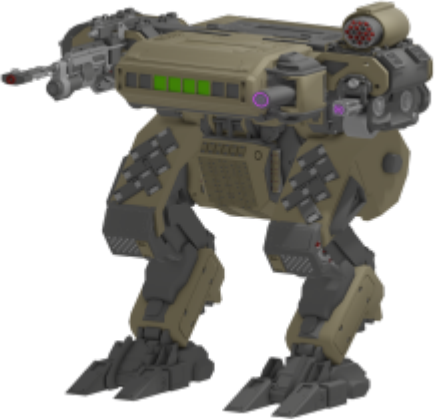




Shasta No Sekai Brawler Class Mech

The Brawler is a compact and agile medium-class mech designed by [Shasta No Sekai](#) in [YE 45](#). Mobile for its class the Brawler is a fearsome and relentless medium-class mech built for fast-paced and intense combat scenarios. Its sleek and compact design, coupled with its exceptional maneuverability, allows it to swiftly navigate the battlefield while presenting a smaller target to adversaries with a focus on close-quarters engagements.

Brawler	
	
Class:	Psuedo-heavy
Role:	Anti mecha, urban skirmisher
Faction:	 
Tier:	Heavy Mecha
Nomenclature:	Sw-Tw-5m
Price:	Not For Sale ¹⁾
Contract Price:	9,000 DA ²⁾ per week ³⁾

About the Brawler

The Brawler stands as a formidable medium-class mech purpose-built for high-intensity combat scenarios. The mech favors relentless aggression to dominate the battlefield. Designed with a smaller profile to enhance its evasive capabilities, the Brawler excels in fast-paced engagements where speed, maneuverability, and heavy armor protection are paramount.

With an unwavering focus on close-quarters combat, the Brawler leverages its compact and streamlined design to swiftly traverse the terrain, using its smaller stature to its advantage. The mech's engineers prioritized its agility, ensuring it can maneuver effortlessly through urban landscapes granting it a distinct advantage in tight and unpredictable environments.

The Brawler's primary objective is to engage enemies in close quarters, utilizing its heavily reinforced armor plating to withstand enemy assaults while delivering devastating weapons fire. Crafted from composite materials, the armor provides exceptional resistance against various forms of attacks, including ballistic projectiles, energy-based weaponry, and explosive ordnance. This superior protection grants the Brawler the endurance needed to remain in the heart of the battle for extended periods, wreaking havoc on its opponents.

History

The Brawler was developed by the Shasta No Sekai Corporation as a response to the demand for a nimble and resilient medium-class mech. Its history traces back to the great drawing board oneupsmanship trials of [YE 44](#) where one of the R&D made the mistake of questioning [marlice_atreavu's](#) design for a sub-heavy mecha capable of withstanding the punishment of a heavier class while retaining the mobility and utility of a lighter frame where the need for a versatile combatant capable of excelling in fast-paced engagements became evident.

Marlice simply responded with "Bet."

Key Features

The Brawler's design emphasizes agility and a reduced profile, granting it unparalleled responsiveness and making it a challenging adversary to strike. Its compact stature enables rapid movements and swift reactions, enabling it to outmaneuver larger foes with ease.

Likewise the Brawler's primary strength lies in its expertise in close-quarters combat. Armed with a larger spread of weapons than other mecha its class it excels at engaging enemies at point-blank range.

Appearance

[sns_brawler_rotate.mp4](#)

The Brawler is short for its class and is smaller in stature than some of the corporations lighter mecha. Broad but not tall the brawler is most recognizable by its asymmetrical *flat-top* design. While smaller than most medium mecha fielded by the corporation the Brawler makes up for this with armor reminiscent of a heavier platform and a purposefully smaller profile and silhouette making any potential damage funneled into the mechs armored belt and the liberal covering of ERA pannels on its body.

Statistical Information

The Brawler is manufactured by Shastas' World corporation and is explicitly manufactured for use by the Terror Wolves of Freehold. Any actual purchase requests should be made via correspondence with the

corporation.

- Organization: [Shasta No Sekai](#)
- Type: Anti mecha, Urban skirmisher
- Class: Pseudo Heavy
- Designer: [Terror Wolf Project](#)
- Manufacturer: [Shasta No Sekai](#)
- Contract Price: 9,000 DA per week.⁴⁾
- Crew: One pilot
- Maximum Capacity: One
- Passenger Capacity: Zero
- Width: 3m (10 foot at its widest point)
- Height: 7.4m (24 feet tall)

Speeds

The Brawler is a ground-based bipedal platform. It can walk, stride, and even jog to a degree and is culpable in most uneven terrains. The frame has several jump-jet style thrusters that allow it to momentarily boost itself over obstacles or terrain.

