

Shasta No Sekai

Shasta's World (シャスタの世界, *Shasta No Sekai* in [Yamataigo](#) (邪馬台語)) is a corporation founded in [YE40](#) based around the salvaging and manufacturing of technology and resources found on the formerly [Freespacers](#) manufacturing outpost of [freehold factory](#)

△Shasta No Sekai is looking for GMs for plot-ships, RP, and adventures! Char will make ship models, mechs, art, equipment, weapons, stuff and things, wiki pages, whatever you need if you are willing to run a Mutant plot-ship, Rp, or thread for the corporation, [Strays](#), [Terror Wolf Project](#), etc! △

□Shasta's World□	
	
Motto:	A Mad Mutants Ambition
Founded:	YE40
Founders:	Shasta Archeletta/Phage Nine Two B 92B-4561-8893
Ceo:	Shasta Archeletta
Faction:	Independent¹⁾
Product Symbol:	Sw
products:	Salvage/Retrofit/Wholesale

About Shasta's World

Shasta's World was formed by Shasta Archeletta and Phage 92B-4561-8893 in Late YE:40 under the

intent of salvaging the ruins, remains, and tech of the destroyed spacer world of Freehold Factory. While initially and marketed as just another salvaging operation the company also has a diverse and extensive operations doctrine that focuses on retrofitting recovered spacer tech and selling it wholesale.

The corporation itself was officiated when Phage 92b, a clone of the infamous [Steelrender Lycosidae Nine Two 92-4561-8893](#) revealed to the future CEO, Shasta Archeletta the whereabouts of one of Lyco's abandoned factories on the planet. Prompting the mad mutant to fund a small-scale expedition to the planet on her behalf, with the exception of the Mutant boss and Phage 92B who remained on board their current home, The bounty hunter operated *Iron Ferret*.

With a small loan taken by Shasta, the expedition was able to touch down planetside and appraise the status of the former [Deathcrawler Auto-Tank](#) assembly plant, a hidden underground factory practically untouched but by the passage of time, still being in salvageable, if not good, condition. By reactivating and slaving a cadre of deactivated [Junkers](#) on site, the expedition was able to repair some of the more damaged parts of the neglected factory and even get it back to operating procedures.

With a factory ready and available the mad mutant and her spacer partner ordered the factory to begin salvaging operations to repay their debt, slowly accumulating monetary gains towards other projects.

Later in YE40 with extra funding the corporation managed to hire on a small security detail named [The Strays](#), two [Mule Ultralight Freighter](#) and a fully weaponized [Terrene Assault Transport](#) to export and protect salvage and on site operations.

Before the end of YE40, operations had shifted from primarily salvage to also including retrofitting spacer tech and equipment and selling it wholesale.

Headquarters

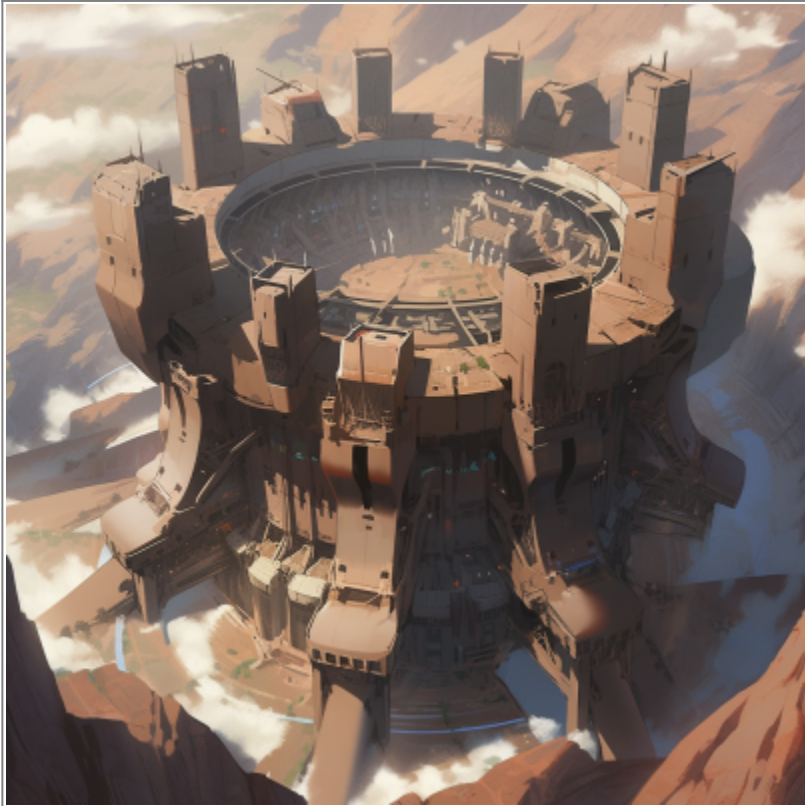
Shasta's World, while based on freehold factory, is run, business-wise from the independent ship the *Iron Ferret* where both Shasta and Phage reside currently as bounty hunters. Otherwise, the day to day operations are run on a whole by Shasta's father Keiji Archeletta on site.

