

Lamia M1 Space Mecha

Ketsurui Fleet Yards' Ki-M1-1c (For NH-12) Light Advanced Mechanized Infantry Armor (LAMIA Unit)

- Entered service: [YE 24](#)
- Marked Obsolete [YE 29](#)
- Exited service: [YE 33](#)

The Lamia unit was designed to be a mass-produced, small space mecha capable of wiping out large numbers of enemy drones; in addition, the Lamia could use its human-size stature to perform infantry tasks, such as ship-to-ship invasion, and could be piloted by a single eight-inch-tall [NH-12 Nekovalkyrja](#), or by ([PANTHEON](#)) computers (such as the [MEGAMI](#) and [KAMI](#)).

The Lamia had been in the design phase for some time, as part of [Star Army Research Administration's](#) Project Rebecca ([NH-12 Nekovalkyrja](#) and [NH-17 Nekovalkyrja](#) mecha design project). After the initial battle of Tau Ceti (a “learning experience” for the Star Army), the mecha's weapons suite was modified to perform better against enemy systems, resulting in new missile types and a wormhole-killing grenade system. The modifications (which created the Ki-M1-1b model) were prior to mass production of the unit, so any Ki-M1-1a that one might see would likely be a Ki-M1-1b with its leg pods removed for whatever reason. [KFY](#) eventually started shipping the Lamia units with large ovular [Zesuaium](#) shields. The first models were supplied with the shields as well for uniformity.

The Ki-M1-1b was been produced by the millions. Within the first month alone, KFY shipped over 2.3 million of the Lamia to Kyoto-class Carriers, Yui-class Scout Ships, and [Irim-class Gunships](#). The resources used to build millions of Lamia units drew some criticism, resulting in the construction of even cheaper mecha (such as the Ki-M1-2a version) and the removal of one of the original WA-3 scalar cannons as a cost-saving measure.

Over a half-million Lamia were lost in the first battle they were used in, when the enemy deployed a field that hampered spatial distortion. While aimed to disrupt FTL activities, the field also interfered with the distortion-based sublight function of the drive. With no viable way to recover the mecha, there was no choice but to abandon them. Following the battle, the Lamia were replaced by an updated version, equipped with backup engines.

At their height, over 35 billion Lamia M1 were in service throughout the Star Army. Today that number is drastically lower, as fleet sizes have been greatly reduced and sprites no longer mass-produced, and with fleet commanders have moved away from the “power armor swarm” school of warfare. The Lamia is eventually expected to be replaced with the [Sylph M4 Light Mecha](#).

- Height: ~8 feet
- Width: ~3.5 feet
- Mass: ~300lb.
- Range: 15 days of travel (about 20.5 light-years at maximum speed)

Propulsion Data

- Zero-Point Energy Tap KiP-m2450zp with Capacitor System
- Combined Distortion Propulsion System KiE-m2451cq
- Auxiliary Graviton Propulsion System KiE/a-m2451g
- Combined Inertial Redirection System KiFRS-m2452ag©

- Speed (FTL) : 10c
- Speed (Sublight): 0.25c
- Speed (Atmospheric): Mach 5

Weapons Data

WickedArms Corporation GM-02 Energy Beam Rifle: Based on the Projected Energy Beam, this cannon uses a spatial distortion to release condensed [Aetheric](#) energy. The result is a fantastic flow of tremendous energy. Because of the subspace effects of beam, it naturally pierces shields based on subspace distortion. The weapon's range can be reduced to proportionally increase power and output duration, giving the rifle the ability to also function as a sword. The rifle has a long, thin, two-pronged shape. Designated by KFY as the Ke-M1-2714.

- Purpose: Anti-Starship Surgical Attacks
- Damage: [DR](#) Tier 5 (Medium Anti-Armor), 5-inch-wide beam.
- Range: 588,000 miles. 6 feet for sword.
- Rate of Fire: One three-second blast every 15 seconds. Sword can be constantly sustained.
- Payload Effectively unlimited when properly attached to the mecha. Free-floating rifles rely on a battery magazine (BU-M5) which holds enough power for five shots. The mecha carries two such magazines (not including the one in the rifle) behind its shield on the left arm.

WickedArms Corporation WA-03 Scalar Pulse Cannon: Mounted in the right forearm of the Ki-M1. Because of the nature of this weapons, it can be especially deadly. Scalar fields can detonate ammunition or fuel, fry pilot's nervous systems, or destroy electronics; They also penetrate non-gravitic shielding. This is accomplished using electrogravitational wave interferometry.

- Purpose: Anti-Personnel
- Damage: Destroys ammo, fuel, or electronics. Kills animals. Ignores non-gravitic shields.
- Range: 200,000 miles
- Rate of Fire: Semiautomatic beam fires so long as trigger is depressed
- Payload Unlimited

WickedArms Corporation WA-04 Missile Pods: Located on the back of the mecha's shoulders, the two pods snap open to reveal a launcher array. Missiles use subspace flux effects to penetrate shield systems. When not in use, the missiles are protected by the pods' launcher covers.

- Warhead: Multi-purpose Shield and Armor Piercing (MSAP) Available as ARM, SARM, RS, or Guided.
- Purpose: The MSAP Mini-Missile is designed to take out small hard and soft targets at close range.

