

R.I.P

HAWKEN PC

I do not own any of the images credit goes to the owners of these great drawings lost the drawings :(

Consumer

Class B

Chassis HON

Description an oddball medium design to use AOE to hold objectives

Little lore bit: with the success of the Phoenix project that brought the incinerator into existence the prosk engineer acquired some of the sentium plans and devised their own mech

HP 680

Boost speed 29.80 m/s

Walk speed 21.5 m/s

Airspeed 35

Overeating recovery 6 seconds

Dodging 1.2 seconds

fuel 105l

Radar 100m

Primary Vulcan

Alt primary 2 SMC

Alt primary 3 SA Hawkins

Secondary SAARE launcher

Ability

Overcharge

Passively gain heat at a high rate and increase movement speed by 0.25

Duration 6 seconds

Cooldown 25 seconds

Zion

Class B

Chassis Vytro M2/HON chassis

Description a close-range brawler capable of dominating in close range combat

HP 700

Boost speed 31.20m/s

Walk speed 20.19

Airspeed 37

Overheating recovery 4.10 s

Dodging 1.3 s

Fuel tank 100L

Fuel regen 13.50 L/s

Rasar 110m

Weaponry

Primary Flak

Alt t32 bolt

Alt reflak

Secondary charge caster

The engineers took the vytro main cannon and redesigned into a close range
caster of electricity making it more effective at close range but removing its
range capabilities

At max charge, four beams deal 25 damage each and spread outward from the
barrel

Passive ability steal fuel from nearby enemy mechs at 6L/s

Before changes to armour and damage

Bazza

Chassis A-22

Class A

Description a light mech adept at picking off targets at a range if the pilot has
the precision

Background these mechs are a quite new design by who is unknown but the emblem of the company resembles the crion logo. it is often found watching skirmishes from afar waiting to finish off the victor

Stats 340 hp

Fuel: 88L

Regen : 12m/s

Boost : 33m/s

Walk: 19.5m/s

Airspeed : 29m/s

Radar: 100m

Overheat recovery: 5.80 sec

Dodge: 1.3 sec

Weaponry primary

Xs sabot

Alt sa Hawkins

Alt Hawkins rpr

Secondary IV Dolio

a burst sniper rifle that fires 4 slug rounds half a second after one another

Cooldown 3 secs

Ability citus fire the Dolio burst after burst without cooldown (unless overheats)

Duration 5 sec

cooldown 30 sec

Longshot

Chassis m-77b

Description snipe capable of damaging multiple mechs at a time

Latro

Class b

Chassis autach

Description a high tech axe with unique ways of shutting down routes of approach

Background not much is known about the latro other than it was found underground in a crion facility that was under lockdown shooting out chemicals that appear to slow the Giga structure the mech itself frail but carries nasty surprises for those who underestimate its damage output

Stats 390 hp

Boost speed 34.5 m/s

Walk speed 29.7 m/s

Airspeed 30 m/s

Radar 180 m

Dodge 1.3 sec

Overheat recovery 5 sec

Weaponry SA Hawkins

Alt assault rifle

Alt slug rifle

Secondary chimaera

Fires slow-moving high damage projectiles that rupture into areas of destructive fire that does damage per second

Ability construct

Construct a stationary copy of the last mech it killed to act as a turret duration

20 sec unless destroyed

Cooldown 1 min 40 sec

Tectronic

Class B

Chassis diode

Description a combat vehicle that uses electricity to disable and destroy enemy mechs

Background using the ord chassis and overclocking the generators engineers created the diode that has too much power for its own good

Stats

HP 450

boost speed 28.4 m/s

walk speed 23 m/s

airspeed 28m/s

radar 140m

dodging 1.70sec

Weaponry lightning thrower

A very close range weapon capable of immense damage if the pilot can keep close enough

Secondary arc traps deploy mines that link together into an energy field that acts as an area denial weapon

Ability battery to increase the damage of arc trap but causes the trap to damage you duration 20 sec

Cooldown 40 sec

Kobalt

Chassis m2 hiefram

Class b

Description a support mech that can amplify the damage taken by enemies or increase damage done by friendly's

