

# Strays

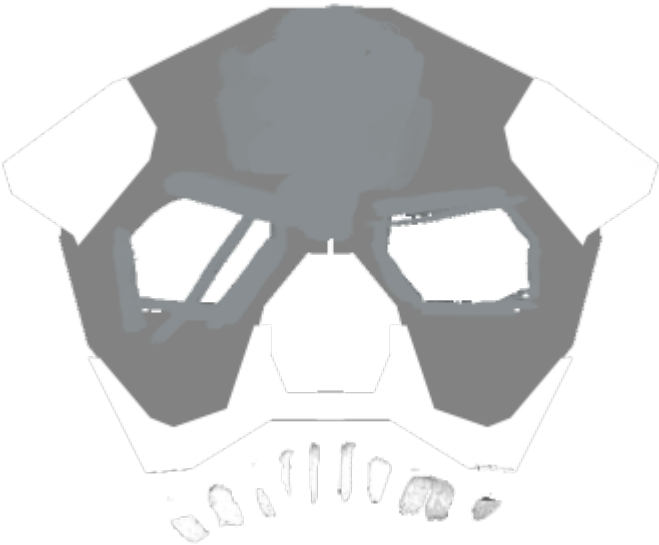
The sole security and contracting arm of the corporation [Shasta's World](#).

## About The Strays

The strays are a rag-tag group of mostly un-vetted<sup>1)</sup> mutants, uplifted, Kuznyetski, And other such Nepleslian minority groups all hired onto the security force. Not for any known degree of training or merit but instead based solely off the connection to the [Mad Mutant](#) on various InterNep based forum boards based around these minority groups.

The *Strays* are held loosely together by a handful of competent veterans in its leadership cadre, a sizable paycheck and the acquisition of free weapons, armor, equipment, and virtually free cybernetic enhancements offered by the corporation to its employees and best of all first pick among collected salvage on expeditions.

## General Information

Strays	
	
CEO	<a href="#">Shasta Archeletta</a>
Faction	<a href="#">Shasta No Sekai</a>
Product Symbol	SW

## Headquarters

The headquarters for the *Strays* is on the devastated former spacer world of [Freehold Factory](#), At the Shasta No Sekai factory *Ricinus*. Where they guard the entrance to a massive collection of tunnels that span the territory. As well as escort and guard expeditions into said tunnel network.

## Training

The average Stray has little training to speak of. Like most [Nepleslians](#) he knows how to handle a weapon and fight, but is likely only bringing such skills to the table. What little training is offered is at the time and expense of a handful of former NSN/NSMC veterans mixed in with these individuals who have grown through the ranks and ended up as leaders among them. How much of this training sticks is dependent on the motivation and pre-established experience of the stray.

Most strays that simply guard the factories are content with the bare minimum. While those that venture into the tunnels or in arms against rival salvage companies or established threats either learn through experience, or necessity.

## Personnel

The Strays are not a large force like some companies might hire on. They are not a dedicated mercenary force to call upon in times of war or battle. Their numbers while always fluctuate as security personnel fall into holes, fall off of scaffolding, get maimed in testing for the R&D, or outright shoot themselves with a negligent discharge number of roughly over one hundred between the three factories and on board the small fleet of Shasta No Sekai ships that transport product.

The leader of the strays is the [Commander Type](#) drone, *Alpha-Beta*, also known as *Abby* or *Abigail* for short. She is often depicted as a drone in a frilly maid dress gifted to her by Shasta, and her *Oni* style horns.



## Equipment

All of the strays, being a security force have basic equipment to do their jobs. Beyond basic and rarely matching weapons the strays each have their own corporation issued [Fairy Ai](#) to help them in their jobs.

For uniforms, the Strays all have semi-matching khaki-tan fatigues made of water and fire-retardant materials, a pressure undersuit that while not void-rated keeps the low-pressure and thin atmosphere of freehold from killing them that cycles fluid in an inner pouch to cycle between raising and lowering the suits internal tempeture. To add to the ensemble is an insulated overcoat made of the same material that is lined with threads of higher-element nickle to help mitigate overt radiation and also protect the stray from sand, heat, cold, etc.

The overcoat also comes with a hood, gloves, and boots.

Each stray also has a rig with internal oxygen tanks that hook up to a rebreather-gasmask with reflective

lenses that keep the sun from blinding them.

Finally, combat webbing is provided to not only equip body armor but also store magazines and gear in pouches.



Those strays who pilot of the mecha of the [Terror Wolf Project](#) are also issued a mecha flight suit that is less obstructive in the cockpit of their mech and does much the same as the basic uniform.



## OOO Notes

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1)

Vetting is the process of performing a background check on someone before offering them employment

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