- Damage: One missile is capable of destroying an enemy drone, gun turret, or small enemy mecha.
- Range: 50 miles
- Rate of Fire: Volleys of 5, 10, 25 each. Volleys can be combined.
- Payload 25 Mini-Missiles each for a total of 50.

WickedArms Corporation WA-05 Augmentation Pods: Located on the mecha's outer legs, the two conformal pods contain launchers for wormhole-killing mini-missiles, as well as a countermeasure system. When not in use, the missiles are protected by the pods' launcher covers. The Augmentation pods shipped with all Ki-M1-1b Lamia units, but are removable.

Warhead: Subspace Detonating Mini-Missiles (SSDMM)

- Purpose: Creates holes in shield systems, disables FTL flight, collapses wormholes.
- Damage: No direct damage.
- Range: 50 miles
- Rate of Fire: Individually, or in volleys of 1, 2, 3, 4, 5, or 10 from each pod.
- Payload 10 Mini-Missiles each for a total of 20.

Warhead: Multi-Function Missile Avoidance

- Purpose: Distracts enemy missiles with intense heat and electromagnetogravitic spikes.
- Payload 10 in each pod for a total of 20

Warhead: Anti-Radar Missile Avoidance

- Purpose: Distracts enemy missiles with aetheric distortions and chaff dispersal
- Payload 10 in each pod for a total of 20
- Note: The mecha can fully utilize any human-scale weapon as well. Some pilots tape their issued sidearms and/or rifles (as well as personal items and extra armor) to their mecha or shield in case of loss of the main rifle.

Systems Data

Armor

Outer Armor is a mixture of plates of Zesuaium-coated Titanium Boron Carbide, Zesuaium-chainmail mesh, and a Tungsten Carbide metal-ceramic alloy base. The mecha is most armored on the main body, and the outside section of the limbs (where the Zesuaium plating is). The mecha can still function without its limbs and weapons pods, so long as the core and engine "backpack" are intact.

Reinforced Control Pod

The fleshy core of the mecha is surrounded with Zesuaium-coated Titanium Boron Carbide. By using only thin layers of Zesuaium armor to fortify lightweight metal ceramics, weight is kept low. The control pod houses the life support systems of the mecha, which include a small HSCS system and an oxygen supply.

The pod also contains 3 rations (NH-12 size) and water, as well as a stash of plastic bags for personal needs. The control pod can be landed on a planetary surface using its parachute (note: there is no spare). The control pod can support a pilot for up to 15 days before replenishment is needed, or up to 15 years in stasis. In the remote-control version, the pilot is replaced by a sprite neko. NH-12 Sprites can be identified by their orange uniforms. Piloting the mecha is done through a cable system (Mini-SLICS).

SM-1 Zesuaium Shield

The shield consists of an effectively invincible transparent Zesuaium center mounted in a gray Zesuaium-coated paintable frame. The “lens” of the shield itself is actually hollow inside (it contains a permanently-sealed vacuum), making the shield surprisingly light. The back of the shield contains flexible attachment straps for mounting on the forearm of the power armor, as well as six adjustable pouches along the inner frame for any storing ammunition, grenades, explosives, or batteries desired.

Communications

Radio: Full spectrum, Dual-Modulation, range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed. Frequency-hop and multi-channel capable. In order to use the secure modes of communication, correct variables must be loaded prior to battle. Such codes are changed on a frequent basis.

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. Text only.

Conformal ADN Device: The ADN is a form of psionic and telepathic protection, capable of nullifying all such activity. The device can selectively allow channels to permit secure telepathic operation and to maintain communication even under psionic attack. The ADN devices also negate 'magical' attacks and effects. This newest ADN is safe enough to remain active (older ones operate on standby) at all times. The ADN field protects only the mecha, and extends only two inches out past the surface of the armor (thus, it will not create an obvious “dead zone”).

Sensors

- **Wide-Band Variable Optical Imaging Array (head):** The majority of the sensor systems are located in the head, including a high-resolution variable optical system capable of monitoring a very wide spectrum. By default, the system displays visual and infrared data.
- **Optical Tracking System (skin):** Much like the NH-17S neko, the Ki-M1 can see through its Active Camouflage sensors, giving it a clear view of its surroundings at all time.
- **Time-Modulated Ultra-Wide Band Radar:** Signals transmitted by UWB radars are pulses generated pseudo-randomly in time. They are only .1 nanoseconds in duration. The energy content in any conventional frequency band is below the noise, making TM-UWB transmission highly covert unless ones knows the specific pseudo-random sequence. TM-UWB has no carrier frequency, no

conversion either up or down, and because of the low frequency content of TM-UWB signals, they are capable of seeing through foliage and nonmetallic objects better than regular radar can. Ideal for atmospheric operations and nebulae.

Stealth Systems

- Active Camouflage: Puts the image of what is on one side of the craft onto the other, creating the effect of invisibility. The mecha can also use this system to project holograms.

Star Army Logistics	
Supply Classification	Class C - VEHICLES AND POWER ARMOR
First Used	YE 24
Year Retired	YE 33
Products & Items Database	
Product Categories	mecha, power armor
Product Name	Light Advanced Mechanized Infantry Armor
Nomenclature	Ki-M1-1c
Manufacturer	Ketsurui Fleet Yards
Year Released	YE 25
Mass (kg)	136 kg

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