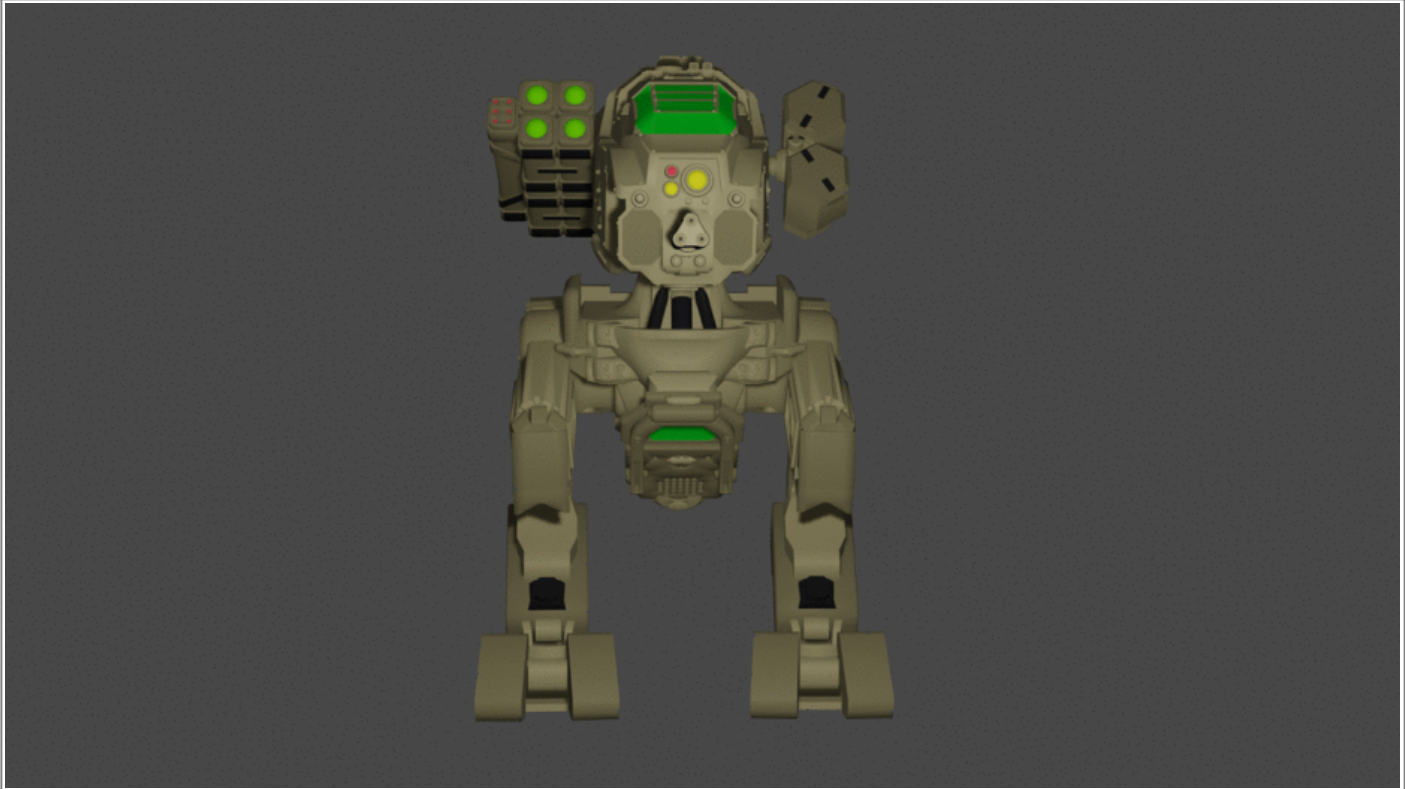




Flyswatter Class Mech

Designed in [YE 44](#) and completed later in [YE 45](#), the *Flyswatter* is a battle-oriented mech fielded by the [Shasta No Sekai](#) corporation to enforce its claim over the spacer outpost of [Freehold Factory](#) from rival salvage corporations and trespassers. The flyswatter specializes in aircraft and powered-armor denial; Which is achieved by shooting them down.

