

Star Army Fleet Scout



Some of the information on this page is out of date as in [YE 45](#) Fleet Scouts were folded in to be a part of [Ranger Qualification](#) training through [Star Army School of Advanced Infantry Combat](#) and are no

longer an occupational MOS.



Star Army Fleet Scouts, or “Keiei”, fill the role of augmenting the capabilities of scout ships, escort ships and other vessels that are on the fringes of a Fleet. They belong to their local Fleet. They are trained by [Star Army Reconnaissance](#). They are force multipliers and experts on scouting, both supported and unsupported. They work closely with shipboard

Fleet Scouts are responsible for surrounding a Star Army fleet in a 'cloak' of prewarning and physical patrols. They are expected to be well placed to keep a measure of observed, militarized, safe space between the edge of a Fleet and potential enemy presences. This often comes in the form of launching [TARSA](#) scouting runs off a ship at the edge of a Fleet.

Their primary focus is to be first response capable and reactionary, rather than just observers. This allows them to instantly act upon spotted hazards, threats or points of interest. They assist in covering the sides of Fleet attacks to protect against flanking, and members are extensively trained in [skirmishing](#) and delay tactics. Fleet Scouts also advise on threat prediction, identifying potential hazards and enemies, as well as investigating or staying behind to ensure a Fleet stays safe.

Fleet Scouts' functions are:

- To provide resistance to hostile force incursions until the main force can mobilize.
- To assist in target acquisition, threat analysis and observation as to help Captains and admiralty better direct Star Army forces.
- To assist in directing fire support to target destination with on-site real-time targeting.
- To provide on-site post-strike reconnaissance and clean-up duties.

Ranks and Symbols

The minimum rank for this occupation is [Santô Hei](#) and the maximum rank is [Taisa](#). The occupational colors for reconnaissance units in the Star Army of Yamatai are the cornflower blue of Infantry, or [RIKUPAT](#).



Old Patches

The new sleeve patch is a “Lavender” flower with bronze trim on a Cornflower Blue field.

History

The Star Army of Yamatai began training specialized reconnaissance operatives in [YE 40](#) under [Star Army Reconnaissance](#), under [Star Army Infantry](#). Before that, reconnaissance duties were handled spontaneously by other units either too specialized to fulfill the role full time or too general to operate within non-detection parameters.

The emergence of the [Kuvexian](#) threat in [YE 37](#) highlighted the need for a specialized forward reconnaissance division, given the implications of a war with an established nation-state on the same level of technical aptitude as the [Yamatai Star Empire](#). The ad-hoc allocation of troops of wildly differing specialties to the role was seen as unsustainable and highly unoptimized, prompting the formation of the occupation.

After the establishment of [Star Army Special Operations](#) in [YE 43](#), [Star Army Reconnaissance](#) and its occupations were controlled by SASO. In [YE 44](#), [Iemochi Feyani](#) reorganised [Star Army Reconnaissance](#) occupations. The old Far Line Regiment was split and a portion renamed to Fleet Scouts - they were transferred to local Fleet commands. As ex-SF, they are subject to wartime recall by SASO.

Eligibility

There are no prerequisites for this occupation. After completing [basic](#) training, prospective Star Army Fleet Scouts may immediately sign up for specialized reconnaissance training. A truncated version of [Infantry training](#) is done first, to ensure Fleet Scouts are capable of functioning effectively with Infantry, the course taking a month and a half. Next, Reconnaissance training takes four months during which trainees learn threat analysis, observational skills, last-stand tactics, skirmishing, reactionary actions, self-sustenance, improvisation, and scouting skills. There is also an extreme emphasis on physical conditioning and fitness.

Playing

The following is information that you are required to be familiar with and should refer to. First and foremost, you are not simply a better version of the [Star Army Infantry](#). In many cases, you are less proficient than them in full-frontal group engagements using (heavier) power armour. You are, however, an expert of observation, fighting in small numbers, counter-flanking, running silent, threat and hazard recognition, forward observation, fighting on the fringes, and lasting for a long time without external support. (See Skills).

Billeting Information

You may be posted as an individual or as a small group of Scouts aboard a mixed ship. You may also be posted as part of a larger-strength unit composed of mostly Scouts, perhaps forming the entire Infantry compliment of a specialised scouting/escort ship. You are there as a force multiplier. You should

represent the Scouts and help provide some level of informal training to the Infantry at your posting. You should always be looking for situations that you can apply your Scout training to, such as scouting ahead of the other forces. Equally, you should allow people better trained in conventional fighting such with Mindy or Keiko power armour to take the lead in full frontal combat.

