

Super Spartan Upgrade Package

The Super Spartan Upgrade Package is [Osman Heavy Industries'](#) upgrade package for the [Spartan General Combat Mecha](#), developed in [YE 41](#) to augment the thrust and firepower of the platform.

About the Super Spartan

The Super Spartan is an upgraded version of the [M3-1a](#), which increases its predecessor's speed and firepower by implementing new [thruster](#) types, as well as box [missile](#) launchers. These upgrades improve the Spartan's tactical flexibility, allowing it to keep up better with other mecha, and making it a more formidable threat. However, it utilizes all available weapons hardpoints to mount these additional weapons, requiring that end users remove them if they wish to mount new ones.

Key Features

The Super Spartan improves upon the already reliable M3-1a platform, resulting in a combat unit that is well rounded, effective in all environments thanks to its improved thrust package and that has enough firepower to give it an edge over the competition.

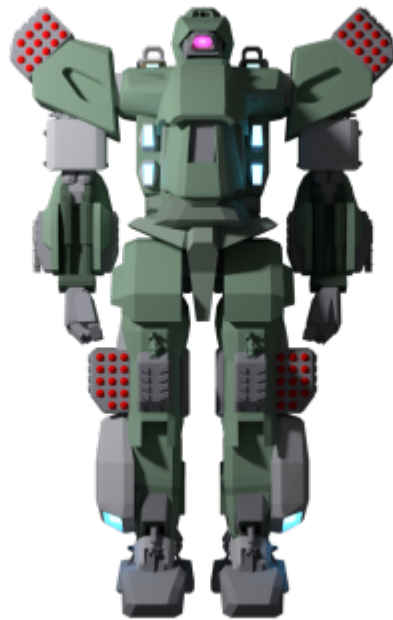
- Reliable tried and tested base unit
- Additional missile weaponry
- Upgraded thrust package

History

The Super Spartan was developed in [YE 41](#), after extensive analysis by Osman Heavy Industries showed that the original Spartan was not performing well against mecha with more well rounded armaments and better thrust. New technologies were just exiting the development pipeline, and the Super Spartan, as it came to be known, was to be the rollout machine for them.

Appearance

The Super Spartan is very similar in appearance to the original Spartan, though it is much bulkier, and has many more thrusters, and a very prominent change is the addition of missile pods on the legs and shoulders, as well as extra thrust units on the legs and on the back.



Statistical Information

General information about the Super Spartan Upgrade Package, including the designer, manufacturer, some basic information, and a nomenclature tag.

- Organization: [Osman Heavy Industries](#), Buyers
- Type: General Combat Mecha
- Class: OH-M3-2a
- Designer: [Osman Heavy Industries](#)
- Manufacturer: [Osman Heavy Industries](#)

- Production: Mass
- **Price:** 42,000 [KS](#)
- Crew: 1
- Maximum Capacity: 1
- Width: 5.3 meters¹⁾
- **Length (or depth):** 3.1 meters
- Height: 8.4 meters
- Mass: 28 tons

Speeds

General information about the maximum speed attainable by the Spartan a variety of different environments. It should be noted that while the Super Spartan is slightly slower than some of its competitors, it is *far* more maneuverable

- **Maximum ground Speed (Running):** 80 KPH
- **Maximum ground Speed (Skimming):** 450 KPH
- **Maximum air Speed:** Mach 1.9²⁾
- **Maximum space Speed:** 0.33c³⁾

FTL

The Super Spartan is not capable of [FTL travel](#) without aftermarket equipment.

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Body: [Tier 8](#), Medium Mecha⁴⁾
- Shields: [Tier 8](#), Medium Mecha

Interior

The cockpit of the Super Spartan is Identical to the Cockpit of the Spartan

There are viewscreens on the left and right of the cockpit's interior, a top forward monitor (that has a smaller rear viewscreen below it) - positioned above the main hatch, and the main monitor, which folds down after the main hatch closes and then folds out to cover the inside of the main hatch.

Pedals are in the same position where a footrest would be; lastly, a joystick and an instrument panel sit on each armrest

Getting In and Out

The Super Spartan uses the same embarkment methods as the Spartan, and can be boarded by one of four methods:

1. Climbing from a gantry onto the lower hatch and then into the cockpit.
2. Riding up a mechanically-retracting line with a stirrup on the end of it, which allows the pilot to enter and exit the Spartan without the use of a gantry.
3. Jumping up from the ground into the cockpit with assistance from the Spartan's AI.
4. Being picked up by the Super Spartan's AI and having it place the pilot into the cockpit.