Background a support mech built of the bruiser chassis after modification to streamline the mech weapons used for support were fitted

Stats

HP 430

Boost speed 28.7 m/s

Walk speed 24.89m/s

Airspeed 26

Radar 170m

Dodge 2.0

Overheating recovery 6.10 sec

Weaponry

Primary redox
Alt heat cannon
Alt t32 bolt
Secondary pak beam
Increases friendly damage by 2x until beam stops
Ability ruin
In an aoe release a 14 m wide redox effect
Cooldown 70sec

Exuberant

Class b
Chassis evarvo45
Description using archaic weaponry this mech is suited for point defence
Background using salvaged crion technology prosk's exuberant will be left
suited for defending key military facilities
HP 490
Boost speed 28m/s
Walk Speed 22m/s
Airspeed 20
Dodge 2.1 sec
Radar 150m
Overheating recovery 4.2 sec
Weaponry primary EOC repeater
Alt flak
Point d Vulcan
Secondary hellfire missiles xt
Cannot lock on but does double damage per rocket
Ability pulsar fire the back mounted cannon which fires an 3 round burst of
charged heat cannon rounds
Cooldown 30 sec

Ichor

Class a

Chassis swinder

Description light skirmish vehicle

Background prosks answer to sentiums lighter combat vehicles/mechs [axes]

Stats 330 hp

Boost speed 33m/s

Walk speed 23m/s

Airspeed 34

Overheating recovery 4.2 sec

Dodge 1.25 sec

Weapons

Primary mini flack

Alt assault rifle

Alt heat cannon

Secondary rev gl xt

Fires two grenades

Ability drop it

Causes the mech to afterburn straight down at high speed you take 0% fall damage

Cooldown 10 secs

Warden

Class b

Chassis asp

Description a heavy medium walker designed to burn targets to molten metal

Background a mech used in prosks welding in mech production these mechs are often found in combat if a foundry is near

Stats 580hp

Boost speed 26m/s

Walk speed 20m/s
Airspeed 20
Overheating recovery 5.05 secs
Radar 90m
Weaponry
Primary
Mag pistol
Alt PN 223
Alt redox
Secondary burner releases a stream of molten metal which causes overheating
and slows movement
Ability emergency welding transforms burner into a weak healing beam
Duration 25sec
Cooldown 40 secs

Civi

Class d
Chassis civilian ab
Description a light walker designed for civilians utilised for ClassA hunting
Background civilian mechs before the Hawken virus were often used by
terrorists during riots to chase law enforcement A Classes
STATS
490HP
Boost speed 30m/s
Walk Speed 24m/s
Airspeed 20
Radar 180m
Overheating recovery 4.0 secs
Dodge 1.7sec
Primary
Hawkins rpr
Alt flak
Alt breacher
Secondary grenade launcher
Ability hunter see enemies through walls and a speed boost of 25%

Medic

Class a
chassis L6 ZOS

Description a light combat vehicle that supports allies with heals and firepower

Background the technician was created and found to an be a success so designers worked on the flaw of the tech the firepower this has cause armour issues but the repair engine as the designers call it keeps it in fighting form

STATs 290 hp
Boost speed 32m/s
Walk speed 27m/s
Airspeed 29
Dodge 1.3 secs
Overheating recovery 3.5 secs
Radar 200m
Primary Hawkins RPR
Alt heat cannon
Secondary tow rocket

Excelsior

Class a
Chassis Milna 2

Description support through tactical means

Background some pilots modified their nief type mechs into more viable combat forms

STATS

Hp 290

Boost speed 30ms

Airspeed 49

Walk speed 25ms

Dodge 1.25 secs

Radar 200m

Overheating recovery 4 secs

Weapons redox 02

Alt heat cannon

Alt flak

Secondary eoc predator

Ability turret enhance enhances accuracy and refire time of turrets for 20 seconds

Cooldown 30 seconds

DarkStar

Class b

Chassis p6ba1

Description a combat mech that uses shielding to cut down on repairing time

Background in order to reduce downtime between assaults they developed shields to reduce damage to the hull

