

Black Spiral 44th Fireteam

The 44th Fireteam was a special operations unit belonging to [Black Spiral](#). The team was formed around the [Star Army of Yamatai's Chusa Yukari Freeman](#) and reported directly to [Taisa Nagase Nagako](#).

44th Fireteam in the Roleplay

The [44th Fireteam](#) was the setting of a plot by [Doshii Jun](#). It was a closed SP/JP plot, with a per-player posting rate of once per week.

The plot revolved around several themes, including but not limited to: Nekovalkyrja origins, Neko psychology, old wounds of the Yamatai Star Empire, nonpower-armored combat, low-technology environments, horror and, most importantly, character development.

Outline

Former crewmembers of the [YSS Miharū](#) were targeted and emotionally manipulated by Black Spiral into a suicide mission to attack the [SMX](#) depot on [Bizankro](#).

The primary objective was to obtain information on a new weapon called the "Rewriter Virus," a string of [Nekovalkyrja Operating System](#) code wirelessly transmitted between Neko. The code revises the functions of the nanomachines that make up the Nekovalkyrja's body; it was speculated that the code can modify anything physical or mental. The only confirmed example was a Neko who had developed cancerous tumors and lesions that wouldn't heal. Unconfirmed examples included Yamataian men whose bodies seemed to overheat from the inside, and oddly manipulated Neko.

Tested by Black Spiral's leader, the newly minted 44th Fireteam fought its way out of the Black Spiral's base, stole a [starship](#), and fled Yamatai. The vessel had no food and little water, but was packed to the brim with handheld weapons, along with a certain tank. With these assets, the team forged on.

The assault on the Bizankro depot was a confused, haphazard attack. The team had little intelligence before the attack, and events inside changed the operation's scope within an hour of its beginning. Y. Freeman was split from her team, who plunged into the depot to find evidence of the virus.

The team encountered several experiments on Type 29 Nekovalkyrja VII, including physical damage tests and Neko OS hacking. Testing also was done on a Nightmare. The labs themselves featured advanced equipment, but didn't suggest great understanding of the Nekovalkyrja frame until the team reached a soul-dubbing lab, likely established by [Dr. Nobumoto Shinichiro](#).

Combined with Freeman's findings in Shinichiro's personal laboratory, the team confirmed the following:

1. The Rewriter Virus was not intended to be a weapon, but a method for Shinichiro to extract a certain code out of the Nekovalkyrja OS called the "Sanctuary Effect." Described by Shinichiro, the Sanctuary Effect somehow guides a Neko back to preloaded coordinates that are off the

established galactic map of YE 36.



2. Soul-dubbing, an already highly painful and damaging process to the original Neko, can be used to degrade a Neko OS down to less complicated components. Shinichiro used this to find parts of the Sanctuary Effect.
3. Remnants of the SMX also are trying to find the Sanctuary Effect in their own Neko to find what's known as the "True Lands," the source of the True Nekovalkyrja Empire.
4. The "energy draining" effect on Bizankro somehow was linked to a KAMI unit named "Niro" running the installation. This suggests Nagase's own energy-draining power is linked to a similar unit.


The team, later reunited, fought its way back up to the top of the installation and barely escaped with their lives. Because of damage to the ship and Nagase's poor stocking of the ship, the crew had to develop a new stasis technique using hemosynth tubes to travel across space for two years before reaching a friendly port. SAINT was remarkably short with its brief, and the group returned to Yamatai.

The primary antagonists were Nagase and [Shinichiro](#), a former [PNUgen scientist, president and the "father" of all Nekovalkyrja](#).

The primary protagonists are below, but also included [Miharu Clan](#) members Nimura, Suzume and Tori.

Team Members

SAoY Rank		Name	ID	Class	Player	Orders
	Chusa	Suzuka Yukari	Shosa	Team Leader	Doshii Jun (GM)	(Orders Link)
	Ittô Juni	Tom Freeman	Juni	Combat Engineer	Tom	(Orders Link)
	Jôtô Heisho	Miharu Yuzuki	Berserk	Combat Engineer	Gallant	(Orders Link)
	Nitô Heisho	Rolf Eastwood	Thane	Heavy Weapon	Bilgecrank	(Orders Link)

SAoY Rank		Name	ID	Class	Player	Orders
		Nitô Hei	Kurusu Ruri	Curse	Riflewoman	Soresu (Orders Link)

Current Inventory (Weapons)

The following inventory is subject to change until the plot begins.

