

NSS Inquiry

NSS Inquiry is a [roleplaying](#) plot created March 7, 2017 by [GM Ametheliana](#) that is an exploratory plot centering around combat and sometimes going into the rough and tumble life that is inherent in Nepleslia.

Status: Retired

[OOC Thread](#)

To create a character for this plot, see: [CCG for Neplesians](#)



Plot Overview

An exploration vessel and [Specter Class Stealth Carrier](#), the *NSS Inquiry* is setting out from [Gold Coast](#) to the West of the [star map](#) after some signals were picked up by a listening post set hundred of light years from [Planet Nepleslia](#). The NSS Inquiry is going forth to tackle the lack of intelligence on the signals picked up. Unfamiliar terrain will be overtaken and laid open for examination by the [Nepleslian Star Navy](#), no doubt. What is in store for the [Marines](#) aboard the ship is stuff of dreams and nightmares, alike. Lust for battle will be satiated and fears will be exterminated. Enemies and foes from the depths of the universe will be put to rest or will overtake the NSS Inquiry, all depending how the players take care to protect themselves and the [Democratic Imperium of Nepleslia](#).

Rules and Pacing

- Format: [Play-by-Post/ Joint Posts](#)
- Pacing and posting expectations: Once every week. Failure to do so may result in your character being NPC'd and/or removal from the plot, this rule will now be carefully enforced.

Crew Roster

Officers and Warrant Officers

	Rank	Name	Occupation	Player	Notes	Picture
	Captain (NSN)	Ally Gally	Ship Captain	Ametheliana	NPC	
	Second Lieutenant	Cadence Newborn	Reassigned	Ametheliana	NPC	

Enlisted

Rank	Name	Occupation	Player	Notes	Picture
	<p>Master Sergeant Varick Stein</p>	<p>(Reassigned)</p>	<p>Gunhand4171 (MIA)</p>	<p>Sniper</p>	
	<p>Sergeant Linda Nelson</p>	<p>Intelligence Operative (Active)</p>	<p>Syaoran</p>	<p>Cheza Evans in disguise</p>	
	<p>Private First Class Adam Edison</p>	<p>Enlisted (Active)</p>	<p>Whitehart (MIA)</p>	<p>Marine</p>	

Rank	Name	Occupation	Player	Notes	Picture
	<p>Private</p> <p>Tobias Carrick</p>	<p>Enlisted (Active)</p>	<p>Alex Hart (MIA)</p>	<p>Cyber Specialist</p>	
	<p>Private</p> <p>Alec Corbin</p>	<p>Enlisted (Active)</p>	<p>SirSPT (MIA)</p>	<p>Medic</p>	

Rank	Name	Occupation	Player	Notes	Picture
	Private Glynn Shields	Enlisted	GrammarPaladin	Demolitions Expert (NPC)	
	Private Jared Barrett	Enlisted	jjans002 (MIA)	Sniper	
	Private First Class Mark Villines	Enlisted (Active)	Compouds117	Demolition Specialist	

Open Positions

- No specific positions are required at this time, you may message [GrammarPaladin](#) regardless.

Rating

Language-Sexuality-Violence

3-3-3

History

Built in [YE 38](#), the NSS Inquiry is a [Specter Class Stealth Carrier](#) that is destined for Westerly space.

RP History

- [For the Imperium](#)

Rear Admiral Ally Gally rouses the troops, explaining the situation and asking of them what makes them determined, fit, and ready to search out the mysterious signal.

- [Far From Home](#)

The squad takes a shuttle down to a recently found planet where the signal was coming from. They are sent to one of the many cities of the planet, but it is threadbare— a ghost town. What they do find in a building they clear are datajockey-like pieces of equipment and PA. It shows no signs of disuse, no cobwebs or dust. The XO and an ensign are asked to take the PA back to the shuttle.