STATS

Hp 570

Boost speed 32.3ms

Airspeed 30

Walk speed 25ms

Dodge 2.5 sec

Radar 90m

Overheating recovery 3.5sec

Weaponry

Primary point d Vulcan

Alt papa bear rotary

Alt heat cannon

Secondary TOW rocket launcher

Ability over shield produce a 110 hp shield for 20 seconds

Cooldown 30 sec

Junker

Class B

Chassis j()nk3r

Description a mech designed with advanced rail technology

Background prosk has recently begun developing rail and coilgun technology to act as leverage in deals with sentium

Stats

HP 535

Boost speed 32.4 m/s

walk speed 23m/s

airspeed 26m/s

dodge 2.2sec

radar 160m

overheating recovery 4.3 seconds

Weaponry primary

Coil scatter

Projectile speed 170M/s

Damage 25*4 =100

Refire 600ms

Alt flak

Alt SMC

Secondary

MPN

Projectile speed 250 M/s

Damage charge 1 sec 80

2 sec 120

4 sec 205

Ability power reserves

Causes next shot from each gun to double in speed and deal 25% additional damage and allow the shells to penetrate

(Yes the shell breaks the sound barrier)

Enemies standing in front within 10m will take 10 damage from the sonic boom

Nepacaka "the junker"

pyre

class B

chassis HON

description a mech that uses heat to forge an advantage over its foes
background the next generation cavorite armour that the HON had allowed for
experimental heat-based weaponry

stats HP 480

Boost speed 33.2 m/s

walk speed 26m/s

airspeed 29m/s

dodge 1.9sec

radar 130m

overheating recovery 5.3 seconds

primary Hawkins ipr

a variant of the Hawkins that does 75% of the regular damage of the Hawkins
but it causes the effect the MANA rotary cannon does on impact but only for half
the time

secondary melta

a beam weapon that works similar to the helix repair torch but burns opponents
for 40 damage a second while generating a lot of heat on the pyre the
secondary mode does no damage but drains the pyre heat onto a hostile
ability ember launch a rocket that creates an area of superheated gas that
damages dealing 25 damage a second and causes enemies to overheat while
the effect duration 12 seconds cooldown 50 seconds

Nida

class:b

chassis HON

description a mech for those who like to be a trickster
background after creating the HON chassis with the next generation
NANOCAVORITE

A more efficient refinement of Cavorite (created by Dr James Hawken and patented by Prosk) that boasts a greater weight-to-ore anti-gravity ratio than Sentium's equivalent alloy/SYNTHETIC NANOCAVORITE (SCV)

Created by Dr James Hawken to offset the diminishing supply of Cavorite, Synthetic Nanocavorite is an artificially replicable alloy that uses nanobots to recreate Cavorite's remarkable anti-gravity properties.

armour its intimidating posture the engineers had to work out what they wanted to do with the excess power the mech had access to

STATS

HP 500

boost speed 32.4 m/s

walk speed 26 m/s

airspeed 28m/s

radar 140m

dodging 1.70sec

overheating recovery 6sec

WEAPONRY

primary EOC repeater

alt breacher

alt assault rifle

secondary

corsair

ability lucky

uses the ability of the closest mech duration how long it is for the original mech

cooldown 30 sec upon stealing from a C class you will have the c class's ability

for 4 sec

Concept by: chiefv172

Junker

class: A

chassis: Variable (The chassis will have unlocked a different chassis set with every level. They'll all look like loveable boxy trash mechs like the recruit)

description: A customizable all-rounder with no particular speciality.

background: Assembled from scrap yard parts, this mech has no innate ability.

STATS

HP: 360

Fuel (L): 110

Regen (L/s): 10

Boost (m/s): 33.25

Walk (m/s): 19.25

Airspeed (m/s): 32

Radar (m): 92.5

Overheat (s): 3.90

Dodge (s): 1.2

WEAPONS

Primaries

- Assault Rifle

Secondaries

- Grenade Launcher Variant

- TOW-Rocket Variant

- Corsair-KLA Variant

- Hellfire Missiles Variant

- KE-Sabot Variant

(All the secondaries available are altered to be balanced to each other)

ABILITY

Faulty Design: 5% less heat gen on both primary and secondary weapons as a passive.