- Ground speed: 97 km/h.
- Air speed: 22m/s (50 mph)
- Range: 280 km
- Lifespan: One deployment before refit/repair.

Damage Capacity

See [Damage Rating \(Version 3\)](#)

- Body: T-9 Heavy Mecha
- Shields: Zero, no Shields.

Entering and Startup

The Brawler contains a standard [Shastas' World Mech Cockpit](#) with everything it entails from terminals to the in-house [Fairy AI](#) assistant. The rest of the interior of the mech is practically non-existent for its size. Because of this the entry and exit of the mech are fairly simple.

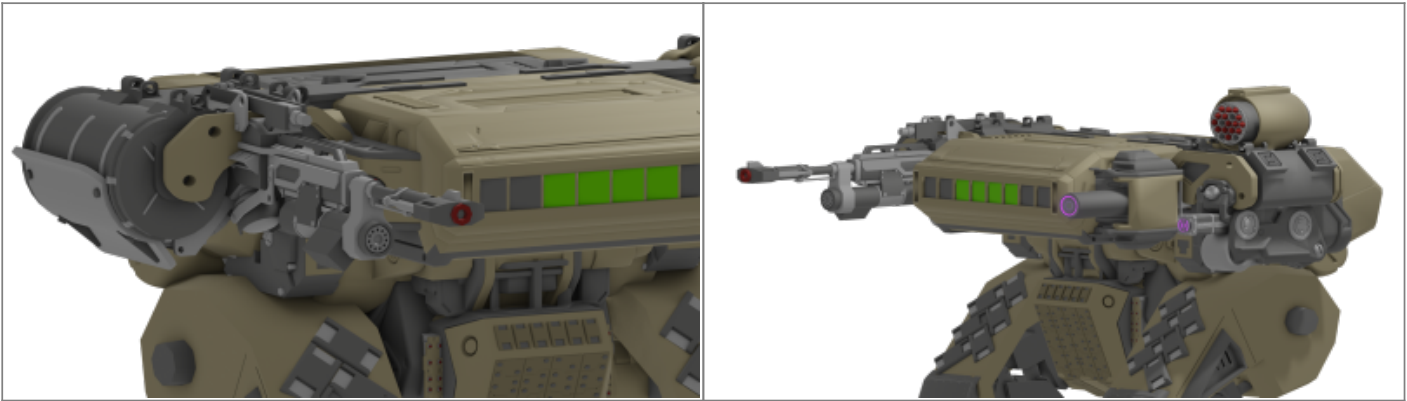
Like a fighter cockpit the armored [Transparent Durandium](#) can be opened from either side of the mech after first scaling the mechs default crouch when inactive through readily available steps and handholds built into the armored legs and fuselage. From there the process simply involves sealing the *usually* airtight seals of the cockpit and securing oneself into the pilots' seat.

Exiting is just as simple with the added option of an ejection system that blows the transparent durrandium away from the fuselage with exploding bolts before ejecting the seat skyward.

The startup process is also easy. Requiring only the company issued [Fairy](#) to be inserted into the electronics of the cockpit much like a simple key-fob where it will then manually startup the mech remotely and begin diagnostic procedures and simulated testing in a matter of nanoseconds before she gives the all-clear or advising of any detected issues. In which case the mechs navigation, controls, and weapons will unlock and be released to the pilot.

Shutting down is just the same with requiring the mech to be in a stationary position where the AI can safely stop all systems and cut power from the battery banks and weapons until the mech is safely inset and will usually not allow the remote unlocking of the fuselage until the AI has been removed to ensure the mech can not be too easily stolen.

Weapons Systems



The Brawler, being a pseudo-heavy mecha carries more than most other medium mecha by design. A rocket pod carrying nineteen [“Devil’s Doorbell” Rocket Propelled Grenade Launcher](#) or equivalent unguided rockets sits on one side of the fuselage while built into the mechs iconic flattop fuselag can open to reveal a [Medium Launcher](#) with five 'Mega' [Macro Missiles](#). The platform also has not only a single Heavy hardpoint but also two medium weapon hardpoints often taken up by a plasma breaker and a guass-hammer, while three light-hardpoints are often taken up by pulse lasers or other secondaries, and a single light hardpoint best used as a secondary or for a defensive component.

