

BW-QM1 "Fire Walker"

The BW-QM1 or Fire Walker is an attempt at creating a fully functional mech, created by [Nyx Pine](#) for use by the [NDC Ground Forces "Duskerian Legion"](#) and the [B.R.R.F.](#) as late as [YE 43](#) it belongs to the [New Dusk Conclave](#).

About the Military Vehicle Name

The Fire Walker is a quadrupedal mobile weapons platform, capable of aiding the [Possessor](#) in a combat zone but also the [B.R.R.F.](#) in their duty to take on much larger infestations that normal human sized beings can handle. In a combat zone, it can carry more fire power due to the weapons attached to it. It has some of the same shields and armor, and the Mech has multiple hard points and removable plates to allow the attachment of exterior equipment.

The unit like the Possessor also has no physical controls, instead uses a specialized neural interface that users must have. When linked in, the user has an assistant AI that gives tactical and logistics support, and reduced reaction time and increased precision. This helps the driver and Gunner, allowing them to work together.

Key Features

- Neural control interface
- AI additional pilot
- extra pilot
- capable of fighting against BRRF enemies, and NDC ones.

History

The Fire Walker's plans were created after Nyx was born in [YE 41](#) and after she had met her family. Before meeting [Ezriel Esherara](#) and during the times between active SABER operations, and after she created plans for her own ship, she started writing random things to occupy her time when going elsewhere for entertainment wouldn't be possible. After seeing the Possessor in action, after going in as the replacement AI, she started making her own plans for a different kind of mech. Something that the military, and the [NDC: Biohazard Rapid Response Force](#) can use.

Appearance

The Fire Walker is quadrupedal in appearance, with slightly more angler limbs, and feet that were rounder at the top, but flatter at the bottom, and with claws shaped extra bits at the very bottom of the limbs. These were the same for all four limbs. The Command pod has an oval shape to it. The 'mouth'

also had weapons coming out of it, which were scaled-up versions of [BW-HPT "Dragon's Breath"](#) One pointed straight ahead and two pointed on either side.

The Command Pod is connected to the body via a 'tunnel' that's armored on the outside. The torso sits atop a curved waist and has a very convex geometrical chest that ends at a point. At the top was an [S6-Linear Rail Accelerated Tri-Barreled Plasma Cannon "Cerberus"](#) followed by a [Torrent MPR](#). The repeater was attached to a piece that can spin, allowing a 360-degree targeting system of the weapon. Much like the Possessor, Pointed pauldrons cover the "hips", hiding additional guns on each of them.



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Statistics and Performance

- Organization: [New Dusk Conclave NDC: Biohazard Rapid Response Force](#)
- Type: Mech
- Class: BW-M1-3A
- Designer: Nyx Pine
- Manufacturer: [Department Of Engineering](#), [Black Wing Enterprises](#)
- Production: [Department Of Engineering](#), [Black Wing Enterprises](#)
- Price: 20,000 KS/40,000 DA/80,000 DS

Passengers

1 Driver 1 Gunner 1 Nagging AI

Dimensions

- Length: 20 meters
- Width: 7 meters
- Height: 14 meters

Speeds

- Ground Maximum speed 60 KPH
- Range: 4 months
- Lifespan: Indefinitely with maintenance, but 5 years without

Damage Capacity

See [Damage Rating \(Version 3\)](#) for a guide to damage ratings to include.

Armor: [DRv3 tier 8 Medium Mecha](#)

Shields: [DRv3 tier 8 Medium Mecha](#)

Interior

Unlike the Possessor, the interior of this command pod is slightly larger, to allow space for two beings and a drone docking station. And with the size, it allows a lot more freedom of movement, but not by much. The back part has a lift that can extend and retract from the mech's chest to allow boarding and disembarking.

Thanks to similar tech to the Possessor, the pilot and gunner can link in, and it presented them with a sphere-shaped space that also represented an avatar of the AI 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

The Quadmech uses unique BRRF related weapons' as well as military weapons, making it modular.

Head

- Mouth: scaled-up version of [BW-HPT "Dragon's Breath"](#) x3 The scaled-up version is a Tier 8 ²⁾

Upper Layer of the Back

- [Cerberus Cannon](#) 1 Primary: Tier 7, Medium Anti-Mecha ³⁾

Four Shoulder Points

[Torrent MPR](#) x4 Tier 8

Onboard Systems Descriptions

Computers and Electronics

The mech uses a Graphene Computer Core, along with [Eve](#) as the currently installed AI.

Life Support Systems

a [External Respiration Kit](#) aids in cleaning the air that the organics' breath out, as well as the water needs of organics.

Engines and power

In order to be active, it uses 4 Plasma Drives and 12 [Power Cores](#).

Shield Systems

When operational, it uses a [Paladin Barrier System](#) to protect itself from harm.

Standard Equipment

there are lockers in the 'Tunnel' that contains fire suppression tools, and repair tools for the mech. There are also [Survival cache](#) in the tunnel.

OOO Notes

[Charaa](#) created this article on 2020/05/18 20:41.

☐ Is it not currently approved.

This article's submission will need to be postponed, due to the NDC's FM's decision to put a hold on all weapon and military related articles.

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Art created by [Charaa](#) using Doga

2)

There isn't a version like that, but I thought having the Dragon breath could be neat.

3)

One barrel is a T7 shot.

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Last update: **2023/12/27 08:16**