Flyswatter	
	
Class:	Light
Role:	Anti-air, Anti-PA
Faction:	 
Tier:	Light Mecha
Nomenclature:	Sw-Tw-5L
Price:	Not For Sale ¹⁾
Contract Price:	4,000 DA ²⁾ per week ³⁾

About the Flyswatter

The 'flyswatter' is the main anti-air mechanized platform designed for the mercantile [Terror Wolf Project](#)

by the *Shasta's World* corporation operating out of the freehold factory system. The flyswatter was designed to be the mainline platform dealing with airborne threats ranging from space fighters, powered armor, shuttles, drop craft or anything that graces the skies in its presence.

This role was achieved through the implementation of not only specialized anti-flight weaponry but also through the use of corporate unique systems such as the [Fairy Ai](#) capable of making up for pilot error and predictive pre-targeting allowing a pilot to simply *swat* agile flight craft out of the skies, making the mech live up to its name.

Key Features

The flyswatter is a specialized and dedicated anti-air platform with most of its weapons catered towards striking flying targets such as missiles, powered armor, fighters, shuttles, and the like from range with overwhelming firepower. While a specialized platform its weapons can, however, also target ground targets to limited effect.

- Agile and maneuverable weapons platform.
- Powerful, far-reaching optics and weapons
- Light, low-cost alternative to conventional mechanized warfare.
- Specialized anti-air weapons platform

Appearance

The flyswatter stands not much taller than some common tanks and not nearly as wide. Its entire frame is devoid of not only basic aesthetic display but also symmetry where the two sides of the mech differ end only at the legs. The legs themselves are of a backward *chicken-walker* design with tertiary armor over vulnerable and exposed piston and servo motors and share the common trait of all SNS mechs of having a large armored and angular shield over its vulnerable pelvis. While the body and fuselage is squat and short the nose of the mech is slightly longer than many other of the lighter SNS mechs of the terror wolf project to accompany advanced targetting optics needed to acquire fast-moving aerial targets and keep them in its sights.



Statistical Information

The Flyswatter is manufactured by Shastas World corporation exclusively for the Terror Wolves of Freehold. While for rent they are not explicitly for sale to the public. Any actual inquiries into a purchase, however, should be made via correspondence.

- Organization: [Shasta No Sekai](#)
- Type: Anti Air
- Class: Light
- Designer: [Terror Wolf Project](#)
- Manufacturer: [Shasta No Sekai](#)
- Contract Price: 5,000 DA per week.⁴⁾
- Crew: One pilot
- Maximum Capacity: One
- Passenger Capacity: Zero
- Width: 2.7m (9 foot at its widest point)
- Height: 7.4 (24 feet tall)

Speeds

The Flyswatter is a ground-based bipedal platform. It can walk, stride, and even jog to a degree and is culpable in most uneven terrains. The frame has several jump-jet style thrusters that allow it to momentarily boost itself over obstacles or terrain.

- Ground speed: 109.4 km/h. (68 m/ph)
- Air speed: 22m/s (50 mph)
- Range: 320 km (198 miles).
- Lifespan: One deployment before refit/repair.

Damage Capacity

See [Damage Rating \(Version 3\)](#)

- Body: T-7 Light mecha⁵⁾
- Shields: Zero, no Shields.

Entering and Startup

The flyswatter contains a standard [Shastas' World Mech Cockpit](#) with everything it entails from terminals to the in-house [Fairy AI](#) assistant. The rest of the interior of the mech is practically non-existent for its size. Because of this the entry and exit of the mech are fairly simple.

Like a fighter cockpit the armored [Transparent Durandium](#) can be opened from either side of the mech after first scaling the mechs default crouch when inactive through readily available steps and handholds

built into the armored legs and fuselage. From there the process simply involves sealing the *usually* airtight seals of the cockpit and securing oneself into the pilots' seat.

