


Warden Technician

The Warden Technician, also known as just “The Warden” is an extremely rare series of  [Mecha](#) produced by the [Iron Company](#) for its Sentinels. It was first produced in [15 BYE](#) and the only known example is the one for [Albert Steiner](#).





History and Background

The Warden Technician was first produced in [15 BYE](#) as a construction Mecha with combat options. It was designed to keep their old Sentinel, [Albert Steiner](#), in the action after he was severely injured during conflicts with a pirate syndicate. [Albert Steiner](#) was outfitted with the best cybernetics the [Iron Company](#) could manage, he was placed within the liquid-filled capsule and enclosed within the Warden Technician frame. The design was focused on him being able to retain his duty as a technician. Little did the [Iron Company](#) know, they had designed the mechanized frame that would carry the man who would lead them following the [10 BYE](#) schism. In [YE 42](#), [Albert Steiner](#) would appear in the [Battle Of Glimmergold](#) in his Warden Technician and assist the allied forces of the [Yamatai Star Empire](#)¹⁾. He would also participate in several battles in the Avaen Universe, the home universe of the [Tsenlanese Norians](#) that year through [YE 44](#).

In [YE 44](#), [Albert Steiner](#) in his Warden Technician would lead the re-established [Iron Company](#) back to the [Kikyo Sector](#) in search for new opportunities.

Statistics & Performance

Information on the [Iron Company](#) Warden Technician.

General Statistics for the Warden Technician	
	
Year Introduced	15 BYE
Class/Nomenclature	IC-M1-1A
Alternative Nomenclature	IC-WT
Designers	 Iron Company
Manufacturer	 Iron Company
Fielded By	 Iron Company
Range	Theoretically Unlimited
Maintenance Cycle	As Needed
Lifespan	Unknown
Damage Rating (Version 3)	Tier 7
Production	Extremely Limited
Pricing	100,000 KS ²⁾

Appearance

Each Warden, as pictured in the statistics table, produced for a Sentinel theoretically looks different, but in general, they stick to a relatively consistent design ethos. The mecha takes on the appearance tall humanoid figure, the 'head' of the machine acting as an extremely powerful sensor array, and resembles a barbutte-style helmet. The body is barrel-chested and slightly sloped at approximately twenty degrees and legs and arms are surprisingly human-like, though have large, three-toed feet to help more evenly distribute the mass of the mecha.

Advantages

The Warden's advantage is the use of the [Nephilim Defense System](#) to protect itself from damage on the field. The armor is not particularly fast, but it is nimble and maneuverable on the battlefield.

Disadvantages

The Warden's slow ground speed can be problematic when facing faster opponents. The integration of the Sentinel also means that if the unit is heavily damaged the risk of permanent death is high.

Mobility

The Warden is primarily a ground-based unit, moving on two legs, and is able to perform limited vacuum operations as long as he has a stable platform to stand on. It is also able to perform underwater operations with an attachable Underwater Mobility System.

- Ground Speed (Running): 46kph
- Ground Speed (Swimming): 18 knots(33kph)
- Max. Atmospheric Speed: Not Applicable
- Max. Sublight: See: Not Applicable

Dimensions

The measurements of "The Warden":

Specifications	
Height	610cm (approx. 20ft)
Width	244cm (approx. 8ft)
Length	213cm (approx. 7ft)
Weight	22,680kg (approx. 25 tons)

Getting In and Out

While technically impossible to leave the machine, the "Cockpit" of the unit houses its occupant in what is amounting to a large, armored medical cylinder inside of a liquid medium of protein-rich fluid. It is housed deep within the machine and can be accessed via manual input via qualified technicians on a special touch sensor pad or manually opened by the pilot-this achieved by the "Head" sliding back and the torso opening outwards-this also has the added benefit of allowing easier access to some of the components such as the engine. This is housed in a shell of 10mm thick layered [monoplate](#) and encased in a lattice of [titanium-coated carbon boride](#) to protect against sudden shocks. This can be removed by simply sliding it down and locking it in place beneath the tub.

Controlling the Warden

The Warden is controlled by neurally connected cybernetic implants on the pilot's body and allows them to experience what the machine can “See” and “Hear”, wielding the mecha as an extension of their own body.

