

# Orochi Squadron

Orochi Squadron is the name of a group of 8 venerable [Irim-Class Heavy Gunships](#) vessels serving together as one of the [Eighth Fleet's](#) top-tier system defense squadrons. Originally assigned to secure [Valentine](#) and the surrounding [Samurai Sector](#) in the waning years of the [Second Mishvurthyar War](#), they were dispatched by [Taisho Shizuka Endo](#) as a first-response unit to deal with interdicting and destroying the threat of [NMX](#) raiders that has suddenly appeared on the southern frontiers of the empire.

After their success at the Battle of [Jun](#) and a return to their home port of [Virgo Star Fortress](#) for repairs and modernization, Taisa Hachitmitsu's veteran squadron was recently called upon once more in a time of war to join forces with [Legion IX](#) as a vital escort/space superiority component for their planetary operations to secure the rest of the vulnerable South-east Frontier from the NMX and others who would dare to challenge the Empire. Together they formed the formidable combined arms [Task Force 0](#).



title screen art by [Primitive Polygon!](#))

(Awesome

## About

Orochi Squadron is an Open RP plot originally created December 5, 2015 by [paladinrpg](#), who is the current [Game Master](#). Roleplay takes place primarily via [SP](#), and players are expected to post frequently to keep things moving. Also, [JPs](#) may be scheduled from time to time (usually as character development interludes/asides).

This plot's feel aims to capture the classic SARP action of yesterday, when PA combat was the focus of any space engagement. Think of it like arcade shooter action, with your Mindy catapulted at high speed into a chaotic swarm of battlepods and anti-armor turret fire, all while two massive fleets fight in the background dramatically! Reach the enemy vessels successfully and cut a hole in them to board and disable, rescuing civilian hostages. Make Mishhuvurthyars and their Neko & human thralls eat aether in the name of the Empress! There's even some small squad ground cleanup action and investigation after space superiority is secured. This is just an example of what's in store for players to enjoy.

Newbies to SARP are also highly encouraged to apply, since the Open RP format makes it easy to create a basic Nekoalkyrja character and start playing right away. There is no minimum age requirement to join. The plot also serves as a great introduction to some of the most dramatic space combat elements that the [Star Army of Yamatai](#) faction has to offer, and a good jumping off point to more seasoned plotships.

With the ambitious resuming of the plot in November 2017 alongside of [Legion IX](#), Orochi now has access to exciting new technologies like the [Ke-M2-4 Series "Mindy" Armor](#) as well as [Ke-V10 "Mamushi" Multirole Starfighter](#). Rest assured you will have plenty of chances to use them on a variety of new and interesting foes, and starfighter pilots will especially have the ability to also crossover and support the Legion's efforts with CAS missions!

RPG Rating:  <http://www.rpgrating.com>

## Important Links

- [OOC Interest/Signup Thread](#)
- [Main RP Thread - Mission 1](#)

## Organization & Assets

- *YSS Orochi* (NG-S8-15), [Irim-class Heavy Gunship](#) {CMDR}
- *YSS Awaji* (NG-S8-16), [Irim-class Heavy Gunship](#)
- *YSS Iyo* (NG-S8-17), [Irim-class Heavy Gunship](#)
- *YSS Iki* (NG-S8-18), [Irim-class Heavy Gunship](#)
- *YSS Ogi* (NG-S8-19), [Irim-class Heavy Gunship](#)
- *YSS Sado* (NG-S8-20), [Irim-class Heavy Gunship](#)
- *YSS Tsukushi* (NG-S8-21), [Irim-class Heavy Gunship](#)
- *YSS Tsushima* (NG-S8-22), [Irim-class Heavy Gunship](#)

All ships have a complement of:

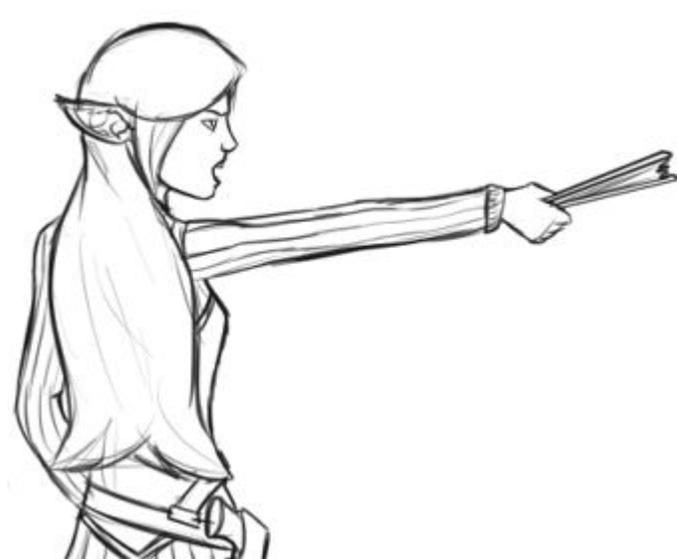
- 100 [Ke-M2-4 Series "Mindy" Armor](#) (800 total, in 8 [Infantry Wings](#))
  - Wings take the name of launching ship.
- 6 [Ke-V10 "Mamushi" Multirole Starfighter](#) (48 total, in 4 [Fighter Squadrons](#)).
  - *Heartbreak*
  - *Suzume* ("sparrows")
  - *Karasu* ("crows")
  - *Washi* ("eagles")
- 2 [Ke-T7 "Raccoon" Transport Shuttle](#) (16 total, enough to transport up to 384 Infantry)
  - *Chidori* ("plovers")

## Modifications

All of the Irim Gunships within Orochi Squadron have the following modifications:

- Maximized hangar/vehicle bay to accommodate the new [Ke-V10 "Mamushi" Multirole Starfighter](#) (which replaces the older [Ke-V6-1D "Hayabusa" Starfighter](#) at 2:1 ratio)
- Power armor catwalks & netting replaced with [Armor Storage Rack \(Type 31\)](#) to accommodate the latest [Ke-M2-4 Series "Mindy" Armor](#) (replaces [Ke-M2-3A "Mindy" Power Armor](#))
- Science Lab has been modernized with a fully-featured [Sakura-type Medical Laboratory](#)
- Sensor dome systems have been upgraded to be compatible with the [Type 31 Electronic Warfare Suite](#)
- Hull strength has been slightly reduced, due to recent battle damage repairs to outer armor plates being made with pure [Yamataium](#) in place of the older, unmaintainable [Zesuaium](#). [ [Tier 12](#) ]

## Crew Roster



## Officers

Rank	Name	Position	Color	Player	Notes
	Taisa	Hachimitsu Mikoto		NPC	Orochi CO Squadron Commander
	Taii	Hashimoto Umeshu		NPC	Orochi XO
	Shoi	Miyoga		NPC	Sensors/Weapons
	Shoi	Fuji		NPC	Navigation/Communications

## NCO & Enlisted

Rank	Name	Position	Color	Player	Notes
	Ittô Heisho	Tachibana		NPC	Chief Engineer
	Ittô Heisho	Kurosora Kim		NPC	Orochi Wing, 1st Squad Leader EOD
	Jôtô Hei	Kayoko Shii		NPC	Callsign "Tinkerbelle"
	Ittô Hei	Miyoshi		NPC	Callsign "Cookies"
	Ittô Hei	Umeki Ayame		NPC	Ship's Doctor
	Nitô Hei	Shigeho Yumiko		NPC	Caretaker

## Civilian & Other

Name	Position	Player	Notes
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## Open Positions

See: [Characters Wanted](#)

