

Custom Model 008 Khan

The Khan is a custom mech [Zeke Rykiel](#) requested be designed and developed by [Galactic Horizon](#), while its beginnings date back to [YE 40](#) the project was put on hold while the company moved and settled in to their new home out east in the midst of a war.

As a thanks for being so patient during the whole process, in [YE 42](#) when the project finally came to fruition, they offered Zeke a greatly reduced commission fee and [Donvan Black](#) handed the access codes over personally. *Besides, they'd make back any potential losses when the [New Dusk Conclave](#) asked approached the company with the intent to acquire multiple frames based on this design in early [YE 43](#).*

About the Armor

The Khan is a high-performance, medium-sized mech made from mostly proprietary parts where those off the open market wouldn't suffice. It makes use of various technologies to maximize its potential as a high-mobility, combat-capable jack of all trades, highly customizable to fulfill whatever role Zeke needs it to.

Statistics & Performance

Information regarding the owner, manufacturer and designer.

- Class: GH-M5-4D
- Designers: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Fielded by: [Zeke Rykiel](#), [New Dusk Conclave](#)

Appearance

The Khan was designed to more or less carry the appearance of an upscaled, [New Dusk Conclave](#)-style suit of power armour, it is extremely humanoid in appearance and very obviously armoured, with anyone being able to tell at a glance that it is build for combat. Its head is largely featureless save for the a red-glowing surface beneath the very helmet-inspired reinforcing plates.



Covered in reds, blacks and greys the thing is very clearly under the ownership of someone with strong ties to the [NDC](#), with the striking reds providing eye-catching highlights against the more muted main colours. Being a mech capable of FTL-travel the mech is equipped with large, weapon capable wings on flexible armatures.

The Khan's cockpit is a mix of comfortably padded leather furniture and utilitarian [Durandium Alloy](#) control panels. The chair is comfortable enough to sleep in if one needs to though there is also a compact bunk and some climate-controlled storage units surrounding it for all your stowage needs, the bed is big enough to fit two people comfortably if they don't mind some intimacy.

Mobility

The Khan's primary mode of transportation are the large [Helix Plasma Engines](#) built into its wings alongside an array of smaller ones located at various points on the mech's hull to assist in precise manoeuvring. Additionally the Khan features fuel-scoops capable of opening up to replenish its Hydrogen reserves on long voyages, provided the user flies close enough to a compatible star, gas-giant or other celestial body.

- Ground Speed (Running): 0.03 km/s

- Ground Speed (Hovering): 0.5 km/s
- Max. Atmospheric Speed: mach 3 ¹⁾
- Max. Sublight: 0.300c ²⁾

Armor Size

| | |
|---------------|------------------------|
| Height | 14 meters |
| Width | 3 meters ³⁾ |
| Length | 5 meters ⁴⁾ |
| Weight | 28 tons |

Damage Capacity Stats

This section is dedicated to explaining the level of protection provided by the Khan.

- **Armour:** Tier 8, Medium Mecha
- **Shields:** Tier 8, Medium Mecha

Getting In and Out

The thick plating that makes up the Khan's chest is sealed via a few layers of electromagnetic locks, it splits horizontally and allows the pilot direct access to the cockpit.

Controlling the Khan

Built into the back of the pilot seat is a small port, this port is used in combination with a [Aurora Synaptic Controller Interface/Geist Advanced Interfacing Implant/G1-N2 "Geist" Advanced Interfacing Implant 2.0](#), or similarly equipped neural interface, to control the Khan's various movements via simple translation of brain-activity into commands for the mechs systems. It does additionally feature a variety of switches, dials, [volumetric projectors](#) and toggles that can be physically manipulated if the user so desires. Voice commands are also accepted and custom inputs can be easily implemented.

Systems

The sub-components of the power armour that are not included in the subsections below it will go here.

Armor

The Khan's imposing composite armour plating is made from a base layer of [Madite-C](#)-coated [Osmanium](#) for its ability to reform to a certain degree after sustaining damage, over this is the core of the armour, a thick layer of [Aegium](#) and finally the surface is a lightweight ceramic with a ylon weave.

