

Scarecrows Mercenary Force

The Scarecrows Mercenary Force is a paramilitary company that specializes in creation of long-lasting automated defensive products and services officially formed in [YE_40](#).

History

[Vice](#) is a harsh planet, often with constant factional and gang warfare. [Esscast](#) was one of those involved in the fighting, first as a mercenary, then as someone who decided to take command of his small unit to make a mercenary force of his own. The group would stash away their previous armor to avoid running into trouble with previous employers and look for jobs to keep their group fed. They started out hiding in an old storage building, often working for local gangs, at first barely scraping by... The group continually receiving injuries that were difficult if not impossible for the to treat with their minimal resources. The new mercenary group having to balance the jobs they were taking, with the risk of sustaining injuries they couldn't heal as well as paying for the food and the weapons they needed just to survive on Vice.

In [YE_40](#) the scarecrows would officially form. They would take their name from the old sets of armor they used to guard their home warehouse. They would stuff the uniforms and leave them up by windows to help ward off attackers. This worked well with their started goals of developing automated defenses... as their partnership with [M.E.C.H.A.](#) would allow them to start gathering the funds they needed to form a real R&D division led by [kamyryn](#). They would also gather enough funds together to move their main base of operations to the planet of [deepnight](#), the new facility's construction being handled by the newly funded R&D group.

Their long term goal is to be free of Vice, and the entangling relationships that they built there... eventually making a name for themselves among the stars.

About the Scarecrows

The Scarecrows are a PMC that is focused on building automated security solutions and providing for those employed by the company.

Logo

This is the decal placed on every armor set crate ship and vehicle of the Scarecrows.



Motto

"Fight like the best or die like the rest"

General Information



[scarecrows mercenary force]	
CEO	[Esscast]
Faction	[uso]
Product Symbol	[SC]

Headquarters

The outer rim outside all jurisdictions of factions.

Facilities

The Scarecrows are expanding, and have marked territory on the planet [deepnight](#) for expansion of their HQ.

Scythe District:: Will'o'Wisp HQ

Scythe District is a large area set aside for the Scarecrow Mercenary Force's headquarters and support facilities on [deepnight](#).

Logistics center

Built into the facility on [deepnight](#), the Scarecrows have a basic logistics center made up of starship hulls that have been converted into underground living space. The open areas double as logistics facilities holding supplies and fabrication machines to support Scarecrow operations.

Scarecrow Shipyards

The Scarecrow's shipyard facilities consist of area marked out on the surface of their planet for ship building, and an orbiting automated refueling center.

Excalibur Tower

Currently in construction, Excalibur tower is the first real structure put together by the Scarecrows. When finished, it is intended to house the majority of Scarecrow operations including their Trilogy Training Facility and Mask Complex, an extensive R&D facility.

Structure

The Scarecrows PMC is broken out into various smaller groups, each responsible for their own area of operations.

Personnel

Total Scarecrow Personnel: ~ 2,580

- **(1,100) Crows:** Primary military Strength of the Scarecrows, many of which are former Veterans of the war that led to the founding of the company
- **(100) Ravens:** The Elite operatives of the Scarecrow Ranks, they double as commanding officers taking over high ranked operations.
- **(150) Corpus Operatives:** The Assassins and blades of the Scarecrows they handle the eliminated of high value targets and test new defense measures.
- **(230) Will'o'Wisp:** Intelligence department of the Crows they handle all operations with USO and their allies that the crows work with it has many members that rival Ravens, though the majority are skilled Crows.
- **(100) Administration Personnel:** Handle all the administration and paper work involved with the Scarecrows operations and dealings.
- **(100) Technicians:** Handle the repairing of Scarecrow buildings, Vehicles and ships.
- **(200) Crew Members:** Crewing the Scarecrows military and support Vessels, they also deal with the vessels daily upkeep.
- **(200) Construction Personnel:** Given the Scarecrows interest in developing defensive means the Construction crew are engineers aimed towards developing structures and bunkers for clients along with installing security systems.
- **(50) Cyber Defense Specialist:** Operating in unity at protecting clients Cyber security systems they are constantly developing new firewalls and systems to protect Scarecrow Clients.
- **(100) Scarecrow R&D Engineers:** The minds behind the Scarecrows technology Edge, they are constantly developing new armors and mechs for the Scarecrows to use.
- **(250) Workers:** Simple manual labor workers that handle construction jobs at the Shipyards or factory work at the R&D facilities.

Branches



Crows

Primary military Strength of the Scarecrows, former Veterans and dolls make up the total strength of the force they very well trained going through almost half a year of brutal training.

Will'o'Wisps

Intelligence department of the Crows they handle all operations with uso and their allies the crows are involved with and have many members that rival Ravens, though the majority are skilled Crows.

Corpus Operatives

The Assassins and blades of the Scarecrows they handle the eliminated of high value targets and test new defense measures. Rival Raven's in combat potential, but are aimed towards more stealthy and less direct combat.

Ravens

The Elite operatives of the Scarecrow Ranks, they double as commanding officers taking over high ranked operations.

Crying Ravens

The Elite bodyguards of the founding members, comprised of heavily custom dolls rarely participate in Client jobs in less founder is directly involved.

Ship Crew Members

Crewing the Scarecrows military and support Vessels, they also deal with the vessels daily upkeep. They have basic military training and few are veterans but are not on the level of Crows.

Construction Crews

Given the Scarecrows interest in developing defensive means the Construction crew are engineers aimed towards developing structures and bunkers for clients along with installing security systems.

Manuel Labor Workers

Simple manual labor workers that handle construction jobs at the Shipyards or factory work at the R&D facilities.

Administration Personnel

Handle all the administration and paper work involved with the Scarecrows operations and dealings. Have basic self defense training but nothing more than that.

Technicians

Handle the repairing of Scarecrow buildings, Vehicles and ships.

Scarecrow R&D Engineers

The minds behind the Scarecrows technology Edge, they are constantly developing new armors and mechs for the Scarecrows to use.

Cyber Defense Specialist

Operating in unity at protecting clients Cyber security systems they are constantly developing new firewalls and systems to protect Scarecrow Clients.

Products



Current Products and Projects

The Scarecrows have numbers products in development with a focus on developing autonomous systems for protection. Their current product line up mostly consists of homebrew armor that has been developed into a sell-able product.

[phase_1_temple_series_armor](#)

Past Products and Projects

Information about past products and projects.

temple power armor

OOC Notes

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

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