Primary:	Sns Guass Hammer
Purpose:	Anti-vehicle, anti-mecha.
Damage Rating (Version 3):	T-7 light anti-mecha
Amount:	One
Location:	Right fuselage
Range:	7,500m +/-

[sns_brawler_wepref_misanim.mp4](#)

Primary:	SnS Plasma Breaker
Purpose:	Toroid Shotgun.
Damage Rating (Version 3):	T-6 Light Anti Mecha
Amount:	One
Location:	Left fuselage
Range:	+/- 100 meters
Secondary:	'Mega' Macro Missiles
Purpose:	Variable
Damage Rating (Version 3):	Variable
Amount:	5
Location:	Top Fuselag
Range:	Variable

Onboard Systems Descriptions

Armor

The fire ant boasts a standard [Durandium Alloy](#) armored frame protects the mechs main armor in its entirety with the exception of the cockpits [Transparent Durandium](#) which is significantly more vulnerable than the rest of the armor and the interior joins semi-exposed under the thigh and shin armor. The exposed joint, however, is still reinforced to significant small arms damage and fire and is complemented by not only these segments of armor but the entire mech being coated in an anti-beam coating to give it limited defense under fire against beam, laser, energy, and even aetheric damage until the coating is worn off by damage in those areas.

The mech is, however, still susceptible to high damage kinetic and explosive-based damage that penetrates its armor and still lacks any form of shielding.

Emp Hardening

The mechs armor is treated with specialized functions to shield the mech and its systems from electromagnetic pulses or weapons that would otherwise shut it down. Such functions include using a faraday lining of conduction to shield electronic systems from damage or shutdown, connecting electronic systems to a ground in the feet of the mech in order to dissipate EMP energy, installing filters on power and data lines to block high-frequency electromagnetic energy, upgrading electrical devices to divert and suppress high-voltage transients surges caused by EMPs, and hardening the energy cell container core to protected against emp pulses.

Reactive Armor

The mech has layers of reactive armor plates across its surface that when detecting incoming large projectiles such as missiles, rockets, plasma gouts, aether pulses, large caliber weapons, etc. detonate

outwards a charge that can be detonated to absorb energy from incoming attacks. The reactive armor also releases a cloud of micro-filament reflective durrandium flakes reminiscent of glitter that while not easily distinguishable at a distance lower the damage of energy weapons by absorbing the energy and diverting it somewhat, breaking laser-based locking systems targetting the mech, and break its profile in IR and FLIR systems to confuse followup attacks by missile or energy lock-on systems.

Ablative Armor

The mech has an outer layer of ablative armor that is designed to wear away under attack, absorbing energy and protecting the underlying structure. It consists of a layer of [Durandium Alloy](#) that is treated to burn away and erode when hit by a projectile at a controlled rate. The ablative armor can protect the underlying structure by dissipating the energy of an incoming projectile over a larger area, reducing the amount of damage that can be inflicted.

Fairy Ai

The mech contains a [Fairy Ai](#) artificial intelligence assistant.

The fire ant contains a Shastas' World born and raised *Fairy AI*. The AI itself is housed deep within the core of the mech and draws negligible power from its batteries. The fairy itself controls many of the sub-systems of the mech while also helping its pilot with:

- minute adjustments to the aim of the weapons
- reading of digital maps
- monitoring of radio signals and communications
- monitoring the position of the mech
- communicating with other fairies in other mechs
- controlling swift drones
- deploying and controlling the mirage system

Jump Jets

A simple, if not effective *jump jet* system is installed on the mech to help it move up or along difficult terrain. While not capable of true flight they are more than enough to lift the mech off the ground for a few seconds at a time and enough for them to clear obstacles or scale terrain. They are also good for clearing around the feet of the mech of hostile infantry or pesky shrubs.

The jets are activated by the pilot but flown directionally by the AI to ensure the mech does not end up landing sideways or on its own cockpit.

Power Bank

Deep within the mech and under the cockpit seat houses a massive battery bank of [Hyper Cells](#) that power the mech without the need of combustion-based fuels. These batteries, linked to alternators to keep them holding their charge through the movement of the mech itself only power the mech and its most basic systems by default but can be drawn from to power weaponry on-demand in an emergency at the risk of cutting operation time from the mech through their usage or by powering related energy-dependent systems.

