

17th Kasairyuu Power Armor Wing

The 17th Kasairyuu Wing is an elite power armor wing commissioned by [Ketsurui-Motoyoshi Katsuko](#), Taisho of the [Fifth Expeditionary Fleet](#) in [YE 27](#). First lead by the infamous [Corro Adlich](#), the 17th established itself as the “Hand of the Taisho”; participating in many high profile missions and based off the Fifth Expeditionary Fleet's Flagship, the [YSS Akuro](#). In [YE 28](#) many members of the Wing were transferred to the Namiko Carrier Group, which was unfortunately lost to the [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#) at [Murf](#) later that year.

In [YE 30](#) in response to the growing threat of [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#) against the fleet, Taisho Motoyoshi decided to reactivate the 17th Kasairyuu Wing, handing command over to [Caine Ionoche](#) one of the two surviving original Kasairyuu Wing members, and rumored lover of her daughter [Motoyoshi Kiyoko](#). Once more the 17th will be faced with immense danger and be forced to face off against the [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#).

Patchwork

The patch for members of the 17th Armor Wing:



Kasairyuu Wing in Roleplay

The Kasairyuu Wing plot was planned to be a mixture of [Single Post](#) and [Joint Post](#) (when players are available), focusing on combat operations of the new [YE 20](#) Expeditionary Warfare Strategy. The Fifth Expeditionary Fleet was seeking revenge on the [Sfrarabla Mishhuvurthyar Xhrafuklurp \(SMX\)](#) for the loss of [Taiie](#) in the Battle of in [YE 29](#). Missions were to be predominately designed by [Andrew](#) and [Cannonball](#) and Game Mastered by [Tyler](#).

The Kasairyuu Wing is made up of 1000 power armors, reflecting the standard wing size in the fleet. Of course the wing does not have 1000 played characters. The primary played characters will be apart of Kasairyuu Lead Squadron under the call sign "Kasairyuu Red Squad", the remaining would be divided into squadrons of NPCs, controlled by [Tyler](#). It is likely there will be missions where the entire wing is not required, meaning some of the NPCs will remain on the Flagship.

Unfortunately the plot never really took off due to the formation of the [United Outer Colonies](#) followed by extended absences of all the GMs involved.

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