Staff

Position	Name
Chief Executive Officer	Shasta Archeletta
Vice President/Best Friend	
Quartermaster	Phage Nine Two B 92B-4561-8893
Starship Design Worker	Antibody Hollowpoint Five Seven 57 8449-2815
Mecha Design Worker	marlice_atreavu

Facilities

Million-Bell



The main operations facility of the company. A former, somewhat intact deathcrawler production plant hidden below the surface of the planet, before the arrival of the company.

The factory itself encompasses a full square mile or territory on the surface by the efforts of the corporation. A massive habitation dome spans a square mile in any direction and several hundred meters skywards. with the only exterior facilities of the factory being a small set of landing pads for ships and a garage for hauling vehicles often too large to enter the dome. The factory itself is almost completely underground, hidden by Lyco that encompass several reinforced bunkers and facilities that have yet to be fully explored and are mainly used for storage and housing. What few facilities remain in the dome on the surface are warehouses, living spaces, garages, and small assembly and disassembly lines for parts and equipment being exported or imported off planet.

Million-Bell houses the main operations of the corporation and the main assembly lines for weapons, vehicles, armor, Etc.

Amaryllis



A nearby factory 19.2 kilometers north by northwest of Million-Bell. Considerably smaller at just a third of the size of Million-Bell, the *Amaryllis* factory was originally occupied by another salvaging company but was absorbed by *Shasta No Sekai* when it was seized by the *Strays* in a raid. The *Amaryllis* factory produces smaller, more sensitive pieces of technology and weapons that are too hazardous (Ex: radiation/explosive/etc.) to be kept at the main factory. It also houses the main R&D branch of the corporation, a group of kuznyetski and spacers crammed together with little to do but tinker with salvage.

The factory sits under a habitation dome just large enough to encompass the factory.

Ricinus



Ricinus is a factory like its former's, but is the smallest of its two sisters. The factory itself is in minor operation. Used mostly to sort through salvage before sending it to its two sister factories. The importance of this factory is its location 20.9 kilometers north of Million-bell. It sits on a massive, seemingly endless network of tunnels that go for hundreds of kilometers in every direction. These tunnels often connecting to other surface and sub-urban factories and spacer tech vaults. It is the heart of salvage for the corporation and the lifeline of fresh tech to the corporation. Because of this it also houses the majority of the *Strays*. Not only to protect the factory, but also to provide security for tunnel based expeditions that might include run-ins with rouge automata, rival salvage corporations, deathcrawler tanks, and mad junkers, or incomprehensible encounters.

Unlike its two sister factories, *Rincinus* does not sit under a habitation dome, but is instead exposed to the elements. The surface of the factory is hermetically sealed and is compartmentalized to prevent venting of oxygen if damaged or attacked. The entrances to the tunnel network below the surface are sealed by a massive airlock and the outside of the factory is walled off and manned at all times by *Strays* in environment suits or hermetically sealed and protected vehicles.

Structure

Shasta's World hires on and either grossly under or overpays its workers. with the ease of assembly line drones and equipment, very few bodies are needed on the factory floors. So the corporation hires into (with the exception of ship pilots and such miscellaneous roles) three categories.

