! We accept any and all races, but it might take a bit for your character to be picked up, depending on where the ship is located at the time you apply.

History

ISC Enkidu is a brand new ship built in YE 31 by Origin Industries. After purchase, it was heavily modified for piracy and salvage work by its owner, who obtained it through possibly illegal means. Currently it is docked in [Funky City](#) awaiting its full crew complement before takeoff.

Modifications

Enkidu is a heavily modified freighter. It includes the following upgrades:

Weapons

- **Primary:** Dual Mode Cannons: The DM cannons are custom built weapons made to help the ship slip under the radar in terms of armament. Normally, the DM cannons act as illegal [Aether Beam cannons](#) (Tiers 13 through 15, Light Anti-Capital Ship through Heavy Anti-Capital Ship (



: Staff needs to determine which)), but, when needed, appear as, and function as, perfectly capable and legal [Positron cannons](#) (Tier 12, Heavy Anti-Starship).

- **Secondary:** *Enkidu* ditches the standard dual [Point defense weapons](#) for the more powerful and useful [Origin Heavy Laser Turret](#), which it carries four of.

Salvage

Enkidu has two large grabber arms to manipulate salvage. They are capable of extending up to 200 meters away from the centerpoint of the ship, and move in roughly 180 degree arcs to either side of the ship. They are capable of bending, and can deposit salvage directly into the ship's cargo bay. The arms are capped with three fingers that can apply a variety of different pressures, from crushing a cargo container to retrieving a body without harming it, though they are not capable of any fine movements. If needed, the arms are also capable of towing other spacecraft, though of course *Enkidu*'s engines limit the size and weight of the object to be towed.

Engines

Enkidu has modified engines which increase its top speed and acceleration. These engines come with larger power generators, helping to keep the ship from being power-thirsty.

- **Speed(STL):** .30c

Inventory

Storage

(These items were in the cargo bay when *Enkidu* was purchased.)

- 500 lb beef (assorted cuts)
- 500 lb chicken (whole)
- 500 lb pork/ham (assorted cuts)
- 500 lb fish (assorted types)
- 1 ton breads (assorted types)
- 500 gallons of water
- 200 gallons of milk
- 200 gallons of Soda-water
- 50 jugs of soda-syrup (assorted)
- 1 ton green vegetables
- 250 lbs [Coffee](#) beans

Armory

- 10 X [Standard Energy Pistol](#)
- 5 X [SmAR/Fatboy](#)
- 5 X [Standard General Assault Rifle](#)
- 50 X [Interchangeable High-Volume Capacitor](#) (10 charging bases)

Miscellaneous Links

- [Forum](#)
- [OOC Discussion Thread](#)
- [JP Scheduling Thread](#)

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