

OI-M1-3A Antiarmor Support Frame "Garuda"

Designed by [Origin Industries](#) in [YE 32](#), the Garuda is a high-performance powered frame, optimized for high speed strike operations using its twin Anti-Starship cannons. The Garuda is the first Origin Frame to be flight capable, and has a maximum flight speed of 230 KM/h.

About the Garuda

The Garuda is a lightweight, high speed, high-performance flight-capable powered frame developed by [Origin Industries](#) in [YE 32](#).

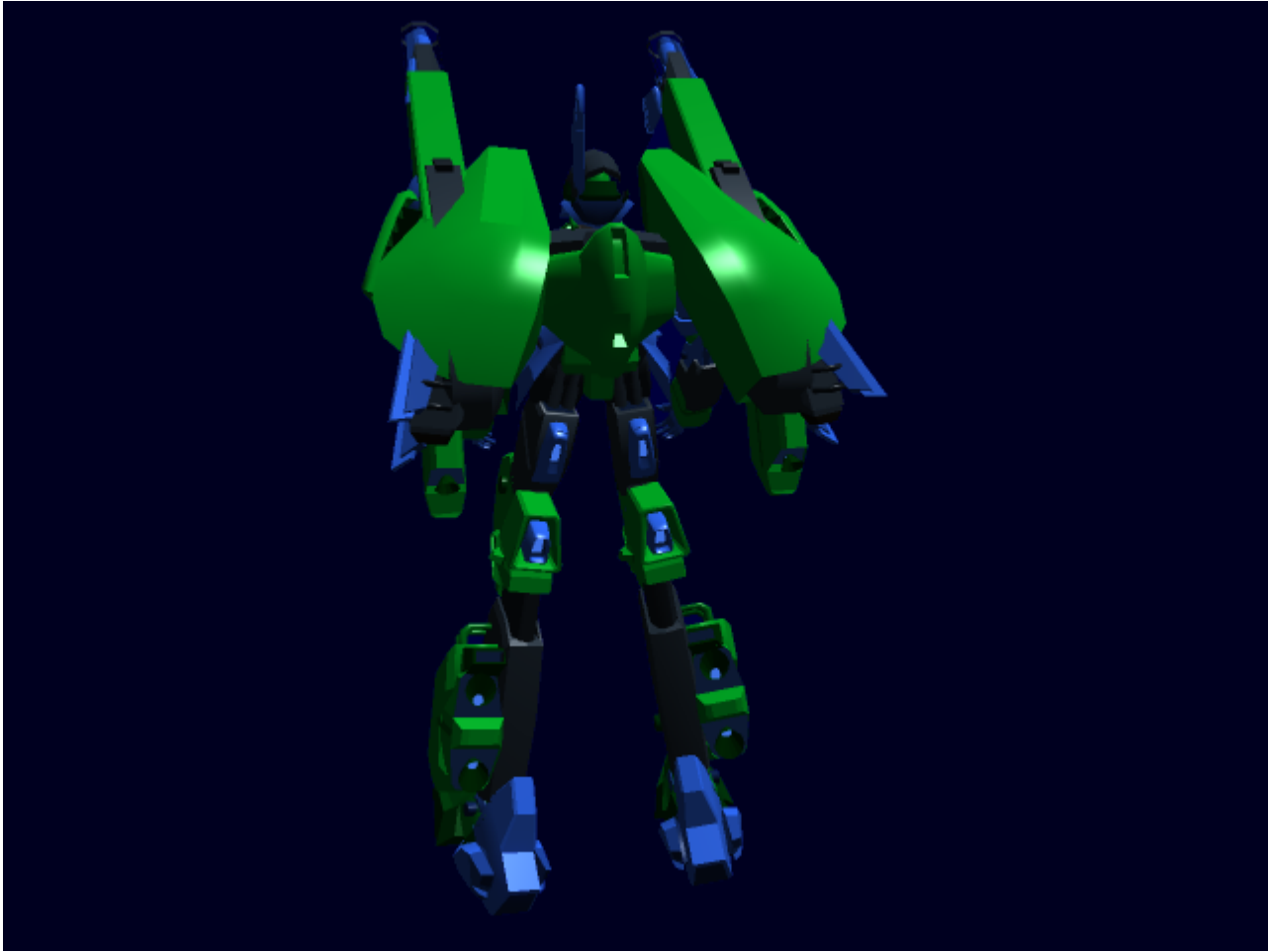
The Frame's main weapons are the two [HLPC's](#) located on its shoulders, made for long ranged support. The secondary armament merely consists of a handheld rifle which combines an [OI-M1-W3107 Hyper Rifle](#) and an [OI-M1-3108 Ionic Pulse Weapon](#), and numerous missile launchers. Additionally, two [Gamma Ray Vulcans](#) have been attached to the Garuda's head to serve as close in anti-missile systems.