The mech has a backup rack of hyper cells that come online and can power the mech for its final hour of operation time. But have a secondary use that they can be ejected from the mech above and behind it and detonated to create a kind of dangerous *flashbang* effect around it with a massive and bright explosion that can also severely damage or kill individuals or armor near the mech but risks damage to the mech as well.

Sensors

Basic scanning is capable by the mech with a built in package for discovering distant signatures of vehicles, armor, aircraft, powered armor, starships, aether signatures, etc. at a significant range and detail and can be viewed on any of the mech's cockpit screens.

An inline GPS system is also installed coupled with the radar and ladar and the mechs optics can easily mark enemies and landmarks alike and keep them tracked. But is also capable of expanding even further when paired with the mechs drones to create an incredibly detailed area map.

Likewise for electronic defense, electronic defense system is installed that contains passive Radar Warning Receivers, Laser Warning Receivers, and infrared warning sensors to alert the pilot to incoming threats. Active defenses include two Laser Dazzlers, anti-radar chaff, thermal flares, as well as radar-jamming equipment to complement the sensor suite to allow the fairy or pilot to deploy active countermeasures on demand.

Optics

An optical package is mounted on the side of the hyper lasers and has a range of utilities from infrared heat-sensing cameras and IR detection to night vision aetheric detection filters and sound-wave microphone setting to detect audio from even from extreme distance to the point that even spoken conversation can be somewhat interpreted from several miles away with the Fairy AI assisting in its operation to lip-sync and attempt audio correction as with significant distance the sound deterioration is often too distorted for normal human hearing to comprehend.

All this is topped with impressive high-definition clarity and zoom function allowing any of those features or just simple long-distance zoom to be used and even linked to any of the cockpits consoles for viewing.

Mirage Camouflage System

The mech contains a Shastas' world Mirage camouflage System. This system, much like the [Fairy AI](#)'s nanites that make up its avatar and clothing the *Mirage* is a camouflage system of the very same AI-controlled nanites in six large twenty-gallon tanks. Each tank, when deployed, ejects all of its nanites to create a cloud of optical camouflage around the mech that mimics closely to Yamatais' common volumetric capabilities. When stationary it can mimic things such as scenery, bushes, flora, debris, etc. And even more advanced projections such as fire, plasma, light, and so forth and can project from the inside of the cloud an outside perspective or holes in it to allow optics to see through.

The Mirage system can also be used semi-offensively as a faux-weapon by mimicking things such as fire, projectiles, and even people like infantry or weapons. The system is controlled by the AI and can be used within 100 feet of the mech for other vehicles or actions as well. The short life of the nanites, however, means when they aren't linked together with others to create optical camouflage they will quickly die within less than a minute.

Life Support

When in less than ideal conditions the mech has basic heating and cooling systems as well as recyclable air exceeding twelve hours of reserved oxygen. Fire extinguishing systems are included with a small personal scale fire extinguisher in the cockpit that is sometimes even fully charged.

An emergency escape system is also linked to the cockpit in the form of the cockpits bolts exploding outwards and ejecting the pilots' seat much like a standard aircraft ejection seat. This system also saves the fairy AI which is housed in the pilots' seat but may not save the pilot from hazardous conditions such as a lack of air or extreme heat.

Drones

While not housing any drones in its body, the mech has a built-in uplink allowing the pilot(or more likely the AI) to control nearby drones. This uplink also allows the sharing of information gathered by corporation drones and automated soldiers to be shared with all linked mechs VIA their Fairy-AI.

Maintenance and Repair

Due to the quality of materials and labor shortages on assemblies from high fatalities, the Brawler is often subject to a constant need for repair and maintenance after each engagement and without such is liable to break down from minor system failure to a catastrophic machine and weapons failure. It is recommended to never run the mech past its detailed operations time and never to avoid pre-flightting the mech or performing the necessary preventative maintenance on it to avoid unnecessary loss of life.

OOC Notes

[Charmaylarg](#) created this article on 2023/02/14 09:34.

Approved by wes [here](#)

Products & Items Database	
Product Categories	mecha
Product Name	Brawler Class Mech
Nomenclature	Sw-Tw-5m
Manufacturer	Shasta No Sekai
Year Released	YE 45

1)

Contact an SNK representative to negotiate

2)

4,500KS

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Per-Mech

4)

Per Mech

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