

# Wyrm-series Gravbikes

The Wyrm-series Gravbikes are the first in a category of craft created by [Ken-TEC](#) in [YE 40](#) as a unique hybrid between airbikes and grav-powered hovercraft, sold as a civilian-market product to [Galactic Airbike Racing Circuit](#) racers, Nepleslians seeking thrills, and to the small-time businesses in-need of a smaller craft.

## About the Wyrm

Unlike anything yet seen, the Wyrm combines Ken-TEC's proprietary knowledge used to make the [KT-M1-1B "Warlock" Powered Armor](#) primarily with the general airbike engine and thruster designs expected from the craft-type to create something more capable and sturdier than most machines in the airbike market. In particular, the Wyrm's focus was to create a broad, multipurposed general craft that could bolster civilian market choice and simultaneously promote competition within the market to reinvigorate investment into the field.

## Key Features

The following features make the Wyrm stand out from the rest of the competition;

- **Gravity Lifted** - With the powerful gravity generator and manipulator in the front of the craft, the Wyrm is capable of supporting nearly 400 kilograms of weight; nearly double the traditional weight of airbikes.
- **Breakaway Capability** - Thanks to the ability to nullify and reduce gravity and combining the thrust provided by its airbike engines, the Wyrm is capable of indefinitely climbing. This means that, theoretically, it can go from the ground and ascend into space.
- **Dynamic Shielding** - The shields of the Wyrm, while not very strong, are dynamically tuned; this allows them to be adjusted to either endure kinetic blows or attune to environmental hazards. Proper utilization of this is necessary to ensure the Wyrm can survive leaving and re-entering atmospheres or protecting a pilot from a wreck.
- **Cockpit-Type Bike** - Unlike other bike-like craft, the Wyrm provides an open-cockpit design to protect its occupant from being thrown or struck with objects. A wide-focus camera mounted to the front of the bike provides a camera feed to the pilot, allowing them to adjust between thermal, night vision, and traditional views to accommodate for various riding conditions.

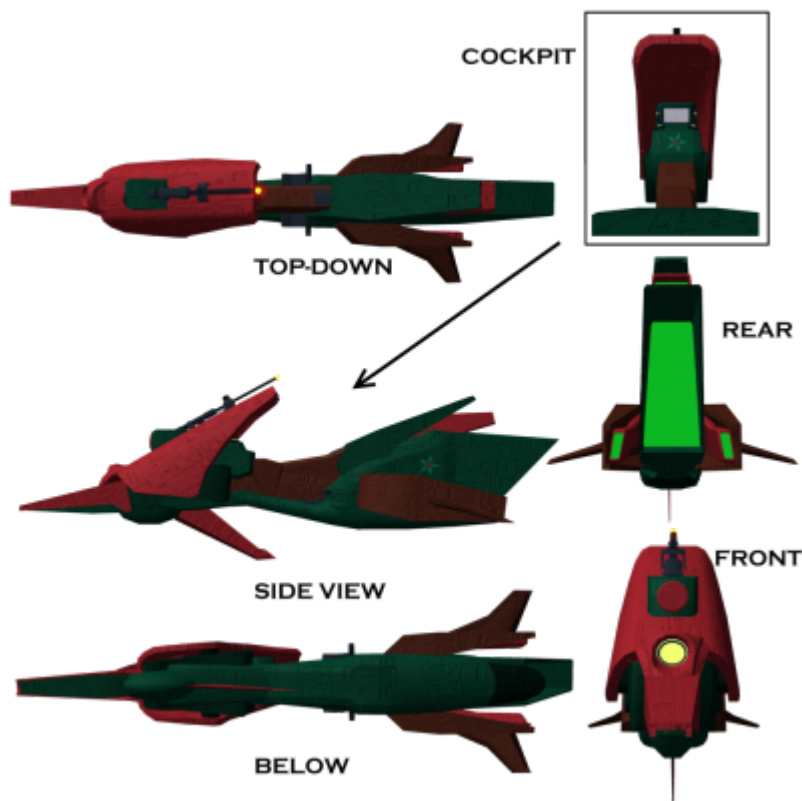
## History

In [YE 40](#), [Ashton](#) saw the creation of the Warlock as a step that would allow the eventual creation of additional technology in various fields. Above all, however, as a Nepleslian he was always confused to see Nepleslians either building their own junker airbikes or having to rely upon Origin or Yamataian-corporation sold craft. Taking time apart from the main development teams of Ken-TEC, Ashton locked

himself in his garage and began to modify a Warlock into his personally-owned [Nova Airbike](#) as a proof of concept. As work continued, he found the bike to be both sufficiently more capable of holding weight and putting more power into its engines, as well as having additional room for support systems. Once the bike was brought to the floor and shown off, Ken-TEC began designing and preparing their own model separately from the original Nova-modified concept.

As progress continued with the Wyrm, Ashton spoke with local [Kennewes](#) and [Galactic Airbike Racing Circuit](#) officials. The introduction of the Wyrm and its centralized production being on the planet brought about the starting construction of the [Kennewessian Raceways](#) to allow the company to not only help sell the product, but to provide additional tourism to the planet and promote the advancement of the Wyrm as a craft. As the construction was finalized and pushed toward the raceways' opening day, the Wyrm went into production.