Concept by: chiefv172

Leper

class: A

chassis: L/X-15

description: A skirmisher with debuff-based weapons.

background: The L/X-15 is a testbed for chemical weapons that are currently undergoing field testing. It's acidic weapons breakdown armour, making armour easier to damage even though not initially penetrating. Although chemical weapons aren't banned on Ilial, the L/X-15 is rarely seen by most pilots.

STATS

HP: 330

Fuel (L): 88

Regen (L/s): 12

Boost (m/s): 33

Walk (m/s): 19.5

Airspeed (m/s): 29

Radar (m): 100

Overheat (s): 5.80

Dodge (s): 1.3

WEAPONS

Primaries

- Spitter Rifle: Similar to the EOC but with much lower damage, no splash, higher velocity, and the Redox-02's debuff effect.
- SPR4-73R: Fires a shotgun-like spray that deals medium damage and a slightly stronger version of the Redox-02's debuff.
- Super Redox: A double-barreled version of the Redox-02 that fires faster in exchange for higher heat generation.

Secondary

- GSG-Launcher: A grenade launcher that fires acid payloads. It's primary mode fires a grenade with slightly less damage than the normal but has a more severe version of the Redox-02's debuff effect. It's secondary mode fires a similar looking grenade with the much-lowered damage that splits into four smaller grenades that split into two EOC-like acid mines, making for a total of 8 mines. These mines have low damage but have the Redox-02's debuff effect.

ABILITY

Plague: Allows debuffs inflicted by the Leper to stack twice as much as normal.

Concept by: chiefv172

Marksman

class: B

chassis: Hawkins CW

description: An adaptable all-range pseudo-sniper.

background: The M3 Hawkins was originally meant to compete with the M4 Brommens and M5 Vytro for the role of Sentium's staple medium mech, but now it's being sold to individual pilots by the Hawkins company. It exhibits design concepts that make it easy to maintain and modify, and is shipped with weapons that are adapted for multiple engagement ranges.

STATS

HP: 470

Fuel (L): 92

Regen (L/s): 9.1

Boost (m/s): 31.6

Walk (m/s): 19.28

Airspeed (m/s): 36

Radar (m): 124

Overheat (s): 4.75

Dodge (s): 1.35

WEAPONS

Primaries

- SA-Hawkins

- Hawkins-RPR

- TRI-Hawkins: A three-barreled burst-fire variant of the Hawkins. It has decent accuracy in separate bursts but will become less accurate when spammed.

Secondary

- Super Hawkins: An upscaled and scoped version of the Hawkins rifle that fires 37mm proximity-detonated shells. It has a slower fire-rate and has to reload after every 10 shells fired.

ABILITY

Battle Chassis: Passive ability; 4% faster repair time at full health, increases to 8% after losing 25% armour, and to 16% after losing 50% armour.

Concept by: chiefv172

Prowler

class: B

chassis: Vytro A1

description: A hit-and-run tank destroyer. background: After the M5 Vytro lost against the M4 Brommens for military contracts, the design was used as a testbed for various projects. Combining several of these projects, the Vytro A1 was pushed into field testing. With stripped armour, a railgun, and stealth technology, the A1 is able to swiftly ambush and destroy C-classes.

WEAPONS Primaries

- Breacher

- Heat Cannon

- D-Vulcan Secondary

- Atom Splitter: A scoped, Atom-based railgun. Charging it will increase its damage (maximum damage being 160)

ABILITY Hunter mode: For 15 seconds, the cloak is activated, the walk/boost speed is increased, and the unit's radar signature is hidden.

blastnid

class b

category burst assassin

description a mech that takes time to master which tactic for which situation background using some of the anti-gravity element native to ilal prosk engineers have made a breakthrough allowing missiles to bounce like a grenade