Exiting is just as simple with the added option of an ejection system that blows the transparent durrandium away from the fuselage with exploding bolts before ejecting the seat skyward.

The startup process is also easy. Requiring only the company issued [Fairy](#) to be inserted into the electronics of the cockpit much like a simple key-fob where it will then manually startup the mech remotely and begin diagnostic procedures and simulated testing in a matter of nanoseconds before she gives the all-clear or advising of any detected issues. In which case the mechs navigation, controls, and weapons will unlock and be released to the pilot.

Shutting down is just the same with requiring the mech to be in a stationary position where the AI can safely stop all systems and cut power from the battery banks and weapons until the mech is safely inset and will usually not allow the remote unlocking of the fuselage until the AI has been removed to ensure the mech can not be too easily stolen.

Weapons Systems



The flyswatters' weapons, while focused on anti-air combat is not a weak or flawed platform for ground-based combat. The nose-mounted Gatling style 'hyper laser' which offers a powerful and fast-firing weapon at air targets is a threat to infantry, vehicles, and buildings alike. While the corporate-manufactured 'macromissiles' offer a diversity of munitions including the *flyswatter* macromissile designed for the mech to combat particularly pesky and maneuverable airborne foes such as powered armor.

Finally, the powerful 'laser-guided laser' system on the right fuselage ensures that *anything* that comes within the flyswatters sights be it aircraft, powered armor, vehicles, infantry, buildings, small flying animals, etc. will cease to exist.

Primary:	Laser Guided Laser
Purpose:	Smart weapon
Damage Rating (Version 3):	T-7 Light anti-mecha
Amount:	one.
Location:	Right fueselage
Range:	6,000m +/-
Primary:	Hyper Laser
Purpose:	Anti-vehicle, anti-PA.
Damage Rating (Version 3):	T-5 Medium anti-armor
Amount:	Two
Location:	Right fueselage
Range:	4,000m +/-
Secondary:	Macromissiles
Purpose:	Variable
Damage Rating (Version 3):	Variable
Amount:	2×10 pods
Location:	Left fueselage
Range:	1,600-3,200m +/-

Onboard Systems Descriptions

Armor

The fire ant 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.

Fairy Ai

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

The fire ant 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

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 nose of the mech above the hyper laser 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 distances 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 cockpit consoles for viewing.

Mirage Camouflage System

The fire ant 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.

Drones

The flyswatter contains an internal [hive](#) containing twenty Wasp Drones. These drones aid in anti-infantry and basic scouting operations as well as security for the mech by attacking anyone under or approaching it from a blind spot and are primarily controlled by the AI unless the pilot wants to directly control them via the interface of one of the consoles. When fully deployed and linked to the AI the wasp drones can accurately create a local map for the pilot and update it in real-time.

The wasp drones can be switched out for other, small company drones when desired.

Maintenance and Repair

Due to the quality of materials and labor shortages on assemblies from high fatalities, the flyswatter is often subject to a constant need for repair and maintenance after each engagement and without such is liable to break down from minor system failure to a catastrophic machine and weapons failure. It is recommended to never run the mech past its detailed operations time and never to avoid pre-flighting the mech or performing the necessary preventative maintenance on it to avoid unnecessary loss of life.

OOC Notes

[Charmaylarg](#) created this article on 2020/06/10 19:02.

All models are made by char via various purchased kitbashing kits or free to download from Oleg Ushenok, Vitaly Bulgarov, and others that come with a standard use license for personal use.

- Approved by [Andrew](#) on 2023/01/09.⁶⁾

Products & Items Database	
Product Categories	mecha
Product Name	Flyswatter Class Mech
Nomenclature	Sw-Tw-5L
Manufacturer	Shasta No Sekai
Year Released	YE 45

¹⁾

Contact an SNK representative to negotiate

²⁾

2,000KS

3)

Per-Mech

4)

Per Mech

5)

Cockpit is weaker

6)

<https://stararmy.com/roleplay-forum/threads/shasta-no-sekai-flyswatter-mech.69839/>

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