The Garuda's main propulsion systems are the two [Inline Aether to Plasma Drives](#) the frame features. With numerous thrusters, heavy weapons and lightweight construction, the Garuda is made a high performance rapid assault and support mecha. Though originally intended to be transformable, the feature was dropped due to cost and feasibility; some remnants of this transformation system can still be seen, but with no effects.

Statistical Information

Government: Various Buyers, [Origin Industries](#) Organization: [Origin Industries](#) Type: Aerial Support
Powered Frame Class: OI-M1-3A Variable Support Frame Garuda Designer: Origin Armor Works
Manufacturer: [Origin Industries](#) Production: 20 produced initially **Cost:** 30,000 KS Crew: The Garuda has a crew of one Maximum Capacity: The Life support systems are sufficient to keep two humanoid lifeforms inside the cockpit . **Appearance:**





Width:

4.5 Meters Height: 9.3 Meters **Mass:** 18.3 Tons

Speeds

Ground speed(Running): 55 KM/h **Ground Speed(Hover):** 120 KM/h **Air speed:** 230 KM/h **Zero Atmosphere:** .175c

Range: Interplanetary **Lifespan:** 10 Years

Damage Capacity

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

Hull: 17 (Mecha Scale) Shields: 16 (Threshold 2)

Interior Descriptions

Cockpit

The Garuda's uses the [Origin Standard Mecha Cockpit](#)


Weapons Systems

(1): Hyper Pulse Rifle

Location: Handheld

Hyper Rifle


[OI-M1-W3107 Hyper Rifle](#)

Purpose: Super-Long Range Anti-Mecha Rifle Range: 3 kilometers in atmosphere. Theoretically Infinite in space. **Damage:** Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha ( **Fix Me!**): Staff needs to determine which) **Rate of Fire** :Semi-Auto and Fully Automatic 100 rounds per minute Muzzle Velocity: .75c Payload 50 round magazine

Ionic Pulse Weapon

[OI-M1-3108 Ionic Pulse Weapon](#)

Primary Purpose: Anti-Mecha **Secondary Purpose:** Anti-fighter **Damage:** Tier 5 or Tier 6, Medium

Anti-Armor or Heavy Anti-Armor ( **Fix Me!**): Staff needs to determine which), heavy damage to electronics. Range: 300 meters in atmosphere, 3000 KM in Space Rate of Fire: Three pulses every five seconds. Payload Effectively unlimited, so long as the Frame provides power. **Price:** 3,000 KS/unit

Dual Pulse Cannons

Heavy Pulse Laser Cannons (2)

[OI-M1-W3204 Heavy Pulse Laser Cannon](#)

Primary Purpose: Anti-Starship **Secondary Purpose:** Anti-mecha/Anti-fighter **Location:** Left and Right shoulder pods. The Shoulder Pods are capable of 240 degrees of vertical movement, and 120 degrees of horizontal movement. **Damage:** Tier 9, Heavy Anti-Mecha. Range: 500 KM in space, 4 KM in Atmosphere Rate of Fire: six pulses per second Payload Effectively unlimited, so long as the ship provides power.

Secondary Weaponry

(2) Gamma Ray Vulcan

[corp:origin:gamma_ray_vulcan]]

Purpose: Anti-Personnel, Anti-Drone **Location:** Left and right sides of the head **Damage:** Tier 3, Heavy Anti-Personnel Range: 600 meters in Atmosphere, 200,000 KM in space Rate of Fire: 500 rpm Muzzle Velocity: 1c Muzzle Flash: Green Flash of light

(2) Mini-Missile Pods


[Origin Mini-missile Pod](#)

Purpose: Various **Location:** Left and Right Shoulder Pods **Damage:** Dependent on Munitions Range: 50 Km Atmosphere, 250,000 kilometers in space. Rate of Fire: computer-controlled, up to 100 RPS **Speed:** .5c Payload 100 rounds.

(1) Chain Straight

[OI-M1-W3205 Chain Straight](#)

Purpose: Anti-Mecha **Structural Points (Mecha):** 8 SP **Location:** Sheath is attached to the Garuda's hips, sword is hand carried in use. **Damage(Slashing):** Tier 8 or Tier 9, Medium Anti-Mecha or Heavy

Anti-Mecha ( **Fix Me!**): Staff needs to determine which) **Damage(Piercing):** Tier 3, Heavy Anti-Personnel Length: 7.3 meters Payload 5 Chains **Chain-Lifetime:** The Chain can last for the equivalent of 25 slashes, or a minute and a half of direct contact with a surface.

(2): Missile Bays

The Garuda has two twenty round missile bays, located in the left and right shoulder pods of the of the frame. This is a full list of possible [Missiles and Rockets](#) that can be used.