Systems

The systems and inner workings of “The Warden”.

Armor and Integrated Armor Systems

The Warden's Armor consists of an Ablative Composite Armor combined with layers of [Monoplate](#) providing a surprisingly durable skin without weighing down the machine over much. This system provides protection against most conventional munitions and energy weapons. It is however somewhat susceptible to more exotic weapons such as molecular disintegrators, antimatter, and [Aether](#) weapons. An [electromagnetic screen](#) also provides some additional protection against such weapons as well, but this is more to mitigate the effects of attacks rather than act as an initial line of defense. The [Nephilim Defense System](#) is integrated beneath the chest piece of the armor.

Camouflage

The Warden Technician deploys a simple electronics countermeasure system using [electromagnetic interference](#) to reduce its own emissions and blend into the natural background of its environment to fool some emission-seeking weapons. Different paint jobs are often applied when there is foreknowledge of the environment it is to be deployed.

Life Support


“The Warden” boasts a sophisticated life-support system that one would not normally see outside of a hospital; an intravenous system provides the necessary nutrition and hydration to keep its pilot alive, while a sealed oxygen mask helps keep them breathing-oxygen is either processed from the outside in the form of several air-scrubbers located towards the rear of the machine which can filter out dust and radioactive particles or by a pair of internal tanks able to hold 5 hours of air. All waste is carried out in the same fashion and incinerated by the reactor via a built-in waste disposal tank that empties automatically after a time. A backup system is located under the tank, able to operate independently of the reactor for up to two hours. The units also contain auto-injectors to dispense a mixture of painkillers, coagulants, antibiotics, and stimulants in the unlikely event of pilot injury.

Power Systems

The Warden Technician utilizes a [Wrath Series Fusion Reactor](#).

Sensors and Communications Systems

The Warden deploys a very powerful set of sensor systems housed within the “head” of the mecha.

- Optic Imaging Array - Giving “vision” through the cybernetic implants in the pilot. Additional backup optic arrays are placed in the mecha's body.
 - Includes infrared, night vision, and various alternative imaging modes.
- Mixed Sensor Array - providing electromagnetic, electrogravitic, and aetheric sensor systems.³⁾
- Simple Omnidirectional  [Radar](#) Systems - this radar system is fairly short ranged-only covering about 3.5km in passive mode and 0.5km in active mode. Both modes are omnidirectional and possess only average performance

The Warden deploys a fairly basic communications suite including.⁴⁾

- A moderately reliable hyperspace communications transmitter. (Range 15 Light Years)
- A moderately reliable radio transmitter. (Range is roughly 500km)
- A secure laser packet transmitter. (Line-of-sight secure communications)

Weapons

The main weapon, secondary weapon, and all other weaponry go here. Additional hardpoints can be modified for other weapon arrangements as more are developed.

- [Helstrom Plasma Cannon](#)- Up to DR Tier 10
- [From Salvage, The Type 30 35mm Star Army Machine Gun](#) - DR Tier 5
- [Battlefist](#)- Up to DR Tier 5.

OOC Notes

[Commissar Farzi](#) created this article on 2020/12/22 17:43. [Andrew](#) assisted with some formating and wording on 2022/11/11.

- The Warden's Art is done on Mid journey Bot by [Andrew](#).
- This was approved by [Wes](#) on 2022/11/25.⁵⁾

Products & Items Database	
Product Categories	mecha
Product Name	Warden Technician
Nomenclature	IC-M1-1A

Products & Items Database	
Manufacturer	Iron Company
Year Released	BYE 01
Price (KS)	100 ,000.00 KS
DR v3 max	Tier 7
Mass (kg)	22,680 kg

1)

<https://stararmy.com/roleplay-forum/threads/open-rp-seizing-the-opportunity-kuvexian-war-final-battle-battle-of-glimmergold.66659/page-4>

2)

Not for Sale

3)

aetheric sensors will added after arrival in the [Kikyo Sector](#)

4)

The Iron Company has not yet developed quantum communications

5)

<https://stararmy.com/roleplay-forum/threads/the-warden-technician-mr-steiner-at-his-best.69578/#post-431907>

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