## NPC Crew Members

Name	Occupation	Appearance	Personality
Hachimitsu Mikoto	Captain of YSS Orochi	Neko with long silver hair and amber eyes.	An imposing former NH-29 that fought to secure the south in the <a href="#">Second Mishhuvurthyar War</a> , leadership and fleet strategy comes naturally to her. Growing weary of the peace lately, she is eager to spill squid blood once more for the Empress. Carries a Zesuaium <a href="#">tesse war fan</a> .
Hashimoto Yuuki	Hachimitsu's Bodyguard	Neko with black hair in a topknot, and lime green eyes.	Unlike her sister, <a href="#">Hashimoto Umeshu</a> , she is a true <a href="#">Ketsurui Samurai</a> in appearance and skill - a <i>yojimbo</i> assigned to protect the Taisa. A calm, quiet voice of reason, and counterpoint to Hachimitsu's sometimes dramatic nature. She is a master of the <i>iaido</i> (blade drawing) <i>budo</i> . Reassigned following the recent dissolution of the Samurai.
Miyoga	Sensors/Weapons	Average Neko with vermillion red hair in a bun.	One of the two main Shoi bridge sprites, seated to Mikoto's left. Feisty like ginger.
Fuji	Navigation/Communications	Average Neko with medium-length, curly purple hair.	One of the two main Shoi bridge sprites, seated to Mikoto's right. A little lazy.
Tachibana	Chief Engineer	Rusty-skinned Neko with short orange hair.	Heisho in charge of Engineering. The Taisa always seems to expect more than she can get the old ship to give.
Kayoko Shii	Fighter Pilot	Dainty Neko with long pink hair.	Likes her cat naps, has expressive ears. Deceptively capable in aerial combat; Called "Tinkerbelle" because she is good with repairs.
Miyoshi	Fighter Pilot	Short Neko with long blonde hair.	Well-meaning & cute, the resident ditzzy pilot of Heartbreak. Her callsign "Cookies" comes from the fact that she serves milk & treats before a flight.
Shigeho Yumiko	Nurse	Peach-skinned Neko with dark-green eyes and shoulder-length red hair.	Cute and soft-spoken assistant to Ayame, she wears a <a href="#">Type 31 Working Uniform (Skirt Variant)</a> .

## The Antagonists

### Skadi Salvagers

Name	Occupation	Appearance	Personality
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## NMX Raiders

	Rank	Name	Occupation	Appearance	Personality
	Overlord	The Master	???	???	The bespoke overlord of the NMX raiders, his identity and goals remain a mystery. But considering his penchant for kidnapping raids, they seem to involve research of some kind...
	Master Commander	Belsnickel	Captain of the XSS Krampus	Green, impish Advanced-Type Mishhuvurthyar	Flag officer of the NMX raiding fleet, it was originally his idea to perform the sneak attack on Yuletide to humiliate Yamatai.
	Commander	Jolakotturinn	Infantry Commander	Crab-Type Mishhuvurthyar	In charge of the ground assault and occupation of Jun, he REALLY hates Yuletide trees for some reason (and people who have nice, warm clothes to tear off).
	Superior Overseer	Perchta	Prisoner Handling Specialist	Nightmare Type Mishhuvurthyar with short, red hair	A sweet tongued, yet sadistic minded hybrid in charge of finding new thralls for the Master. She is eager to show off her latest catch. <b>KIA in Battle of Jun</b>

## History

### Mission 1: Tentacled Tidings

While the sleepy Jun mining system is preparing for their YE 37 end of year holiday celebrations, a several-ship strong fleet of NMX "Pillager" Light Cruiser sneaks in using the Great Southern Nebula as cover and also their volumetric projection systems posing as light freighters to pick up ores at the planet. By the time the small SAOY frontier starport garrison realizes their true nature, they are quickly overwhelmed and the settlement falls into chaos as the Mishhuvurthyar invaders hurriedly begin seizing as many colonists as they can grab and load them into their prisoner cells and vehicles. And smash a few Yuletide trees along the way just to be extra evil!