R&D

The Shasta No Sekai R&D department is a rag-tag group of kuznyetski, spacers, and mutants with a loose connection to the *Mad Mutant*²⁾ through various internet forums. Hired on solely under the credentials of knowing Shasta and having been vouched for as *super smart* by her. The average background of the R&D department is minimal if any schooling and are often self-taught in a field such as gunsmithing, electronics, medicine, biology, robotics, etc. And in some rare cases have a degree or some actual experience between them.

Despite this, when not endangering themselves with dangerous if not fatal pet projects while under the influence of whatever was concocted in a private distillery somewhere in the factory the R&D department will occasionally come together to meet one of a hundred unfulfilled quotas or projects it has on its never-ending backlog.

The R&D department is housed and located within the Shasta No Sekai factory of *Amaryllis*.

Security

See [Strays](#)

Salvage

The Salvage teams of Shasta No Sekai are the lifeblood of the corporation and the means for which the majority of its products are acquired. The largest branch of the company, the salvage teams number in the hundreds if not low thousands³⁾ the salvage teams scour the planetside and inside of its massive

underground networks for valuable scraps of spacer tech to retrofit and re-purpose. Once thought to have been virtually stripped clean, many of the salvage teams find miscellaneous pieces of equipment and tech, outdated or disused by the former inhabitants of the spacer outpost, perfect for the companies needs as important building blocks towards retrofitting what might have been considered garbage to the spacers into something else entirely.

Because of the importance and danger poised of their jobs⁴⁾ the salvage teams are often paired with guards from the Security team, the Strays.

The salvage team is based mostly and operated from the Shasta No Sekai factory of *Ricinus* , where most of the scrap and salvage is sorted after each expedition.

Product Lines

Drones	Description
Wasp Drone	A small but aggressive drone in the visage of a giant wasp as long as some men's arms.

Mechs:

Page	Nomenclature	Product Brand	Description
Pathfinder Class Mech	Sw-Tw-1L	Light	Light class anti-armor mecha
Fire Ant Mech	Sw-Tw-2L	Light	Light, Radioactive napalm spewing mech for war crimes on the go
Shasta No Sekai Lancer Class Mech	Sw-Tw-3L	Light	Light Class anti-armor mech that fires armor-penetrating rocket drills
Dynamiteon Class Mech	Sw-Tw-4L	Light	Ultra-light anti-infantry mech platform
Flyswatter Class Mech	Sw-Tw-5L	Light	Light-class anti-air Mech platform.
SnS Skirmisher Class Mech	SW-M10-1A	Medium	Shielded medium class frontline combat mech.
SnS Highwayman Medium Mech	SW-M11-1A	Medium	Medium class weapons platform mech.
Sun Scorpion Class Mech	Sw-Tw-1m	Medium	Medium class ambush mecha.
All-Terry Class Mecha Tank	Sw-Tw-2m	Medium	High-mobility medium mecha tank
Moon Spider Class Mech	Sw-Tw-4m	Medium	Medium class missile-support mech.
Shasta No Sekai Brawler Class Mech	Sw-Tw-5m	Medium	Psuedo-heavy medium class close-range combat mecha.

Weapons	Description
Finger Pistol	Single use, Concealable laser.

Upcomming	
Electronaut Class Mech	Heavy combat mech
SnS Mean Machine Light Mecha	Light ATV Cavalry
Pitohui Class Support Mech	Light Support Mech
SnS Shield Drone	Shield Drone
Sns Heavy Combat Drone	Large combat drone

Avatar Of Lyco	Medium Combat Engineer mech
Avatar Of Phage	Heavy combat mech
Armor	Description
SnS Power Glove	Corporation Issued/sold utility glove.
Tech	Description
Fairy Ai	Small personal AI assistant with realistic sprite avatar
Misc	Description
Star Paint	Glowing semi-radioactive paint
Energy Cell	Standard energy capacitor/Corporate standard ammunition
Mech Weapons	

Projects

- [Terror Wolf Project](#)
- [Automated Army Project](#)
- Magic Made Manifest

Army For Hire

With the proven success of the platform and the noticeably limited array of heavy weapons platforms carried by many Nepleslian mercenaries and private army groups, Shasta No Sekai offers up its mechs and pilots out to conflict zones⁵⁾ by the orders of the *Mad Mutant*. Each rented mech comes with a pilot, logistical team, and mech who will fill out the terms of the contract to the best of the ability of a likely illiterate and half-trained mech-jockey belonging to the [Strays](#). Extra payment for competent and fully trained pilots is handled *first come first serve* as they are in short supply until natural selection weeds out the incompetents.⁶⁾