While they do that another building is about to be cleared when the XO hears a noise. He calls the rest of the squad over to approach the location of the noise with him, going several paces into the bush to do so. At first what they find look to be local fauna. Then, they stand up on their hind legs. As they do so, they stare directly at the squad with three eyes, one of which shines brighter than the other and all of a sudden, no member of the squad can move. The XO, again, hears noises behind him, near the shuttle but, like the rest, cannot move.

Twenty seconds later, the platoon leader in charge of the squad is able to turn around to see firey plumes bursting from the shuttle, knocking the medic and XO down from the blast. She scans the area, finds a hill, and asks them to make their way there.

They comm in to the Inquiry to get a shuttle down to us on the planet. The inquiry says they will oblige but as they do, orbital engagement ensues. The Inquiry informs the squad that they're warping out and will be back for them when the situation is stable. They watch as the Inquiry leaves them on this hostile planet.

They camp out on this hill for some time and mid-way through it, after some chit chat among the squad and time to get to know each other, they're engaged by hostiles.

The hostiles are fast, too fast for the squad, it would seem. But they hold their positions, avoid eye contact, and do their darnedest. In the end, though, the squad is captured. An Elefirn speaks to them, identifies themselves as Elefirn and tells them little else.

They are then brought through the wilderness of Polup. It is in this time that the Inquiry squad sees the Elefirn out of PA and up close as they are escorted through the bush. The squad is bound, placed around a fire, and are placed on watch by Elefirn after their helmets are removed.

- [Zero Tolerance](#)

Inquiry squadron successfully lands on the surface of Polup, with Newborn taking the lead, the squad took up a diamond formation as they continued to advance towards the enemy positions. After a brief march, the Elefirn infantry around the area began to slowly appear. This prompted the squad's use of their snakeskin systems as they grew closer to the enemy in an attempt to hide their presence. Upon encountering a larger Elefirn presence peaceful negotiations was attempted before the Elefirn forces began to open fire. In retaliation, the Nepleslian squadron returned fire until the enemy force was swiftly neutralized. Home forces suffered no casualties.

After a brief reformation the Squadron had begun to split up in pairs at the discretion of 2nd Lieutenant Newborn before encroaching further in on hostile ground. After another brief moment of traversing the wild of Polup, another force of Elefirn soldiers had commenced an ambush. Upon falling back, the Inquiry was able to push back against after suffering minor damage before aether packets decimated a part of the forested area.

The sudden explosions proved to be the cause by friendly Star Army soldiers who had arrived on the area of operations. With sudden reinforcements the Inquiry squad had begun to advance towards the Northeastern portion of the forest towards an Anti-Air encampment with intent to demolish. Moments after, new orders to pull back from the planet's surface had been relayed. Orders to engage the Anti-Air encampment were still green when the Inquiry team had to run into additional hostiles on the site. After a brief engagement the Anti-Air gun was disabled by terminating the operator despite the presence of foreign chemical agents. The security outfit protecting this position was also subsequently eliminated, allowing a shuttle to approach for extractions for a safe return in the Inquiry Hangar. Throughout the mission there were no casualties.

- [Blink of an Eye Briefing](#)

With the return of all Inquiry personnel, the NSS Inquiry went through a short information quarantine. Due to unknown concerns and security issues, IPG Agent Manson was placed in control of all Nepleslian ground forces on the NSS Inquiry as a temporary measure.

After the ending of the information quarantine, Manson debriefed the soldiers on the surface of Polup about events that have transpired with the appearance of the Yamatai after a Nepleslian push to become more isolated. As a result, Nepleslian movements have been reduced to small expeditions and the creation of several strike teams including Strike Team-001 who had participated in the destruction of the Anti-Air encampment.

With the debriefing handled, a new mission was subsequently handed out involving the infiltration of a large Elefirn industrial complex to retrieve as much data as humanely possible. The operation is currently underway and in progress.

GM Info

Contact [GrammarPaladin](#).

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