But, all hope is not lost. Upon hearing of the distress call before all the Emerys Satellites in orbit were destroyed, Taisho Shizuka Endo of 8th fleet quickly mobilizes a portion of Valentine's system defense garrison to fold over to Jun and respond immediately to the crisis. These 8 Irim-class Heavy Gunships, the Orochi Squadron, led by the YSS Orochi and the battle-tested Taisa Hachimitsu Mikoto, are tasked with interdicting the NMX's raiding fleet before it can escape the Jun system and back to southern space with its ill gotten gains of people and treasure. Will they be able to make it in time, or will the Mishhu really have stolen Xmas?

After a hard fought and costly battle in space that saw hundreds of Neko soldiers killed, the brave

infantry of Orochi were able to successfully board and commandeer the NMX cruisers, liberating the prisoners from their Mishhu jailors, as well as a handful of alien warriors. Though his Nightmare-type XO Perchta was slain in battle on the bridge of the XSS Krampus, commander Belsnickel was able to escape capture and flee to the [Tivurthinth-class patrol ship](#) which engaged its fold drive as soon as reinforcements from the 8th fleet's support element arrived in system. While the hospital ships tended to the mass casualties and wounded efficiently, the ground assault against the remaining NMX infantry would unfortunately continue on for some time into the new year before Jun was once again safe for the colonists to return.

Following these events, the Taisho ordered Orochi Squadron to return to Valentine for repairs and modernization, as [Star Army Intelligence](#) began its silent search for the source of the raiders. The failure of the ground offensive to quickly capture objectives using spacey infantry alone prompted a call to eventually join with the [Legion IX](#) Rikugun as a combined-arms group, eventually leading to the formation of [Task Force Inquisition](#).

## Task Force Inquisition

See: [Task Force 0](#)

## Former Crew/Inactive Players

- [Raku Kishi](#) [ [Grey Library](#) ] (went inactive)
- [pavel\\_lazarev](#) [ ] (transferred)
- [eguchi\\_eisei](#) [ [Primitive Polygon](#) ] (transferred to [YSS Ryujo](#))
- [Freyja Yuuki](#) [ [ArsenicJohn](#) ] (transferred to [YSS Eucharis](#))
- [Junko Hasegawa](#) [ [Mad Stylus](#) ] (transferred to [YSS Eucharis](#))
- [Shiho Ishii](#) [ [Dumont](#) ] (transferred to [YSS Eucharis](#))
- [Seo Mayu](#) [ [Eistheid](#) ] (player left site)
- [Sigrid Fukuzawa](#) [ [OsakaMoose](#) ] (went inactive)
- [Koguchi Eizo](#) [ [Bloodyscarlet](#) ] (went inactive)
- [Yamato Rinka](#) [ [Natsune](#) ] (never posted)
- [Jace Coven](#) [ [Jace](#) ] (never posted)

## Rules & Pacing

1. All members of the plot are expected to post as often as the plot permits...
2. ...and at least once every 3-4 days.
3. Do not wait on another player to post for more than four days.
4. If you will be absent or cannot post as often as required, post notice in the OOC thread. Common courtesy goes a long way!
5. Players who have not posted in more than four days may have their characters' actions posted or chosen by the GM to keep the plot moving.
6. Players who have not posted in more than ten days, without any notice to the GM, may be removed from the RP. Your character may fade into the background, be sent home, or become target

practice for the enemies. Don't worry about perma-death due to inactivity though, as I will be very forgiving in this regard seeing how its oriented for folks who may come and go. That is not to say

you will get out of a fight without taking some nice hits for dramatic effect, though. 😊

7. Characters should follow the standard [Star Army Regulations](#) or expect IC punishment. If rules are not followed due to lack of knowledge OOCly - or players are OOCly ignoring or flouting rules their characters would ICly know to follow - OOC coaching, assistance or punishment may be required instead of IC consequences.
8. We will generally work along [these guidelines](#) and [Readiness Conditions](#).

## OOO Notes & Trivia

Orochi is the name of the ancient 8-headed serpent in Japanese folklore, which is also why there are 8 ships in the squadron. They carry the names of the original islands of Japan that were formed from the union of the demi-gods Izanagai & Izanami.

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Last update: **2023/12/20 18:22**