Further Information

Taking a distinctive role within [Star Army of Yamatai](#) military operations, Fleet Scouts operate around the main Fleet body to observe potential hazards, enemy presences and flanking opportunities. They are trained extensively in delay tactics, last-stand actions and pattern recognition.

In the field, Fleet Scouts take on scouting, observation, harassment, and patrol duties in areas of interest ahead of the main force. Fleet Scouts normally operate with downsized power armor, lighter-than-normal arms, or scout craft. While reconnaissance units must be swift and covert enough to avoid enemy detection, units should also be equipped with or have access to enough firepower to directly engage hostile forces.

Before, during, and after a combat engagement, Fleet Scouts typically serve as a screening, pursuit, and skirmishing force. The concealment of primary force maneuvers via screening, skirmishing and distraction are all tasks and mission profiles undertaken by Fleet Scouts. If needed, they are expected to make a stand to the last to buy time for the main Fleet to organise a response. Casualty rates in the Fleet Scouts are higher than in many other occupations - especially on solo reconnaissance runs. They are also primarily focused on FORINT (Force Intelligence). This means Fleet Scouts are focused on the composition and formations of the enemy to provide the information needed to properly counter them.

Fleet Scouts may be expected to work alone, in a pair or small group depending on their task. They may be stationary or cut off for extended periods of time, resorting to unconventional or demeaning living conditions as needed.

Skills

Fleet Scouts undergo training where they learn these skills through an exhaustive and rigorous twelve-week training course with an additional four weeks of on-post vocational specialization, some of which may be taught prior. Your character should have the following skills. Also, they should have everything covered in [Star Army Common Skills](#). These do not replace common skills, rather they further them. Due to the number of skills below, in addition to the common skills, new Fleet Scouts are only able to pick three of the following that expand on common skills. They will need to complete a 'certification' RP to finish one of the remaining skills the character did not 'have' at the start. Skills which fit in this category are: Demolitions, Vehicle, Survival, Knowledge, Humanities, Physical.

- Communication: This is further refined with Reconnaissance-related communications skills and codes, which increase accuracy and speed of communication in exchange for being harder to understand for untrained individuals. They should be understood by the Mission Operator. They can also request fire support while delaying a threat similar to a [JTAC](#). ([Star Army Reconnaissance Training](#))
- Fighting: She has received increased training with long-range weaponry, as well as flanking and

counter-flanking principles. She also knows delay tactics and is proficient in threat recognition. ([Star Army Basic Infantry Training/Star Army Reconnaissance Training](#))

- Technology Operation: She had knowledge and training in using a select number of field systems intended for providing support intel in the field in real-time when possible. ([Star Army Reconnaissance Training](#))
- Mathematics: Basic levels of Calculus is taught, to improve information flow quality. ([Star Army Reconnaissance Training](#))
- Demolitions: Has been given rudimentary instruction in general demolitions use and operation, intended to be able to scuttle ships in the field if they are stranded away from a main Fleet. ([Star Army Basic Infantry Training](#))
- Vehicle: Knows more about correct operation of scouting craft and scout ships than average. ([Star Army Basic Infantry Training](#))
- Survival and Military: Your character has a high level of survivability in the case they are cut off away from the main force. This includes but is not limited to the creation of oxygen shelters, space survival, survivalist training, and other essential skills. Your character can also accurately report their findings despite adverse conditions, enemy presence, and technological restrictions. This means that the Scout must have an excellent memory and be able to identify and approximate the number of enemies in a glance. ([Star Army Reconnaissance Training](#))
- Knowledge: As there is a lack of support and increased personal risk in the line of duty of a Scout, split-second decisions can mean the difference between operational success and failure much more often than standard Infantry and Pilots. Scouts are expected to consistently display excellent logic in the face of adversity. ([Star Army Reconnaissance Training](#))
- Humanities: Your character needs a strong understanding of the geography of space and space-based anomalies, and be able to recognise these fairly quickly on a surface level.
- Physical: Your character maintains excellent physical condition, on account of their intensive training and workout regime. ([Star Army Basic Infantry Training/Star Army Reconnaissance Training](#))

Equipment

Scouts generally prioritize speed, weight, and sensors over full fighting power. They focus on long-range combat. Their equipment allocation reflects this. Star Army Reconnaissance utilizes whatever is needed for the task at hand, here are some examples. Obsolete equipment from storage is occasionally used, especially if casualties are likely.

A substantial equipment list can be found on the [Star Army Special Operations](#) page.

List of Star Army Fleet Scouts

These are the characters currently listed as Star Army Fleet Scouts.

Nothing found

OOC Notes

[ethereal](#) created this article on 2022/09/22 19:00. This was approved by [Wes](#) on 2022/11/25.¹⁾

¹⁾

<https://starmy.com/roleplay-forum/threads/fleet-scouts.69392/#post-431878>

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