BW-XM1 "Possessor"

The BW-XM1, or "Possessor", is Section 6's first attempt at creating a mech. Following the success of the U-1, S6 wanted a mechanized bipedal weapons platform that could achieve high combat standards. With the sacrifice of increased size, the Possessor has stronger shields and armor than the U-1 allowing for longer survival time in heavier combat scenarios.

About the Possessor

The BW-XM1 is Section 6's answer to a bipedal mechanized armored unit meant for heavier combat situations, with the ability to carry more firepower, in addition to stronger shields and armor. The mech has multiple hard points and removable plates to allow the attachment of exterior equipment, in addition to using handheld weapon systems. The unit also has no physical controls, instead utilizing a specialized neural interface that users must have. When linked in, the user has an assistant AI co-pilot that gives tactical and logistics support, as well as reduced reaction time and increased precision. In addition to this, the Possessor features a AI co-pilot which links with the mind of the pilot to give tactical and logistics support while serving as a companion to the pilot.

Key Features

Below are the key features:

- Neural control interface
- AI co-pilot

- Ability to have the companion AI accompany the pilot in a drone.
- Is equipped with the ECS stealth system.

History

In mid YE39, designs for a mech were drafted. Through YE39 and Section 6's experiences completing various projects, Section 6 used what they learned and what worked from U-1 to refine these designs. The S6-XM1 was finalized late YE39, and is now are ready for testing in YE40.

Appearance

The Possessor is humanoid in appearance with blocky style limbs, with hands that have pointed claw like digits. The top of the lower body is protected by shield shaped armored plates. The torso sits atop a inwardly curved waist and has very convex geometrical chest that ends at a point. Pointed pauldrons cover the shoulders while the main thruster protrudes somewhat from the back which is accompanied by a pair of mechanized wings that have thrusters running throughout them. Finally the head has an almost knight's helmet like appearance with a reversed 45 degree oriented horn atop the head.

Statistical Information

Below is the statistical information for the Possessor:

- Organization: New Dusk Conclave

- Type: Mech
- Class: BW-M1-1A
- Designer: Department Of Engineering
- Manufacturer: Department Of Engineering, Black Wing Enterprises
- Production: Department Of Engineering, Black Wing Enterprises
    - Price: 50,000 KS/100,000 DA/200,000 DS

- Crew: 1
- Maximum Capacity: 1
    - Passenger Capacity: 0

- Width: 7 meters
- Height: 14 meters

Speeds

Below are the Possessor's speeds:

- Ground speed: 50mph at full run
- Air speed: Mach 1
- Space speed: .25c

- Range: 5 months
- Lifespan: indefinitely with maintenance, but 5 years without

Damage Capacity

Below is the damage capacity:

Armor: DRv3 tier 8 Medium Mecha

Shields: DRv3 tier 8 Medium Mecha

Interior

The interior is a cramped enclosed space, with the walls in extreme proximity, allowing no free movement. This only allows enough space for the pilot and a drone docking station, which extend and retract from the mech's chest to allow boarding and disembarking.

However when the pilot has linked in they are presented with a sphere shaped space that an avatar of the AI is also represented in this space in their mind. It is all a mental manifestation when the pilot has established a neural link with the unit, with the walls of the sphere showing the outside world.

Weapons Systems

Below are the available weapons systems:

Hard point locations	Description
Right Hand	The right hand is rated to hold a maximum of a Tier 9 weapon.
Left Hand	The right hand is rated to hold a maximum of a Tier 9 weapon.
Right Shoulder	On top of the pauldron is an attach point for a medium shoulder mountable weapon system.
Left Shoulder	On the top of the pauldron is an attach point for a medium shoulder mountable weapon system.
Right Hip	There is a removable panel on side of the hip that can be removed to uncover a hard point for weapon pod systems.
Left Hip	There is a removable panel on side of the hip that can be removed to uncover a hard point for weapon pod systems.

Onboard Systems Descriptions

Below are the onboard computer systems:

- Computer System: Graphene Computer Core
- Life Support: Liquid Ally
- Power: BW-PC-1A Plasma Core x12
- Engines: Plasma Drive x4
- Stealth: ECS, or Electronic Camouflage System
- AI: EVE

Cargo Capacity

The S6-XM1 has no cargo space save for a storage container attached under the pilot seat for the pilot's gear.

Standard Equipment

Below is the standard equipment

- First aid kit(located in storage container under pilot seat)
- AI drone

Loadout Code

Copy this to your character's page under inventory, and fill in equipment links.

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=== Loadout table ===
^Location^^
^Right Hand ^ Insert Link Here|
^Left Hand ^ Insert Link Here|
^Right Shoulder ^ Insert Link Here|
^Left Shoulder ^ Insert Link Here|
^Right Hip ^ Insert Link Here|
^Left Hip ^ Insert Link Here|
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OOC Information

This mech is only compatible with characters who are equipped with neural implants and similar augments. In addition the AI can be played by the owning player, or by the plot GM as a story tool.

OOC Notes

Jack Pine created this article on 2018/01/25 17:14.

This unit is restricted to characters with neural implants. Future weapon systems are planned.

- Approval Thread