These pilots for hire, regardless of skill are called the *Terror Wolves Of Freehold* and operate in small mission customized mechs, often in *packs* of other corporation-fielded mecha sometimes accompanied by small drone foot-soldiers or automated mecha in any variety of missions from:

- Hunting down enemy tanks and armor.
- Destruction of enemy equipment or infrastructure.
- Anti infantry actions.
- Scouting.
- Private Military action and subsidy.
- Arson.
- Deniable Destruction.
- Mechanized guerrilla raids.
- Arson.
- Assassination.
- And Arson.

Likewise, the corporation offers at a company-size force of drone soldiers of the [Automated Army Project](#) for the following actions:

- Security/holding ground.
- Destruction of enemy equipment or infrastructure.
- Anti infantry actions.
- Scouting.
- Private Military action and subsidy.
- Private Security of individuals or territory
- Mechanized guerrilla raids.
- Blue/Black sea marine operations in sea or void.

Legal Status Of Mercenary Work

The Shasta No Sekai corporation, being unlicensed to operate by any of the major factions of the kikyo sector is considered by some governments to be *lawless* or *pirates* by others. The corporation is well aware of this stance held and while some titles may fit the mark on the activities the corporation performs it is otherwise upheld by its own standards as a reputable dealer of Mechanized and Automated warfare that is willing and able to subsidize mercenary and private military work to the best of its ability and the ability of its pilots and their teams.

As such the corporation is, for the sake of fair warning unable to work in the following locations due to their designation by others as pirates or as lawless and by being zones of high risk and bar the use or operation of mercenary work:

- Yamatai Star Empire
- Elysian Celestial Empire
- Independent sectors of Yamatai Space
- Neplesian Red Territories⁷⁾

The corporation is willing and able to take contracts in the above space if ever the laws against mercenary work changes.

Locations the Corporation are willing to accept contracts are:

- Democratic Imperium Of Nepleslia
- Freespacer-controlled space
- Kingdom Of Neshaten Space
- NMX/SMX controlled space⁸⁾
- New Dusk Conclave space
- Independent controlled or contested worlds.
- Kuvexian controlled or contested⁹⁾ space.
- Lawless or Pirate-controlled or contested space.
- Lorath controlled space.

If a location is not listed please inquire with an SNS representative.

Methods of payment the corporation is willing to accept are subject to change on a whim but

will usually accept one if not several of the following as payment upfront:

- KS
- DA
- Abwehran [C](#)
- Gold
- Precious Metals
- Technology
- Spoils Of War
- Starships
- Slaves Gifted individuals of circumstance under a contract of strict employment to the corporation
- Salvage rights in the owned territory of the host faction under contract
- Strategic resources
- Strategic materials
- Strategic Weapons

Assets And Finances

Starships

Name	Type	Purpose
Zonkey	Mule	Import/Export
Zorse	Mule	Import/Export
HMMMS Avatar Of Clang	Hephaestus Class Industrial Vessel	Strays Command Ship
HMMMS Thorium Falcon	Terrene	Strays Assault Ship
HMMMS Klink	Justicar Mecha Carrier	Terror Wolf Project Mecha Transport
HMMMS Pumpkin Party	Karakoram-class Mecha Carrier	Terror Wolf Project Mecha Transport
HMMMS Burninator	Jinkan 2A Escort	Strays Escort Vessel

Finances

Listed here is the corporation's declared finances and purchases¹⁰⁾). This number is estimated as a way to give the company profit based on exported and produced goods. Towards expansion and purchasing without them simply *buying* whatever they want with the imaginary infinite funds some businesses in the setting have just by existing))

Amount	Purpose	Total
+5,000,000,00 DA	Startup Loan	5,000,000,00 DA
-500,000 DA	Expedition funding and charter	4,500,000,00 DA
-3,000,000,00 DA	Factory refurbishment	1,500,000,00 DA
-206,000 DA	x2 Mule / x1 Terrene Purchase	1,294,000 DA
+330,000 DA	Monthly earnings	1,624,000 DA
+3,960,000 DA	One year of earnings	5,584,000 DA
-500,000 DA	Loan Payment	5,084,000 DA