## Appearance



An angular, arrow-like craft with multiple thrusters, the Wyrm is a large airbike compared to most others. A smoothed and angled seat allows only one operator tucked low and forward along the craft. The craft provides grooves in the machine and uses a non-transparent windshield to allow the pilot a smooth ride and no drag on their body. A single fin extends from the front's bottom of the craft with the rest of its bottom being very smooth. A large light is mounted to the front as well as a protected camera lens. The seat of the Wyrm can be grabbed at its back and pulled forward, allowing one to access its rear engine while the front engine can only be accessed by removing the windshield. The controls of the craft are tucked safely within the windshield along with a viewing port. A small compartment for storing a few tools is just in-front of the controls.

## Color Options

The Wyrm can be custom-ordered in many colors, but is sold at supporting vendors in three color schemes; Ken-TEC Standard, Black and Grey, and [Nova-themed](#).

## Statistical Information

- **Used By:** [Ken-TEC](#), [Nepleslia](#), and Independents.
- **Nomenclature:** KT-Y1-1A
- Type: Multi-Purpose Craft
- Class: Airbike / Gravbike
- Designer: [Ashton Acres](#) of [Ken-TEC](#)
- Manufacturer: [Ken-TEC](#)
- Production: 2,000 Monthly Initially, 10,000 Monthly Projected by [YE 41](#)
- **Price:** 3,200 [KS](#)
  
- **Armor and Size Tier:** *Lightly Armored* / Tier 4 (Light Armor)
- **Shield Type:** *Conformal* / Tier 4 (Light Armor)

## Size Statistics

- Length: 2.3 Meters
- Width: .5 - 1 Meter
- Height: 1.2 Meters
- Maximum Capacity: 1 Driver

## Performance and Speeds

- **Max Speed (Atmospheric):** 1,000 KPH
- **Max Speed (Space):** 1,200 KPH (any faster and the gravity field cannot protect the pilot)
- Range: Indefinite Until Breakdown
- Lifespan: 5-10 Years
- **Maintenance Cycle:** Every 2 months

## Onboard Systems

Although the Wyrm can technically and theoretically go to space, the biggest thing to account for is the lack of a sealed compartment and life support; this means that whilst the Wyrm has systems capable of operating and working in space, the craft itself requires a sealed suit with life support capacity if one wants to fly it into space. This means every system is contained and capable of withstanding space-bound conditions such as a lack of oxygen, a loss of atmospheric pressure, and even the removal of orientation anchor points for the gravity system.

## Control Suite

Twin-stick operation; the Wyrm relies on two joysticks with twist controls for throttle and gravity propulsion strength. The standard configuration uses the right stick for controlling the thruster direction and force, while the left controls the strength and directional influence of the vehicle's gravity propulsion. A standard touch-screen viewing monitor provides the operator a camera feed as well as more precise control to monitor the systems of the Wyrm.

## Computers and Electronics

The Wyrm utilizes a basic AI-supported interface across its display to grant the operator knowledge on the vehicle's heat, energy efficiency, and its current status. Additional sensors and warning systems are in-place to provide relayed feedback to the operator to cover blind-spot warnings and alerts when nearing roll-points. Standard emergency warnings are also in-place to indicate danger points such as engine failure or reactant leaking. All of these warnings can be disabled by operator choice.

## Power and Propulsion

Relying on two fusion engines - one in the front and one in the back - the Wyrm has enough power to propel itself to greater speeds while supporting its shielding. In particular, the front engine provides for the gravity system while the rear engine powers the shields and thrusters.

The Wyrm utilizes two maneuvering thrusters mounted to the sides of the craft, with an altitude thruster above its primary thruster. Ailerons are paired to help steering, but most of its propulsion power syncs whilst going straight.

## Gravity Propulsion System

The Wyrm boasts a custom-modified and enlarged version of the gravity generation and manipulation engine found in the [KT-M1-1B "Warlock" Powered Armor](#); this is commonly known as the ["Mana Orb" Gravity Manipulator](#), adjusted to provide additional strength along the entire bottom of the craft. As previously stated, the primary boon of utilizing the technology found within the Warlock is that it can generate gravity fields and manipulate the gravity influence around it without an anchor point such as a surface. This means that the Wyrm's mobility utilizing its gravity systems is not removed as traditional anti-gravity and other forms of hovercraft might be. It does suffer from reduced power from losing this surface connection, however, which makes it rely almost entirely on its thrusters for propulsion while using its gravity for steering.

## Cargo Capacity

Although not inherently designed to, the long rear fin of the Wyrm allows someone to strap a package

onto the craft. This allows them to carry anything that does not put them above the weight capacity of the craft's 400 kg limit.

## Front Compartment

The front compartment of the Wyrm - positioned between the rider's seat and the controls - can be locked through a simple genetics lock and is the following dimensions:

- Length: .4 Meters
- Width: .3 Meter
- Height: .2 Meters

## OOC Notes

[Legix](#) created this article on 2018/08/02 15:32.

Approved by [Kyle](#) on 8/18/2018. [Approval Thread](#)

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Last update: **2024/02/22 04:52**