Weapons Systems

The Super Spartan has two different built-in weapons systems.

- 2x [Hardsell Coildcannons](#)⁵⁾ [Tier 5](#) (Medium Anti-Armor) with extended ammunition block stores.⁶⁾
- 2x Retractable Turreted [Macro Laser](#)⁷⁾ [Tier 3](#) (Heavy Anti-Personnel)

Optional Weapons

The standard main weapon of the Super Spartan remains the [OH-M3-W4000 50mm Rotary Assault Rifle](#).

Hardpoints

Like its predecessor, the Super Spartan has a number of hardpoints. However, it utilizes all of them in mounting its increased armament. To access these hardpoints, the pre-mounted weapons must be removed and only then can the hardpoints be utilized. As with its predecessor, mounting hardware is available for mounting non-OHI weaponry.

- 2x [Hardsell Coildcannons](#)⁸⁾, with extended ammunition block stores.⁹⁾ [Tier 5](#) (Medium Anti-Armor)
- 4x [Box missile launchers](#)¹⁰⁾, 14 missiles each. [Tier 8](#) (Medium Anti-Mecha)

Onboard Systems Descriptions

The following sections contain information about the various subsystems found onboard the Spartan General Combat Mecha.

Power Systems

The Super Spartan is powered by a single [Class 1 Hyperspace Fuel Tap](#) that feeds three miniature  cold

[fusion reactors](#). The reason for three miniature cold fusion reactors is to allow for redundancy in the Spartan's power generation systems; as a last resort, the Hyperspace Fuel Tap can be used to power the entire craft.

These fusion reactors can be fueled for up to 16 hours of standard idle operation by internal fuel reserves before the fuel tap will have to be used to refill the fuel tanks. During combat, this time is cut to 12 hours.

Because the reactors are cold fusion-style reactors, there is a heating system in place to heat up waste plasma as it travels to the propulsion systems to temperatures that improve the efficiency in said systems.

Shields

The Super Spartan uses conformal [electromagnetic](#) and [gravitic shielding](#).

Propulsion

The Super Spartan's Propulsion systems are composed of many class 3 [Vortex Plasma Thrusters](#), fed by plasma from the powerplant. To increase its performance at speed, it uses shield shaping techniques, gleaned from its competitor, to make itself more aerodynamic.

Maneuvering Thrusters

In addition to the main thrust units, the Super Spartan features numerous multi-nozzle style maneuvering thruster ports, much like its predecessor.

Sensors

The Super Spartan is equipped with the same optical sensor its head, back-up [Multifunction Optical/Audio Sensory Suites](#) (located on the torso, shoulders, and legs), and sensor array as the original design.

Computers


As is the case with sensors, the Super Spartan uses identical computer components to its predecessor. Three [Ge-T8-E3103 Computer Arrays](#) and a [Celestial OS Computer](#) provide computational power, and there is a linked electronic countermeasure system.

Internal Skeleton

The Spartan uses the same [internal skeleton design](#) as all other OHI mecha.

Standard Equipment

The equipment that comes with the Super Spartan is identical to the equipment that comes with the normal Spartan.

- 1x Medical Kit
- 1x Repair Kit¹¹⁾
- 1x [EM-G19 Survival Kit](#)
- Emergency Rations¹²⁾
- 1x [Fire Extinguisher](#) 

There is also a small equipment rack for the storage of a pilot's primary and secondary weapon in the event that disembarkment is necessary.

OOC Notes

[Alex Hart](#) created this article on 2019/11/10 00:57.

Approved [here](#) By charmaylarg

Products & Items Database	
Product Categories	mecha
Product Name	Super Spartan Upgrade Package
Nomenclature	OH-M3-2a
Manufacturer	Osman Heavy Industries
Year Released	YE 41
Price (KS)	42 ,000.00 KS
Mass (kg)	28,000 kg

1)

At shoulder.

2) 3)

It takes some time to accelerate to maximum speed

4)

light armor.

5)

Mounted in the head

6) 9)

15,000 rounds worth per weapon

7)

Mounted on the Spartan's upper torso.

8)

1 mounted on each arm

¹⁰⁾

1 on each shoulder, 1 on each thigh

¹¹⁾

Includes the tools necessary for complex field repairs.

¹²⁾

15 days' worth

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