

Operation Jinsokuna Enjo (迅速な支援 Rapid Assistance)

Join the the first operational [Rikugun Regiment Task Group 46th Legion Command Group](#) as they're scrambled to bolster the security of a [Scientific Studies Service \(SSS\)](#) and [Yamatai](#) Department of Diplomacy joint mission to [world name] in the remnants of the shattered [Interstellar Kingdom Of Kuvexia](#).

In the wake of the [Battle Of Glimmergold](#) as the military began to fragment, Kuvexian reform factions allied with the oppressed natives of [world name] to overthrow the local Barron and replace his rule with an idealistic republic. However, [faction name]'s dreams of becoming a respected member of the galactic community are at risk from all manner of threat foreign and domestic, even more so in the lead up to the first open election since the Kuvexians came to the planet. Tensions run high in the humid [world name] streets and there have already been several attacks on local officials. Neither the local government nor the Yamatai Diplomacy Department want to call off the elections though.

About

While the entirety of Regiment Task Group 1, A Brigade of the 46th Legion Command Group will be deployed to [world name] in various forms, the plot will focus around the exploits of [Mizu Century](#) from 1st Infantry Battalion. The plot will blend slice of life elements from an extended deployment with the occasional bit of direct action. Most of the plot relevant [RP](#) will be done through [SP](#) but I do intend to do the occasional [JP](#) for certain plot points or missions that can be handled in one sitting. Players are encouraged to make their own threads about what their characters get up to when they aren't on mission.

Play Details

Pacing

- Not too rushed, but I would like to get a GM post in every other week.

Rating

- L3 (profanity is permitted but not forced just do what feels right)
- S2 (non-explicit sexual content)
- V3 (can be super graphic if necessary but I don't plan to make a gory edge fest)

General notes

- Don't be afraid to contact me if your character is scouting or investigating about what your character discovers if you want to RP out discovering the thing.

Dramatis Personae

Yamatai Diplomatic Mission

- Regiment Task Group 1, A Brigade of the 46th Legion Command Group
 - [Mizu \(Water\) Century](#)
 - Kūki (Air) Century
 - Tsuchi (Earth) Century
 - Kaen (Flame) Century
- Yamtai Department of Diplomacy (Players Wanted)
- [Scientific Studies Service \(SSS\)](#) players wanted

Local Security Forces

- Diamond Access Security: the local Kuvexian security firm hired by the [Yamatai Diplomatic Mission](#) to handle site and personal security.
 - Quelban Doon: Diamond Access Security PMC and translator. Point of Contact between DAS and RTG1's 1st Infantry Battalion.¹⁾
- Local Police
- Local Military

Ruling Faction (Need to name)

- Leader
- Ambassador

Mizu Century

Because Legion Command Groups use [Keiko Thought Armor](#), all Expeditionary soldiers are issued a [Nekovalkyrja, Type 33^{2\)}](#) or [Minkan](#) for the duration of their training and five month tour. They may choose to return the body at the end of the tour. Some soldiers may qualify for cybernetic upgrades using the [Advancer TIN System](#) instead. Most of the military characters will be apart of Mizu Century's 1st Platoon or Mizu 1

Mizu Actual (Headquarters Platoon)				
Rank	Name	Position	Player	Notes
Taii		Centurion	NPC	
Chui		 Executive Officer	NPC or PC	
Ittô Heisho		Senior Enlisted Advisor	NPC or PC	
		 Star Army Medical	NPC or PC	can have more than one
		 Star Army Technician	NPC or PC	can have more than one
		 Star Army Armorer	NPC or PC	can have more than one
		 Star Army Unit Supply Specialist	NPC or PC	can have more than one
		 Star Army Intelligence Analyst	NPC or PC	can have more than one
		 Star Army Clerk	NPC or PC	can have more than one
		 Star Army Caretaker	NPC or PC	can have more than one
		 Star Army Cook	NPC or PC	can have more than one
Mizu 1 Command				
Rank	Name	Position	Player	Notes
Shoi		Platoon Commander	NPC or PC	Priority
Ittô Heisho		Senior Enlisted Advisor	NPC or PC	Priority
		 Platoon Designated Marksman	NPC or PC	Priority
		 Star Army Medical	NPC or PC	Priority
Mizu 1-1				
Rank	Name	Position	Player	Notes
Nitô Heisho		 Fireteam Leader	NPC or PC	Priority
		 Star Army Infantry	PC	Priority
		 Star Army Infantry	PC	Priority
		 Star Army Infantry	PC	Priority
Mizu 1-2				
Rank	Name	Position	Player	Notes
Nitô Heisho		 Fireteam Leader	NPC or PC	
		 Star Army Infantry	NPC or PC	
		 Star Army Infantry	NPC or PC	
		 Star Army Infantry	NPC or PC	
Mizu 1-3				
Rank	Name	Position	Player	Notes
Nitô Heisho		 Fireteam Leader	NPC or PC	
		 Star Army Infantry	NPC or PC	
		 Star Army Infantry	NPC or PC	
		 Star Army Infantry	NPC or PC	
Mizu 1-4				
Rank	Name	Position	Player	Notes
Nitô Heisho		 Fireteam Leader	NPC or PC	

Mizu Actual (Headquarters Platoon)				
Rank	Name	Position	Player	Notes
		 Star Army Infantry	NPC or PC	
		 Star Army Infantry	NPC or PC	
		 Star Army Infantry	NPC or PC	
Various other personnel				
Rank	Name	Position	Player	Notes
		 Star Army Combat Engineer	NPC or PC	Priority
		 Star Army Military Police	NPC or PC	Priority
		 Star Army Communications Specialist	NPC or PC	
		 Star Army Information Technology	NPC or PC	
		Various Civilians	NPC or PC	Ask in DM or on Discord

- Infantry can instead be [ranger](#) MOS but more will be expected of them. Characters outside of Mizu 1-1 who aren't in combat or combat support MOSs won't be seeing any action unless action comes to find them.
- Soldiers in the HQ platoon or Various other personnel exist to allow a wider variety of players to become engaged in the plot but usually aren't as priority spots to fill.

Equipment

Special Issue Weapons are only handed out before missions at the best of the platoon commander.

- [Rikugun Tekidanhei \(Ground Army Grenadier\)](#) standard issue
- [Ke-M13-W4272 Heavy Armor Rifle](#) and the [Ke-M4-W4000 Power Armor Automatic Rifle - 40YE](#)
- [Aetheric Heavy Anti-Material Rifle, Type 41](#) Platoon Marksman
- [Star Army Trauma Kit Jump Bag, Type 44](#) 1 per fireteam
- [Star Army Standardized Field Medical Kit, Type 44](#) carried by the Platoon Medic
- [EM-J5-1a - FARS SAOY](#) 1 per fireteam (with leader)
- [Type 35 Automatic Grenade Launcher](#) special issue
- [Shoulder-Fired Launcher, Anti-Armor Missile, Type 30](#) special issue
- [Squad Support Gauss Rifle](#) 1 per fire team
- [Star Army Hand Grenades](#) special issue generally soldiers carry a [Star Army Flashbang/Stun Grenade, Type 30](#) and two [Star Army Concussion Grenade, Type 30](#) or [Star Army Fragmentation Grenade, Type 30](#)
- [Ke-M6-W3000 50mm Gauss Bazooka](#) special issue

OOO Notes

[Locked Out](#) created this article on 2022/12/17 10:23.

□ This article is a work-in-progress. Is it not currently approved.

¹⁾

specifically [Mizu Century](#)

²⁾

optional [Nekovalkyrja, Type 33A](#)

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