

Crash Battalion



To really know the story of the Crash Battalion, you must first understand who they were before the bombs fell...

The Crash Mercenary Company was founded many years before the world ended. They were a private military group that quickly became known not only for their success rate, but their efficiency and professionalism. After many decades of repeated success, the Crash Mercenary Company began to venture into their own private projects. They began to incorporate advanced technologies into their equipment. The Crash Mercenary Group became synonymous with the idea of adapting experimental technology. As their success continued, they began funding their own private military base on an island off the East Coast which they named "The Forge". The Forge was an entirely independent structure built to survive any condition, including isolation from the mainland and nuclear war. The base was large enough to house up to a thousand soldiers and their families with enough resources to last for several hundred years.

With their own site secured and fortified, Crash began to work on other projects they deemed important to the survival of the human race. Although these numerous projects were privately funded, and kept well from the public eye, it was no secret to the people that Crash always had their eye on human enhancement. They sought to enhance their soldiers well beyond the capability of normal men. To fight stronger, faster and harder than any natural human could. Rumours began to circulate that Crash was contracting the assistance of top Biomechanical research facility, Edengrove Labs.

Nothing else is known about the Crash Mercenary Group, because only 10 years after the completion of the Forge, the world ended....

For fifty years, the name Crash was lost to the world. Until, in the year 50 PA, the Crash resurfaced.

The Forge had done its job. The families living inside it were safe and secure through what is now referred to only as "the end of the world". Inside the self sustaining facility, members of the Crash Mercenary Group and their families were able to carry on with their underground lives. This included training and educating new generations for the entire fifty year span. Under the leadership of High Commander Nicholas Harte, the Crash Mercenary group re-emerged from The Forge into a nuclear wasteland.

Commander Harte rebranded the group as the Crash Battalion and pronounced to the world that they had one mission. To contain and secure dangerous technology from the hands of those who would cause disaster again. To the Crash Battalion, that was nearly anyone who was not them.

When the Crash Battalion rolled out of The Forge, they did so like lightning from the sky. They struck hard and fast, and in the case of resistance, left no one alive. Their mission was imperative to the survival of the human race, and their will was iron.

As the years began to pass, a community began to form around The Forge. Because the military installment was the only thing on the island, all the new survivors who were flocking there for protection began to build their settlements just outside the walls. By the year 60 PA, the City of Forge Harbor was born. Forge Harbor was a small city formed on the outskirts of The Forge. Under the protection of the Crash Battalion the city began to flourish and quickly became

one of the most prominent port cities left in the world. Though not as large as Metro City or Waif City, Forge Harbor is considered by most survivors to be one of the safest places left to live.

After many years of strikes and campaigns against the harsh conditions of the nuclear world, Crash Battalion's numbers began to decline. As such, in the year 75 PA Commander Harte officially opened recruitment to the public. While the recruitment was open to any human, not everyone passed the training, or even survived. Every prospective recruit of the Crash Battalion has to undergo training at The Forge. The training lasts for five years and any who pass are considered to be some of the most elite warriors in the world. From there, the recruits are given a choice. Either leave now, with the training to survive on your own, or pledge loyalty to the Crash Battalion for life. Those who walk away are not harmed. However, those who attempt to abandon the Crash Battalion at a later date almost never escape death.

The Crash Recruits are then separated into two divisions. The main body and the Tech Corp. The main body's chain of command is as follows. From highest rank to lowest rank:

High Commander of which there is only one. Currently High Commander Xavius

Commander: There are two Commanders at any given time. Each Commander has direct control over 5 Battalions

Battalion Leader: Each Battalion leader oversees 5 squads of troops

Squad Leader: Each Squad leader oversees a squad of 4 people

Soldier: An inducted member of the Crash Battalion

Recruit: A member of the Crash Battalion that has undergone training at the Forge, but not yet proven themselves in battle.

The Tech Corp is divided into ranks as well. Although they are outside the rank of the main body, all Tech Corp members answer to the Commanders

Battalion Commanding Officer: Answers to Commanders in the main branch

First Sergeant: High Ranking officer in the tech corp

Cadet Prime: Responsible for the oversight of Cadets and Recruits

Cadet: Standard Tech Corp Member

Recruit: New member of the Tech Corp

With the induction of new members, the Crash Battalion became a force to be reckoned with once more. The discovery of old world technology and the boosted numbers from recruitment

allowed the Crash Battalion to gain more ground in the world and travel to more extreme climates. As they began to branch out into the unfamiliar world, they began to discover new and terrifying things living there.

This is the history of Crash Battalion from 75 PA until Current Day (118 PA):

- 75 PA : Recruitment opened to outsiders
- 76 PA: Edengrove emerges from its Labs. An alliance is established with Keepers Carolyn St.Claire and Ulysses Andros
- 80 PA: Crash Scouting party encounters Feral Mutants in the North
- 82 PA: High Commander Harte declares Mutants as an enemy of humanity. Begins campaign to rid the world of Mutants.
- 95 PA: High Commander Harte retires. Commander Xavius takes command.
- 97 PA: High Commander Xavius halts incursion into the north.
- 100 PA: Crash discovers first intelligent robotic life forms.
- 101 PA: Crash Battalion incorporate robot life forms into organization. But they cannot become officers
- 105 PA: Crash Battalion send troops south to assist “The Drink” and Edengrove Labs
- 107 PA: Atom Order is officially recognized by Crash Battalion and given limited leash
- 114 PA: Battalion Leader Arctis Storm quells mutant insurrection in the mountains near Glow Harbor. Securing dangerous radioactive objects

In the year 117 PA the Crash Battalion hear rumours of a place to the far East. A place untouched by the bombs and radiation. A place known as “The Blessing”. Eager to discover what possibilities and technologies this land may hold, High Commander Xavius dispatches Commander Arctis Storm to set up a forward outpost in the Blessing. With the help of Battalion Commanding Officer Dimitri Hall, Commander Storm establishes the “Crash Battalion: Forward Command, Blessings Outfit”.

Now, under the orders of High Commander Xavius, new recruits are sent in waves to the CBFBO in an effort to reinforce the outpost. Their mission is simple: Locate, Recover, Contain and Protect any advance technologies found in the Blessing. So that they do not fall into the wrong hands.