

Custom Model 004 - Painite Combat Mech

The Painite is a 45 meter tall mech that [Akemi's Umbrella](#) commissioned [Galactic Horizon](#) to design in [YE 40](#), smaller company was more than happy to fulfil the needs of their deep-pocketed client.

Stats	
Nomenclature:	gh-m3-4c
Designer:	Galactic Horizon
Manufacturer:	Akemi's Umbrella
Year of Design:	YE 40
Defensive Capabilities	
Nerimium Armour:	Tier 9, Heavy Mecha
Conformal Barrier Shield:	Tier 9, Heavy Mecha
Offensive Capabilities:	
AASLA:	Tier 10, Light Anti-Starship

“...the front line fighter, the aggressor of the pack, the unrelenting bulwark of [Nerimium](#) that roars with the might of twin micro stars...”

-[Anaska DePolanskaya](#), explaining the Painite to a courier, [YE 40](#)

About

The Painite is a nuclear powered fortress of a mech, featuring heavy armour and powerful hydraulics to power it – the machine almost seems like a refurbished relic from times gone by yet it can keep up with the latest Aether-powered, streamlined hardware available.

It was designed to be a stand alone unit that is compatible with most small-fighter/large-mecha weaponry on the market while still being a formidable unit on its own.

History

[Akemi's Umbrella](#) approached [Galactic Horizon](#) in mid-[YE 40](#) with an odd commission, build a 40 meter tall mech and that was it. The small company was given freedom over every other aspect of its design and would be paid as long as a functional design was delivered.

The design took inspiration from a few different walks of life until it all finally came together, a nuclear-powered behemoth with a cyclopean stare.

Appearance



The 45 meter-tall mech has the appearance of a lanky and limber armoured figure with a triangular torso that extends into a narrow waist and hips. The mech's thin shoulders have wings attached to them for increased aerial maneuverability and the lanky biceps extend into bulkier forearms that end in clawed hands midway down the legs. Each leg is ended with a foot that somewhat resembles an extreme pair of heeled boots. The head pokes forward and is triangular from the top to accomodate for the rather large laser array that sits inside it.

Cockpit appearance

The cockpit of this mech sits in the lower part of the chest area rather than in the head.

The Pilot's cradle slides back and pivots until it makes up the bed of the small space, it most closely

resembles a locker at a morgue that was outfitted to be an ultra-compact living space. The user is given three feet of vertical space, three feet of horizontal space and the compartment is seven feet long with cabinets lining the walls.

These cabinets can be outfitted with a variety of things ranging from simple storage solutions to small electronic appliances and even a widescreen tv if that is what is needed. The seat is padded with maroon, synthetic leather over a memory foam core.

Mecha Size

Height	45m
Width	25m
Length	20m

Key Features

Below are the key features:

- Handsfree piloting via an [ASCI](#)
- Fusion Powered
- Heavy Armour Plating over a powerful system of hydraulics
- Compatibility with most small-fighter/large-mecha weapons

Mobility

Powerful [Cirrostratus ion thrusters](#) line the body and limbs of the Painite, allowing it to accelerate faster than the blocky mech would seem able to. A [CDD](#) engine allows it to accelerate to FLT speeds.

Below are the Painite's speeds:

- Ground Speed: 70mph at full run
- Air speed: Mach 2
- Space Speed: .25c
- FTL speeds: 12,250c
- Range: Idefinitely
- Lifespan: indefinitely if maintained every 5 years, 20 years without maintenance

Defensive Capacity

The Painite is built to be a rather tanky mech with thick armour and a heavy-hitting weapon.

Nerimum Armour: [Tier 9, Heavy Mecha](#)

Conformal Barrier Shield: [Tier 9, Heavy Mecha](#)

Getting in and Out

The front of plate that covers the cockpit slides upwards for the pilot to climb in to, either from an elevated platform or by other means.

Controlling the Armour

The pilot straps into the vertical cradle and presses a button to lower the [Helmet](#) down over their head. This helmet translates the pilot's electrical brain activity into instructions for the systems for the mech, it moves through their thoughts and they can 'see' through it's sensors and cameras. In addition the helmet gives minor haptic feedback to the pilot's brain when the mech is hit, although it is just small sensations rather than the full trauma from the impacts.