Systems Descriptions

Hull and Hull Integrated Systems

Hull and Chassis

Endurium reinforced Durandium Alloy Outer Armor The Garuda has a thin outer armor comprised of Durandium and Endurium, produced specifically to be lightweight, yet strong and flexible. **Armor Type:** Medium **Structural Points:** SP 7

ADNR (Aggregated Diamond Nanorods) Internal Skeleton While essentially the same build as the Asura's, the Garuda's internal skeleton is made out of lighter Aggregated Diamond Nanorods, greatly reducing the weight of the frame at the cost of its sturdiness, The Garuda's internal skeleton is reinforced to handle the recoil of the two pulse lasers. **Armor Type:** Light **Structural Points:** SP 10

Life Support

The Garuda has a standard life support system, with a pressurized cockpit, oxygen scrubbers, and a temperature-humidity regulation system. The Garuda also has an inertia control system to keep the g-forces on its crew to a minimum.

Shields

The Garuda uses layered electromagnetic and gravitic shielding. Each shield is generated from two tandem generator pairs within the frame. The two shield systems work in concert, allowing the frame to survive large amounts of damage.

Electromagnetic & Gravitic Shielding

Both shield generators are located in the central torso of the frame, and manifest energy shielding in a skintight bubble around the mecha.

Locations: Lower Torso and Shoulders **Shield Points:** SP 16(2)MDR **Runtime** Operative as long as power is available

Power

Main Power and Propulsion

The Garuda uses two high output versions of the [Origin Industries Inline Aether to Plasma Drives](#), which provide power and propulsion to the frame. The two IAPDs allow the Garuda to reach atmospheric speeds of Mach 230 Kilometers an hour.

Omni-Directional Vectored Thrusting

Ports are located on every surface of the frame. Connected to the IAPD, they allow the frame to travel up to .20c in any direction without changing the frame's heading; they are capable of halting the frame's forward movement and propelling it backwards, but are mainly used for maneuvering. These same thruster ports are capable of changing the frame's direction in the same time span, as well as spinning, rolling, and otherwise controlling the frame. Generally, however, the thrusters do not use the amount of power required for such maneuvers.

Plasma Conduit System

In order to transfer the plasma from the IAPD to weapons and auxiliary thrusters, the Garuda uses a series of Plasma Conduits which transfer plasma to the smaller auxiliary thrusters which line the back of the frame's legs. Plasma conduits also lead to plugs in the frame's hands, which connect to handheld weapons to supply them with plasma.

Secondary Power Sources

As a backup, the Garuda has five stirling radioisotope generators (SRG), which in normal use supply power to the frame's electronics.

Electronics

The Garuda uses the [Pawn](#) to assist the pilot, easing their workload and making them that much more effective in combat.

Computing

The heart of the Pawn suite is an extremely advanced quantum computer, capable of performing nearly endless amounts of data-churning and possessing untold memory. Quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits. Unlike its larger brethren, the Pawn suite does not have a very large memory for data storage, and must be more or less purged once a year to remain effective. The Garuda's computer is located in an armored box, just below the cockpit

Sensors

The pawn suite has sensors which, in passive mode, can detect things up to 1,000 miles away, and in active mode can detect and provide information (Heading, velocity, size, ship type, energy signatures) on objects up to 550 miles away. All of the Garuda's sensors are located inside the frame's head; secondary

optics are on both sides of the head, in the chest and back shoulders. The Garuda has a variety of sensors including:

- Electromagnetic sensors
- Electrogravitic sensors (scalar)
- Radar(From the ECM Suite)
- Unified field mass/energy sensors (Field of force sensors (I.e., Gravity, Radioactivity, and Energy))
- Neutrino sensors (nuclear reaction sensors)
- Aether detectors
- Visual sensors
- Mass Detectors

Targeting control

The Pawn Suite has a targeting control system that can give detailed information (Heading, velocity, size, ship type, energy signatures) on ten targets, as well as position and orientation (IFF) on up to 25 more targets.

Communications

Laser

For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed.

Radio

Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed.

Control Systems

The Garuda uses the [Silhouette/Mirror Neural Operating Construct](#) neural control system, which is combined with the mind-machine interface from the original [Ashigaru](#) to give the frame a highly responsive control system.

Active Mass Balance Auto Control (AMBAC)

Active Mass Balance Auto-Control (AMBAC) is a program in the Garuda's Pawn AI suite that allows for thrusterless maneuvering in the zero-G environment of space by means of precise control of limbs.

AMBAC works by leveraging the Third Law of Motion (when there's an action there is an equal and opposite reaction) to effect changes in direction. AMBAC is by its nature limited to re-orienting the Frame about its center of mass, and is not a substitute for propulsion.

Automatic Stability Management

Another design feature on the Garuda, the ASM is four gyroscopes, one in each shoulder, and one in each of the Frame's thighs. The gyroscopes serve to keep the Frame steady during aiming and maneuvering. A unique feature, the ASM helps to improve the frame's stability while it's on the move.

Electronic Warfare

The Garuda uses a [Compact Electronic Countermeasure Suite](#) for handling electronic warfare, such as ECM, ECCM, and SIGNIT operations.

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