

# Custom Model 008 Khan

The Khan is a custom mech [Zeke Rykiel](#) requested be designed and developed by [Galactic Horizon](#), while its beginnings date back to [YE 40](#) the project was put on hold while the company moved and settled in to their new home out east in the midst of a war.

As a thanks for being so patient during the whole process, in [YE 42](#) when the project finally came to fruition, they offered Zeke a greatly reduced commission fee and [Donvan Black](#) handed the access codes over personally. *Besides, they'd make back any potential losses when the [New Dusk Conclave](#) asked approached the company with the intent to acquire multiple frames based on this design in early [YE 43](#).*

## About the Armor

The Khan is a high-performance, medium-sized mech made from mostly proprietary parts where those off the open market wouldn't suffice. It makes use of various technologies to maximize its potential as a high-mobility, combat-capable jack of all trades, highly customizable to fulfill whatever role Zeke needs it to.

## Statistics & Performance

Information regarding the owner, manufacturer and designer.

- Class: GH-M5-4D
- Designers: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Fielded by: [Zeke Rykiel](#), [New Dusk Conclave](#)

## Appearance

The Khan was designed to more or less carry the appearance of an upscaled, [New Dusk Conclave](#)-style suit of power armour, it is extremely humanoid in appearance and very obviously armoured, with anyone being able to tell at a glance that it is build for combat. Its head is largely featureless save for the a red-glowing surface beneath the very helmet-inspired reinforcing plates.



Covered in reds, blacks and greys the thing is very clearly under the ownership of someone with strong ties to the [NDC](#), with the striking reds providing eye-catching highlights against the more muted main colours. Being a mech capable of FTL-travel the mech is equipped with large, weapon capable wings on flexible armatures.

The Khan's cockpit is a mix of comfortably padded leather furniture and utilitarian [Durandium Alloy](#) control panels. The chair is comfortable enough to sleep in if one needs to though there is also a compact bunk and some climate-controlled storage units surrounding it for all your stowage needs, the bed is big enough to fit two people comfortably if they don't mind some intimacy.

## Mobility

The Khan's primary mode of transportation are the large [Helix Plasma Engines](#) built into its wings alongside an array of smaller ones located at various points on the mech's hull to assist in precise manoeuvring. Additionally the Khan features fuel-scoops capable of opening up to replenish its Hydrogen reserves on long voyages, provided the user flies close enough to a compatible star, gas-giant or other celestial body.

- Ground Speed (Running): 0.03 km/s

- Ground Speed (Hovering): 0.5 km/s
- Max. Atmospheric Speed: mach 3 <sup>1)</sup>
- Max. Sublight: 0.300c <sup>2)</sup>

Armor Size

Height	14 meters
Width	3 meters <sup>3)</sup>
Length	5 meters <sup>4)</sup>
Weight	28 tons

Damage Capacity Stats

This section is dedicated to explaining the level of protection provided by the Khan.

- [Armour](#): Tier 8, Medium Mecha
- [Shields](#): Tier 8, Medium Mecha

Getting In and Out

The thick plating that makes up the Khan’s chest is sealed via a few layers of electromagnetic locks, it splits horizontally and allows the pilot direct access to the cockpit.

Controlling the Khan

Built into the back of the pilot seat is a small port, this port is used in combination with a [Aurora Synaptic Controller Interface](#)/[Geist Advanced Interfacing Implant](#)/[G1-N2 "Geist" Advanced Interfacing Implant 2.0](#), or similarly equipped neural interface, to control the Khan’s various movements via simple translation of brain-activity into commands for the mechs systems. It does additionally feature a variety of switches, dials, [volumetric projectors](#) and toggles that can be physically manipulated if the user so desires. Voice commands are also accepted and custom inputs can be easily implemented.

Systems

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

Armor

The Khan’s imposing composite armour plating is made from a base layer of [Madite-C](#)-coated [Osmanium](#) for its ability to reform to a certain degree after sustaining damage, over this is the core of the armour, a thick layer of [Aegium](#) and finally the surface is a lightweight ceramic with a ylon weave.

The armour also features mounting points designed specifically to host [Low Explosive Webbed Delaminating \(LEWD\) armor](#) cells in key areas.

On top of this, the Khan makes use of a [Paladin Barrier System](#) to supplement its physical armour with a strong shielding array.