The armour also features mounting points designed specifically to host [Low Explosive Webbed Delaminating \(LEWD\) armor](#) cells in key areas.

On top of this, the Khan makes use of a [Paladin Barrier System](#) to supplement its physical armour with a strong shielding array.

Camouflage

Specialized vents, heatsinks and emitters allow the Khan to make use of a [Electronic Camouflage System](#) to provide a decent degree of both optical and sensory camouflage, while it is imperfect it is far from useless. A small cluster of [Honeycomb Fabricators](#) allow the mech to replenish its nanite swarm and fabricate small parts when needed.

Life Support

An array of filters, oxygen tanks and carbon scrubbers based off components from the [ERK system](#) are able to provide the small cabin with sufficient oxygen for 7 days⁵⁾ without external intervention. Mounted to the underside of the pilot's seat is a modified [D.O.M.S auto doc](#) capable of automatically treating any injuries the pilot may have sustained, in addition to this a very capable medical kit is packed into the locker beneath the bunk for self-treatment and treatment of additional personnel should it be needed.

Power Systems

The Khan's power is supplied by a few banks of [plasma cores](#) and capacitors, providing more than adequate electricity to power the mech itself and any power-drawing attachments. The aether cells at the heart of the [Honeycomb Fabricators](#) can be used to supplement this and extend the mech's runtime should its primary power systems be compromised.

Sensors and Communications

An array of [MOASS](#) sensors embedded in the mech's exterior provide a full 360-degree coverage, additionally it features variations of all the standard systems one would expect to find inside a premium, custom mech.

Its sensors include:

- Wide-Band Variable Optical Imaging Array
- Time-Modulated Ultra-Wide Band Radar
- Optical tracking systems in the Khan's "skin."
- Quintessent Wave Differentialometer

The Khan can communicate via:

- Voice, via microphone and loudspeaker
- Conventional Radio
- Subspace Radio (FTL)
- Laser Beam

Weapons

Main weapon, secondary weapon, and all other weaponry go here.

- 1x [Tier 10 Albatross Anti Starship Laser Array](#)⁶⁾
- 2x [Tier 4-6 OI-M1-W3109 Frame Longsword](#)⁷⁾
- 4x [Tier 5-6 OI-O1-1A Kirin Feather](#)⁸⁾

Hardpoints

The Khan makes use of [Multipurpose Articulated Grip Systems](#) located across its chassis to support various weapons and gear the pilot may wish to mount. They are positioned on the Khan's wings, its thighs, hips, shoulders and forearms.

Included Equipment

The following is a list of gear included in the Khan upon delivery.

- 1x Medical Kit
- 1x Repair Kit⁹⁾
- 1x [EM-G19 Survival Kit](#)
- Emergency Rations¹⁰⁾
- 1x [Fire Extinguisher](#) □

Exclusive to Zeke's Original Mech

- [Origin Armored Pilot Suit](#)¹¹⁾
- [Galactic Horizon 7.62x51mm Sport Shot Hunting Rifle](#)¹²⁾
- [Galactic Horizon 7.7mm "Legion" Variable Revolver](#)¹³⁾

OOC Notes

[SirSkully](#) created this article on 2021/01/07 07:57.

- [Approval Thread](#)

1)

1.029km/s

2)

89,937 km/s

3) 4)

,
not including wings

5)

168 hours

6)

mounted inside the Khan's head

7)

one sheathed in each wing, modified with an aftermarket [Skusten](#) blade

8)

two mounted to each thigh, attached via [Multipurpose Articulated Grip System](#)

9)

Includes the tools necessary for complex field repairs.

10)

15 days' worth

11)

black with red accents

12)

comes with 200 rounds of match-grade ammunition, three 15-capacity magazines, extended magazine release, a genuine leather sling, a [Multispectral Marksman Scope](#), a suppressor and the bullpup chassis kit.

13)

converted to fire [S6 6mm Bullets](#), includes a match-grade trigger, 6" barrel and lightweight, fluted cylinder as well as 200 rounds of milspec 6mm ammo

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