STATS

hp 540hp

boost speed 28 m/s

walk speed 24m/s

airspeed 26 m/s

radar 165m

dodging 1.45sec

overheating recovery 5.45 sec

primary heat cannon
alt sa Hawkins
rev gl
secondary CMSWG
damage per projectile 35
4 possible projectiles $35 \times 4 = 140$ dam
indirect fire mode velocity 200 m/s
grenade 50 m/s
heat gen 9.2
grenades have a higher spread than direct fire mode and can bounce off walls
charge for each missile is 0.5 seconds
ability breaker increase payload (damage) of grenade mode or increase
projectile speed of direct fire mode

marbs

class a
category point defence
description a mobile defender design to cover multiple zones with ease
background with the focus of bipedal walkers sentium decided to make a rover
model to spice up a battlefield
STATS
370 HP
walks speed 34m/s
(no boost)
the fuel tank 60 L
airspeed 39m/s
dodge 1.6sec
overheating recovery 5.25 sec
primary beanbag rifle
stats
bean bag rifle
2 projectiles
damage 27.5x2
heat gen 5.79
reload 1.05

alt slug
alt point d Vulcan
secondary
mini GL a variant of the grenade launcher which fires two grenades that do half
the damage of a grenade in order to cover more space
ability racer increase speed greatly for a short time using fuel

panzer

class c
category ranged suppression
a heavy designed to compete with snipers of smaller sizes
background with kononan made prosk noticed they had more J4G3Rs than they
knew what to do with so instead of scraping them they placed them onto a C
class frame
STATS
625 hp
boost speed 25m/s
walk speed 19m/s
airspeed 22m/s
overheating recovery 5.5 seconds
radar 201m
primary XS sabot
he xs sabot is a lighter variant of the ke sabot which does 60 damage per shot
a heat gen of 7.4
min damage of 40

the xs sabot has not got a scope
alt heat cannon
secondary J4G3R
stats
damage 110
heat gen 10.5
min damage 30
speed 300ms
reload 2.75
scope
and manual detonation

ability tracker targets hit will be highlighted for you and team members for 6
seconds target highlighted through walls and even if cloaked
the effect begins on next shot
cooldown 30 sec

kononan

class b

category burst assassin

description a mech tailored to pilots who prefer to stand back
background with the emergence of heavy sentium bots like the bruiser prosk
began work on a counter

STATS

500 HP

boost speed 26.4 m/s

walk speed 20m/s

airspeed 24m/s

radar 155m

dodge 1.6 sec

overheating recovery 6 sec

primary SA Hawkins

alt assault rifle

alt Hawkins rpr

secondary J4G3R a tow rocket that has gone under streamlining to increase the
speed at the cost of payload and chamber time

stats

damage 110

heat gen 10.5

min damage 30

speed 300ms

reload 2.75

scope

and Manual detonation

ability passive fire rate increases with each dodge by 2% stacks five times lose
stack when you do not dodge for 4 seconds

gstras

class B

category range

description high powered weapons on a light chassis

STATS

430 hp

fuel tank 110 L

boost speed 31m/s

walk speed 26.5m/s

airspeed 24m/s

radar 180m

dodging 1.2sec

primary breacher

secondary sabot

ability launch a slow highly visible orb which on impact releases the redox

status effect

hexa

chassis hiefram 2a

class B

category range

description using ancient tactics this mech destroys slow C classes

STATS

500 hp

fuel tank 95L

boost speed 28.5 m/s

walk speed 24.5 m/s

airspeed 25 m/s

radar 150m

dodging 1.8

primary XS sabot the xs sabot is a lighter variant of the ke sabot which does more damage than a slug but no more than a regular ke sabot the xs sabot will

have a 0.1 second longer chamber than ke sabot

the xs sabot has not got a scope

secondary siege bow a crossbow looking weapon which increases in speed and damage with each charge you get 1 charge by holding down secondary fire control for 1 second 1 charge is 100 dam 2 charges 120 dams 3 charges 130 ability place down a hexagon shaped blockade to defend yourself or allies duration 10 seconds cooldown 20sec

ucky

class B

chassis m4c brommers chassis

category burst suppression

description a mech design to lay down heavy fire while remaining mobile

STATS

480 hp

fuel tank 90L

boost speed 30M/s

walk speed 25m/s

airspeed 28m/s

radar 140m

dodging 1.6sec

overheating recovery 5.5 sec

primary heat-cannon

alt EOC Repeater

ALT slug rifle

secondary RT-HYDR4

A rocket pod that fire clusters of 12 rocket at each time.