+10,890,000 DA	33 Months Finances	15,974,000 DA
-2,000,000 DA	Loan Payment	13,974,000 DA
+3,960,000 DA	12 Months Finances	17,934,000 DA
+15,000 KS	Mercenary Work On Gashmere	17,964,000 DA
+125,000 DA	Mercenary Work On Svodog	18,119,000 DA
-1,400,000 KS	x1Karakoram, x1Kouken Excourt, x1 Jinkan 2A	15,319,000 DA
-500,000 DA	Loan Payment	14,819,000 DA
-1,500,000 KS	X1 Hephaestus Class Industrial Vessel	12,319,000 DA
+1,500,000 DA / -3,000,000 KS	Purchase and retrofitting of the HMMMS Stupendamonnia	5,800,000 DA
-5,000,000 DA	Financing Operations on Osman	800,000 DA

OOO Information

If you want to make a Shasta Product:

Shasta No Sekai products will often come with Bugs or glitches attached to them under the guise of a lazy “*Features, Not Bugs*” form of advertisement. (Example Bug: You pull the trigger once and the weapon won't stop firing until out of ammo. This is then spun as a Feature: The weapon is *built* to fire continuously because if it's worth shooting once it's worth shooting 29 more times to be sure.)

Shasta products also are named under a scheme of random, almost nonsensical names. and don't have a strict or conventional naming scheme. And are often either named after their function (Ex: a *Finger Pistol* might just be a ring on your finger that shoots a laser). To simply being named after the poor sod who was responsible for its creation (Ex: Maverick was a member of the Strays, One day he got really drunk and fell off a wall and broke his neck. His personal weapon was claimed by the R&D, A really impressive Laser Shotgun. it was named the *Maverick* in his honor.)

Shasta products will often have either a nonsensical reason for being made (Shasta had a thought about something cool, Or someone else did and the R&D folks where ordered to make it.), Are outright made by someone else first (Killed a rival salvage corp guard and took his custom weapon. It was really cool so the R&D guys copied it), Or are made from retrofitted Spacer tech (Strays killed a rouge junker Automata in the tunnels and took one of its forearm weapons as loot. Was then retrofitted by the R&D to be smaller or bigger or different in X way). Or they are just made off a whim from one of the drunk Kuz in the R&D department from their drunken scribbles on a whiteboard...

There is often usually a death toll involved in the creation of the product (Use your imagination. There are 100 strays at the factories on freehold at best at any given time. And Shasta will always hire more to fill the gaps. So if a dozen of them wander into a reactor room and will eventually die of radiation but one of their knives bumps a reactor and kills them all with an electrical discharge... Well, it was worth the cost to give someone the idea to make an electric sword...)

OOO Notes

Page made by [Charmaylarg](#).

Approved: By [Alex Hart](#) on 2/15/2019

OOO	
OOO Manager	Charmaylarg
Last Checked	2023/05/17
Products & Items Database	
Product Categories	mecha, military equipment, miscellaneous, robots, scientific, tools

1)

is considered pirates under Yamatai law by not being affiliated with a major faction

2)

Shasta

3)

The attrition rate for such an occupation is so high census data is impossible to collect

4)

The average salvage team will often encounter rouge automata, deathcrawler tanks, Rival salvage corporations, bandits and scrappers, rogue drones, and untold horrors on the surface and in the tunnels

5)

or anyone who will pay

6)

please note that any death of a pilot or destruction or damage of his/her mech while on contract, regardless of the means of death/destruction even by incompetence is subject to a charge of the mech and pilots worth plus interest varied by the size of the mech, class, armaments, and value. Often this is the full price of the contract and half again as much.

7)

Unless protection from Yamatai is guaranteed. Payment required upfront.

8)

Payment required up-front. Willing to accept NMX Neko as payment

9)

such as captured systems or systems currently under invasion by kuvexian forces

10)

Shasta No Sekai, unless stated otherwise makes an estimated 400,000 DA Monthly (increased from 330,000 in 2023 due to mercenary work

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