Systems

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

Armor

The mecha's armour is made up of thick [Nerimum](#) plates that are highly protective and heat resistant, rendering most infantry weapons ineffective against it. On top of this, the mech is lined with conformal barrier shield generators that double the damage it can take without limiting it's offensive output.

Camouflage

The mecha has no built-in camouflaging capabilities, it is built to be seen and heard, it's only stealthy feature is the lack of Aether power that could leave behind a trail.

Life Support

The vertical cradle that the pilot sits in has four mechanised arms that have both a small claw for giving medical treatment as well as nozzle for applying some of the henosynthetic material from the [Emergency Hemosynthetic Material Container](#). It is capable of using defib pads to restart the heart, applying pain killers, wrapping wounds, cauterizing wounds via application of heat and applying hemosynthetic material when it is needed.

In addition, the helmet is wired to apply strong stimulus to the pilot's pleasure centers to offset stress.

The cabin can sustain a pilot for up to a week without a resupply.

Ejecting The Cabin

In the event the pilot requires a hasty exfiltration, they can pull a quick-release with each hand and cause the entire cabin to detach from the rest of the suit and fire out the top of the Painite. The cabin is propelled 1 kilometer out the top of the mech and three heat-resistant parachutes are deployed to slow the descent.

The mech is no longer able to be controlled besides the Self Destruct Sequence that is detailed in the weapons system below.

Power Systems

The Painite is powered by two [Phoenix Fusion Generators](#) that run in tandem, a somewhat more archaic form of power that uses fusion power rather than Aether. In addition, thermoelectric generators collect excess heat from the laser when it is fired and translates that into more power for the mech.

Sensors and Communication

The Painite uses an array of [MOASS Sensors](#) that are scattered around to mech and hidden behind [ARTC](#) panels, there are enough to provide the pilot with a full 360 degree radius for full situational awareness in standard optical, thermal, IR, UV, and low light wavelengths. In addition the pilot's seat has built in sensors that process both the pilot's and the mech's vitals, seismic sensors in the mech's feet provide feedback about any seismic activity while the communications suite includes Satellite (if available), video, suit to suit relay, tight beam(limited to the direction of the beam), and standard radio(10LY range).

Weapons

A [powerful laser array](#) sits in the Painite's head, it draws power from the twin [Phoenix Fusion Generators](#) that run in tandem. In addition the mech's fists are made to hit hard, extending pistons at the optimal time just before the fist hits to increase damage output while the fists have been hardened further. Furthermore, the pilot can output 150,000 volts of electricity into the mech's armour at any point as a deterrent to any freeloaders/boarders.

(OOC, imagine a the mecha equivalent of a professional boxer hitting you with with brass knuckles.)

The [AASLA](#) is a [DRv3](#) Tier 10, light anti-starship weapon.

Self Destruct Sequence

If the need arises, a pilot may overload the twin [Phoenix Fusion Generators](#) to generate a devastating nuclear explosion ([Tier 11 Medium Anti-Starship](#)) with a 200 meter radius and highly lethal doses of radiation that extend beyond that.

The Activation sequence requires the pilot to hold down a red button on the roof of the cockpit and utter the phrase “Sphinx of black quartz, judge my vow”, a five second timer starts - during which the pilot has the option to cancel the order by simply releasing the button.

Hardpoints

Each hardpoint on the Painite has enough power hookups to facilitate what gets mounted to it, they are listed below:

Left Shoulder: A space large enough to fit three light anti-mech weapons, two medium anti-mech weapons or one heavy anti-mech weapon.

Right Shoulder: A space large enough to fit three light anti-mech weapons, two medium anti-mech weapons or one heavy anti-mech weapon.

Left Forearm: A space large enough to fit two light anti-mech weapons or one medium anti-mech weapon.

Right Forearm: A space large enough to fit two light anti-mech weapons or one medium anti-mech weapon.

OOC Notes

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