Damage per round:15

Damage per shot: $15 \times 12 = 180$

ability increase damage is taken by 10% and increase damage by 20% for 10 seconds

keela

category assault

class C

description a heavy designed to assist itself in immense damage background upon seeing the effectiveness of the redox in making otherwise strong targets flailing weakling engineers decided to pair it with potent munitions

STATS

630 hp

fuel tank 50L

boost speed 24.75M/s

fuel regen 10L/s

ground speed 16.8M/s

airspeed 15M/s

dodging 2.2 sec

primary redox 02

secondary corsair xt

ability double the effect of the redox for 6 seconds cooldown 20

flake

category support

chassis hon

description a mech designed to support friendly and sacrifice armour to

teammates who need it most

background advances in repairing have allowed researchers to sacrifice armour

without endangering the structure of the mech

STATS

540 hp

fuel 100l

boost speed 28.9 m/s

airspeed 29.75 m/s

ground speed 24.75

fuel regen 7.10l/s

overheating recovery 6 seconds

primary breacher

alt flak

alt heat cannon

secondary a weapon like a helix repair torch but it boosts ally damage and its

secondary function slows enemies down [but does no damage]

its ability drop a repair orb by losing 170 hp to give to allies or yourself while

you are fighting [generated orbs last for 10 seconds or until they have been consumed] (note you can only get 170 hp from this orb repair kit internals does

not affect the amount you get

boffor

category assault

chassis L7

class A

description an oddball damage dealer

background with scraps found at a junkyard and parts stolen from various military installations the L7 was created

330hp

fuel tank 130l

boost speed 33.25M/s

airspeed 40M/s

ground speed 26m/s

fuel regen 7.65l/s

overheating recovery 5.3sec

dodging 1.25 sec

primary redox 02

alt SA Hawkins

alt assault rifle

secondary tow missile launcher

ability heat gate generate 0 heat for 5 seconds

brine

category sustain skirmisher

chassis T23M SAPPER

class B

description a close-range brawler designed to enter battle alongside C class

background upon seeing the usefulness of over shields the brine was created to utilise this technology to erase enemy mechs at close range

STATS

570 hp

fuel tank 90L

boost speed 29.20M/s

airspeed 30M/s

ground speed 24.2 M/s
fuel regen 7.5 l/s
overheating recovery 5.2 seconds
dodging 1.7 sec
primary flak
alt t32 bolt
alt mini flak
secondary grenade launcher
ability war shield resist 70% for 2 seconds 60% for 2 seconds and 50% for 2 seconds and then end

"λ" (Lambada)

category infiltration
chassis: M7B CENTENNIAL
Class: B
description: a boom and zoom /light skirmisher
the background there are few reports of sightings of this chaises most SOS
begin with "it's a λ " communication lost
once the security gets to the sight there is not much evidence of the intruder
minus the cindering M4 brommers chassis and decapitated turrets. this mech
appears to work best against teams of light mechs
STATS
hp: 450
fuel tank:115L
boost speed: 32.2 M/s
fuel regen: 6.1 L/s
ground: speed 25M/s
airspeed: 17M/s (don't hover I will cry)
overheating recovery: 4.75s
dodging: 1.01s (why point 01 why not?)
primary heat cannon XT (uncharged) has a much faster airspeed +20 damage
no splash damage)
(charged) very quick +50 damage no splash damage)
alt heat cannon
alt EOC repeater
secondary hell-fire XT has much higher damage than regular but you cannot
lock on but the missile spread is reduced

ability sensor overload
ability passive always have a short ranged scrambler effect around your mech
activate-able ability ISM all enemy mechs under the effect of the scrambler

Centurion

Category: Electronic Warfare

Chassis:: M-7 Brigadier

Class: B

Description: Electronic Warfare vehicle, designed to support friendly mech with electronic warfare.