## Camouflage

Specialized vents, heatsinks and emitters allow the Khan to make use of a [Electronic Camouflage System](#) to provide a decent degree of both optical and sensory camouflage, while it is imperfect it is far from useless. A small cluster of [Honeycomb Fabricators](#) allow the mech to replenish its nanite swarm and fabricate small parts when needed.

## Life Support

An array of filters, oxygen tanks and carbon scrubbers based off components from the [ERK system](#) are able to provide the small cabin with sufficient oxygen for 7 days<sup>5)</sup> without external intervention. Mounted to the underside of the pilot's seat is a modified [D.O.M.S auto doc](#) capable of automatically treating any injuries the pilot may have sustained, in addition to this a very capable medical kit is packed into the locker beneath the bunk for self-treatment and treatment of additional personnel should it be needed.

## Power Systems

The Khan's power is supplied by a few banks of [plasma cores](#) and capacitors, providing more than adequate electricity to power the mech itself and any power-drawing attachments. The aether cells at the heart of the [Honeycomb Fabricators](#) can be used to supplement this and extend the mech's runtime should its primary power systems be compromised.

## Sensors and Communications

An array of [MOASS](#) sensors embedded in the mech's exterior provide a full 360-degree coverage, additionally it features variations of all the standard systems one would expect to find inside a premium, custom mech.

Its sensors include:

- Wide-Band Variable Optical Imaging Array
- Time-Modulated Ultra-Wide Band Radar
- Optical tracking systems in the Khan's "skin."
- Quintessent Wave Differentialometer

The Khan can communicate via:

- Voice, via microphone and loudspeaker
- Conventional Radio
- Subspace Radio (FTL)
- Laser Beam

## Weapons

Main weapon, secondary weapon, and all other weaponry go here.

- 1x [Tier 10 Albatross Anti Starship Laser Array](#)<sup>6)</sup>
- 2x [Tier 4-6 OI-M1-W3109 Frame Longsword](#)<sup>7)</sup>
- 4x [Tier 5-6 OI-O1-1A Kirin Feather](#)<sup>8)</sup>

## Hardpoints

The Khan makes use of [Multipurpose Articulated Grip Systems](#) located across its chassis to support various weapons and gear the pilot may wish to mount. They are positioned on the Khan's wings, its thighs, hips, shoulders and forearms.

## Included Equipment

The following is a list of gear included in the Khan upon delivery.

- 1x Medical Kit
- 1x Repair Kit<sup>9)</sup>
- 1x [EM-G19 Survival Kit](#)
- Emergency Rations<sup>10)</sup>
- 1x [Fire Extinguisher](#) □

## Exclusive to Zeke's Original Mech

- [Origin Armored Pilot Suit](#)<sup>11)</sup>
- [Galactic Horizon 7.62x51mm Sport Shot Hunting Rifle](#)<sup>12)</sup>
- [Galactic Horizon 7.7mm "Legion" Variable Revolver](#)<sup>13)</sup>

## OOC Notes

[SirSkully](#) created this article on 2021/01/07 07:57.

- [Approval Thread](#)

1)  
1.029km/s  
2)  
89,937 km/s  
3) 4)  
,  
not including wings  
5)  
168 hours  
6)  
mounted inside the Khan's head  
7)  
one sheathed in each wing, modified with an aftermarket [Skusten](#) blade  
8)  
two mounted to each thigh, attached via [Multipurpose Articulated Grip System](#)  
9)  
Includes the tools necessary for complex field repairs.  
10)  
15 days' worth  
11)  
black with red accents  
12)  
comes with 200 rounds of match-grade ammunition, three 15-capacity magazines, extended magazine release, a genuine leather sling, a [Multispectral Marksman Scope](#), a suppressor and the bullpup chassis kit.  
13)  
converted to fire [S6 6mm Bullets](#), includes a match-grade trigger, 6" barrel and lightweight, fluted cylinder as well as 200 rounds of milspec 6mm ammo

From:  
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:  
[https://wiki.stararmy.com/doku.php?id=corp:galactic\\_horizon:gh-m3-4d\\_khan\\_custom\\_mech](https://wiki.stararmy.com/doku.php?id=corp:galactic_horizon:gh-m3-4d_khan_custom_mech)

Last update: **2023/12/21 00:57**