Bladed weapons

- 24x "Desert Fang" combat knives and sheaths, designed by [Deidre Kirsty NicAlasdair](#)
- 24x Type 22 Survival Knives and sheaths

Slug-based weapons

- 15x [Ketsurui Zaibatsu Type 33 Rifle kits \(A, B, C modules\)](#)
- 50x [Type 33 Rifle ammunition crates](#), each with 1,000 rounds (500 SLAP, 250 HESH, 250 HEIAP)
- 5x [Styrling Longbolt rifles](#)
- 10x [Styrling 10 x 58 mm ammunition crates](#), each with 250 rounds (150 standard, 100 HE)
- 10x [Styrling Shot 12 shotguns](#)
- 10x [Westech 12 gauge shotguns](#)
- 50x [12 gauge ammunition crates](#), each with 1,000 rounds (750 00-buck, 250 40-gram (1.4-oz) slugs)
- 6x [Zen Arms .357 Submachinegun kits \(02b model\)](#)
- 12x [Zen Arms .357 Pistols with suppressors, flashlights](#)
- 24x [.357-caliber \(9 x 22 mm\) Zen Arms ammunition crates](#), each with 1,000 rounds
- 20x [Type 28 General Service Pistols](#)
- 10x [Zen Arms 10 mm Covert Operations Pistols with suppressors](#)
- 10x [Origin Defense Manufacturing 10 mm Pistols](#)
- 10x [Cranth Munitions & Services "Talon" Tactical Self-loading Pistols](#)
- 100x [10 x 25 mm Ketsurui Zaibatsu ammunition crates](#), each with 1,000 rounds (750 FMJ, 250 JHP)

Energy-based weapons

- 6x [Origin Heavy Infantry Plasma Rifles \(HIPR\)](#)
- 10x [Origin Standard General Assault Rifles \(SGAR, or Sugar\)](#), each with 4 battery magazines
- 30x [SGAR maintenance kits, including and replacement barrels](#)
- 15x [Origin "Fatboy" short laser rifles](#) with digital display sights and 4 magazines each
- 100x [Interchangeable High Volume Capacitors with charging kits](#)
- 50x [45 x 200 mm plasma cap ammunition crates](#), each with 200 caps
- 20x [Ketsurui Zaibatsu Type 29 Burst Automatic Rifles](#)

- 60x [BR-P100 battery magazines with 10 3-battery recharge kits](#)
- 30x [Ketsurui Zaibatsu Type 33 Nekovalkyrja Service Pistols \(Dark version\)](#)
- 150x [BR-28A/E battery magazines with 20 5-battery recharge kits](#)
- 10x [YB-28A Triple-Power Magazines](#)
- 6x [Sitanin Zbrojovka E1 Energy Pistols](#)
- 20x [BR-E1a battery magazines \(rechargeable in NSP chargers\)](#)

Grenades

- 100x [Type 30 hand grenade crates](#)
 - 25x [Concussion](#)
 - 20x [Fragmentation](#)
 - 20x [Incendiary](#)
 - 20x [Scalar](#)
 - 10x [EMP](#)
 - 5x [Stun](#)
 - 30x [Nepleslia Arms and Munitions grenade crates](#)
 - 20x [Plasma](#)
 - 9x [Movement Restriction](#)
 - 1x [Subspace Particle](#)

Type 31 Explosives

- 20x each of the following:
 - [Plastic crates](#) of 50 blocks each
 - [Detonation cord spools](#) of 50 meters each
 - [Satchel charges](#)
 - [Shaped charges](#)
 - [Remote detonators](#)
 - [Uninterruptable detonators](#)

Other Equipment

- 20x [NMX Type 33 Snow Gear](#)
- 20x [Styrling Everyday Armor sets w/Durandium plates](#)
- 8x [Type 34 Multi-Function Bracelets \(Model B\)](#)

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