Background: Rare seen on the battlefield, The Centurion is only issued to the leader of the most elite unit in the Legion. Based on M-7 Brigadier chassis with built-in laser designator and target scrambler, the Centurion is able to deliver the crucial support to the friendly mech while wreaking havoc on it own.

Mech stat:

HP:500

Fuel tank:90L

Boost Speed:29.5m/s

Fuel regen: 7L/s

Ground Speed:19.8m/s

Air Speed:23.6m/s

Overheating recovery: 4.5s

Dodging: 1s

Primary Weapon:

Assault Rifle

Alt Primary: Submachine Cannon

Prestige Primary: SA-Hawkin

Secondary Weapon: Hellfire Missile

Ability: Electronic Warfare

When activated, all friendly mech in 55m radius received a 15% Damage boost and 10% less damage taken.

This ability will activate for 30 seconds and have a 45-second cooldown afterwards.

not mine ^

Saboteur

Category: Rearward Harassment/ Ambush

Produced by: Sentium

Chassis: L-1 Partisan

Class: A

Description: Support mech, designed for operating behind enemy lines and sabotage enemy operation.

Background: Exclusively used by the "Phantom" Special Operation Company of the Sentium Legion, the Saboteur has been kept secret for half a decades, with only destroyed convoys and mechs left behind a trace. Built on the agile Partisan Chassis with built-in Advanced Camouflage System, the Saboteur is able to wreak havoc behind enemy line, then retreat without being detected.

Mech Stat:

HP:320

Fuel tank:80L

Boost Speed:33.0m/s

Fuel regen: 17L/s

Ground speed 17.5 m/s

Air Speed:25m/s

Overheating recovery: 4.5s

Dodging: 1s

Primary Weapon: PN-223

Alt Primary: Breacher

Prestige Primary: Submachine Cannon

Secondary Weapon:

EOC Tracker

A Sentium modified version of EOC Predator which fire a puck with an inbuilt tracker and ISM Disruptor. The puck can be stuck on to enemy mech or on the ground. When on the ground, the puck will stick to an enemy mech when it passes near a puck. The puck will track the mech once it is attached to it, and will detonate when the mech takes damage or manually, causing ISM disruption to that mech for 2 seconds. At most 6 pucks can be deployed at the same time.

Damage per round:30

DPS:15

Fire rate:0.5

Accuracy: 80

Heat rate:90

Effective range:45

Ability: Ghost

The mech will become highly camouflage which only deactivate when the mech becomes overheated or is damaged. Once deactivated, it had a 30 seconds cooldown.

not mine

vexa

Category: Frontal Assault/CQB

Chassis: MA-6 Zippo

Class: C

Description: Assault vehicle, designed for close quarter combat with heat inducing weapon.

Background: A spin-off of Project Phoenix, the Vulcan, built on MA-6 Zippo, is originally built for Crion sapper for clearing obstacle and fortification with its flamethrower. The sapper soon found out a nasty use for it through- burning enemy mech with the mighty flame.

Mech stat:

HP:530

Fuel tank:200L

Boost Speed:32.5m/s

Fuel regen: 15L/s

Ground speed:19.25m/s

Air Speed:24m/s

Overheating recovery: 5s

Dodging: 1.1s

Primary Weapon: Submachine Cannon

Alt Primary: Hawkin-RPR

Prestige Primary: Point-D Vulcan

Secondary Weapon:

FL-R0N50N

A Flamethrower capable of using heat and fuel to fire a fireball or a continuous stream of flame toward the enemy, causing the enemy to overheat.

The fireball will cause the enemy mech to be set on fire for 2 seconds, dealing 15 damage per second.

An enemy which is hit by Flamethrower flame will be set on fire and deal 15 damage every second (independent to the flamethrower damage) until it leaves the flamethrower flame for 5 seconds.

