

# Shasta no Sekai Mech Building

This is a list of mecha-based stuff used in wiki articles for SnS mechs and mecha for ease of referencing and using in articles of mechs and mecha fielded by the [Strays](#) of the [Terror Wolf Project](#). They are either produced by the corporation itself or aftermarket from other corporations.

## Cockpit

[Shastas' World Mech Cockpit](#)

## Armor

The mech boasts a standard [Durandium Alloy](#) armored frame protects the mechs main armor in its entirety with the exception of the cockpits [Transparent Durandium](#) which is significantly more vulnerable than the rest of the armor and the interior joins semi-exposed under the thigh and shin armor. The exposed joint, however, is still reinforced to significant small arms damage and fire and is complemented by not only these segments of armor but the entire mech being coated in an anti-beam coating to give it limited defense under fire against beam, laser, energy, and even aetheric damage until the coating is worn off by damage in those areas.

The mech is, however, still susceptible to high damage kinetic and explosive-based damage that penetrates its armor and still lacks any form of shielding.

## Emp Hardening

The mechs armor is treated with specialized functions to shield the mech and its systems from electromagnetic pulses or weapons that would otherwise shut it down. Such functions include using a faraday lining of conduction to shield electronic systems from damage or shutdown, connecting electronic systems to a ground in the feet of the mech in order to dissipate EMP energy, installing filters on power and data lines to block high-frequency electromagnetic energy, upgrading electrical devices to divert and suppress high-voltage transients surges caused by EMPs, and hardening the energy cell container core to protected against emp pulses.

## Reactive Armor

The mech has layers of reactive armor plates across its surface that when detecting incoming large projectiles such as missiles, rockets, plasma gouts, aether pulses, large caliber weapons, etc. detonate outwards a charge that can be detonated to absorb energy from incoming attacks. The reactive armor also releases a cloud of micro-filament reflective durrandium flakes reminiscent of glitter that while not easily distinguishable at a distance lower the damage of energy weapons by absorbing the energy and

diverting it somewhat, breaking laser-based locking systems targetting the mech, and break its profile in IR and FLIR systems to confuse followup attacks by missile or energy lock-on systems.

## Ablative Armor

The mech has an outer layer of ablative armor that is designed to wear away under attack, absorbing energy and protecting the underlying structure. It consists of a layer of Durandium Alloy that is treated to burn away and erode when hit by a projectile at a controlled rate. The ablative armor can protect the underlying structure by dissipating the energy of an incoming projectile over a larger area, reducing the amount of damage that can be inflicted.

## Fairy Ai

The mech contains a [Fairy Ai](#) artificial intelligence assistant.

The mech contains a Shastas' World born and raised *Fairy AI*. The AI itself is housed deep within the core of the mech and draws negligible power from its batteries. The fairy itself controls many of the sub-systems of the mech while also helping its pilot with:

- minute adjustments to the aim of the weapons
- reading of digital maps
- monitoring of radio signals and communications
- monitoring the position of the mech
- communicating with other fairies in other mechs
- controlling swift drones
- deploying and controlling the mirage system

The mech has an uplink and conduit to The Fae. The mech acts as a mobile uplink that connects all nearby corporation drones to the digital world of the Fairies and, in turn, allows the small sprites to inhabit them at will and control them more effectively. This also makes the mech a mobile conduit to perform cyber attacks, and electronic warfare, and provide electronic countermeasures. While weak, the connection can and will be bolstered when used alongside other conduits allowing a greater degree of data packets to flow back and forth making the connection and its effects much stronger.

Uses only in specific mechs

## Jump Jets

A simple, if not effective *jump jet* system is installed on the mech to help it move up or along difficult terrain. While not capable of true flight they are more than enough to lift the mech off the ground for a few seconds at a time and enough for them to clear obstacles or scale terrain. They are also good for clearing around the feet of the mech of hostile infantry or pesky shrubs.

The jets are activated by the pilot but flown directionally by the AI to ensure the mech does not end up landing sideways or on its own cockpit.

## Power Bank

Deep within the mech and under the cockpit seat houses a massive battery bank of [Hyper Cells](#) that power the mech without the need of combustion-based fuels. These batteries, linked to alternators to keep them holding their charge through the movement of the mech itself only power the mech and its most basic systems by default but can be drawn from to power weaponry on-demand in an emergency at the risk of cutting operation time from the mech through their usage or by powering related energy-dependent systems.

The mech has a backup rack of hyper cells that come online and can power the mech for its final hour of operation time. But have a secondary use that they can be ejected from the mech above and behind it and detonated to create a kind of dangerous *flashbang* effect around it with a massive and bright explosion that can also severely damage or kill individuals or armor near the mech but risks damage to the mech as well.

## Sensors

Basic scanning is capable by the mech with a built in package for discovering distant signatures of vehicles, armor, aircraft, powered armor, starships, aether signatures, etc. at a significant range and detail and can be viewed on any of the mech's cockpit screens.

An inline GPS system is also installed coupled with the radar and ladar and the mechs optics can easily mark enemies and landmarks alike and keep them tracked. But is also capable of expanding even further when paired with the mechs drones to create an incredibly detailed area map.

Likewise for electronic defense, electronic defense system is installed that contains passive Radar Warning Receivers, Laser Warning Receivers, and infrared warning sensors to alert the pilot to incoming threats. Active defenses include two Laser Dazzlers, anti-radar chaff, thermal flares, as well as radar-jamming equipment to complement the sensor suite to allow the fairy or pilot to deploy active countermeasures on demand.

## Optics

An optical package is mounted on the side of the hyper lasers and has a range of utilities from infrared heat-sensing cameras and IR detection to night vision aetheric detection filters and sound-wave microphone setting to detect audio from even from extreme distance to the point that even spoken conversation can be somewhat interpreted from several miles away with the Fairy AI assisting in its operation to lip-sync and attempt audio correction as with significant distance the sound deterioration is often too distorted for normal human hearing to comprehend.

All this is topped with impressive high-definition clarity and zoom function allowing any of those features or just simple long-distance zoom to be used and even linked to any of the cockpits consoles for viewing.

## Mirage Camouflage System

The mech contains a Shastas' world Mirage camouflage System. This system, much like the [Fairy Ai](#)'s nanites that make up its avatar and clothing the *Mirage* is a camouflage system of the very same AI-controlled nanites in six large twenty-gallon tanks. Each tank, when deployed, ejects all of its nanites to create a cloud of optical camouflage around the mech that mimics closely to Yamatais' common volumetric capabilities. When stationary it can mimic things such as scenery, bushes, flora, debris, etc. And even more advanced projections such as fire, plasma, light, and so forth and can project from the inside of the cloud an outside perspective or holes in it to allow optics to see through.

The Mirage system can also be used semi-offensively as a faux-weapon by mimicking things such as fire, projectiles, and even people like infantry or weapons. The system is controlled by the AI and can be used within 100 feet of the mech for other vehicles or actions as well. The short life of the nanites, however, means when they aren't linked together with others to create optical camouflage they will quickly die within less than a minute.

## Life Support

When in less than ideal conditions the mech has basic heating and cooling systems as well as recyclable air exceeding twelve hours of reserved oxygen. Fire extinguishing systems are included with a small personal scale fire extinguisher in the cockpit that is sometimes even fully charged.

An emergency escape system is also linked to the cockpit in the form of the cockpits bolts exploding outwards and ejecting the pilots' seat much like a standard aircraft ejection seat. This system also saves the fairy AI which is housed in the pilots' seat but may not save the pilot from hazardous conditions such as a lack of air or extreme heat.

## Weapons

They are organized from light anti-personnel weapons, medium anti-armor/mecha weapons, heavy tiered weapons as well as Missiles.

<b>Primary:</b>	<b>X</b>
Purpose:	X
<a href="#">Damage Rating (Version 3):</a>	T-X
Location:	X
<b>Secondary:</b>	<b>X</b>
Purpose:	X
<a href="#">Damage Rating (Version 3):</a>	T-X
Amount:	X
Location:	X

## Light

- [Macro Laser](#)
- [Hacking Commlink](#)
- [Star Paint Flamethrower](#)
- [“Devil’s Doorbell” Rocket Propelled Grenade Launcher](#)
- [drone hive](#)
- [SnS Arc Disruptor](#)
- [fusion\\_shotgun](#)
- [Swordbreaker Ams](#)
- [Hyper-Shift Rotary Chaingun](#)
- [Shooting Star Machine Gun](#)
- [Hardsell Coildcannon](#)
- [OI-M1-W3110 Gamma Ray Vulcan](#)
- [OI-M3-3300 Ultraviolet Laser Node](#)

## Medium

- [Laser Guided Laser](#) - Anti air/armor
- [Hyper Laser](#)
- [Meso pulse lasers](#)
- [Sonic Disruptor](#)
- [SnS Plasma Breaker](#) - Plasma Shotgun
- [SnS Macrowave Panels](#)
- [Sns Guass Hammer](#)
- [Desert Wind Autocannon](#)
- [Origin Heavy Laser](#)

## Heavy

- [Glass Maker](#)
- [Macro pulse lasers](#)
- [SnS Laser Storm Cannon](#)
- [SnS Heavy Thunder Gun](#)
- [Hand of Phage](#)
- [SnS Lavagun](#)
- [gravity\\_gun](#)
- [Super Rocket Gun](#)
- [110mm Tank Cannon](#)
- [125mm Gauss Cannon](#)
- [SnS Super Mega Macromissiles](#)

# Missiles

- [Shasta no Sekai Missile Launch Systems](#)
- [Macromissiles](#)
- [Devils Death Bell 'Unguided' Tactical Nuke](#)
- ['Mega' Macro Missiles](#)
- [FiveR Missile Pod](#)
- [Galactic Horizon Long Range Striker Missile](#)
- [SnS Super Mega Macromissiles](#)

## OOC Notes

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