Damage Per Round(Fireball/ flamethrower):90/15

DPS:30/15

Fire rate:0.3/1

Accuracy:80/100

Heat rate:-40/-20

Heat deal to an enemy:40/20

Fuel usage: 20/5L

Effective range:60/26

Ability: Afterburner

Increase the damage of FL-RONSON by 50% while increasing the fuel usage and heat rate by 25% for 10 seconds.

The ability has a 50 seconds cooldown.
not mine

Enforcer

Category: All Range Combat

Chassis MA-1 Ensign

Class: B

Description: Assault vehicle, designed for all-around combat.

Background: Ever since the colonisation of Illal, the enforcer has been the workhorse of the CRION Security Force. Built on the Well armoured and agile Ensign chassis, it's still a favourite for veteran mercenaries, even after the fall of

CRION

Mech Stat:

HP:545

Fuel tank:110L

Boost Speed:32.0m/s

Fuel regen: 9.25L/s

Ground speed 18.5m/s

Air Speed:27m/s

Overheating recovery: 5.7s

Dodging: 1.5s

Primary Weapon: SA Hawkin

Alt Primary: Point-D Vulcan

Prestige Primary: Mini Flak Cannon

Secondary Weapon:

RT-HYDR4

Ability:

Weapon Coolant

RT-HYDR4

A rocket pod that fire clusters of 12 rocket at each time.

Damage per round:15

Damage per shot: $15 \times 12 = 180$

not mine^

Commando

Category: Rearward Harassment/ Ambush

Produced by: Crion

Chassis: MA-2 Warden

Class: B

Description: Ambush vehicle, specialises in tracking, trapping, and decimating the unaware.

Background: Designed for covert operation in the cold region, the Commando maximised the element of stealth to the extreme. With a special cooling system and flame-less boosting engine installed in the Warden chassis, The Commando is able to remove its heat signature as well as become highly camouflaged, making a perfect assassin.

Mech Stat:

HP:500

Fuel tank:95L

Boost Speed:29.5m/s

Fuel regen: 15L/s

Ground speed:20m/s

Air Speed:27m/s

Overheating recovery: 3.5s

Dodging: 1.1s

Primary Weapon:

SMC-HS

A spec op version of SMC, which allow the storage of heat without affecting the mech for the first 3 seconds of firing.

Damage per round: 11

DPS:66

Fire rate:6

Accuracy: 75

Heat rate:35

Effective range:50

Alt Primary: Breacher

Prestige Primary: T32-Bolt

Secondary Weapon:

ML-D4RT

A specialised railgun that can either fire a high-velocity dart or a nanobot filled shell through the shield.

The shell will detonate on contact, releasing a cloud of Ajax nanobot which tracks and attack the mech caught in the blast radius for 10 seconds, dealing 10 damage per second.

Damage per Round(negating nanobot damage)(Dart/Shell): 120/40

DPS: 30/10

Fire rate: 0.25

Accuracy:85

Heat rate: 40

Ability: Stalker 2.0

Similar to the Stalker on predator but allow flying, boosting or dodging without revealing itself and also eliminate the mech's heat signature. It will temporarily deactivate when there is heat produced and reactivate after there is no heat produced for 4 seconds.

It will deactivate when the mech took damage and will require 25 seconds of cool-down.

^this is not mine

kolan

category skirmish

chassis m3 brommens

class b

design as the middle ground between the hulking Vanguard and backstabbing infiltrator

the back story these m3 chassis were only recently confirmed to exist after sentium salvage teams came across a war-torn foundry at first it looked picked clean but after accidentally exiting the salvage vehicle on a pressure pad it opens a hatch revealing 100s of these chassis and the files detailing the construction of these mechs

HP:500

Fuel: tank:125L
fuel regen:14l/s
boost speed:28.5m/s
airspeed:18ms
ground speed 25.5m/s
overheating recovery:5.5sec
dodging:1.4s
primary heat cannon
alternate reflak
secondary grenade launcher
ability armoured jam increase damage resistance by 20% and do not appear on
a radar
duration of 4 seconds
cooldown 25 seconds
sabr
category skirmish
chassis: HON
Class: B

description the sabr or HON was designed to counter heavy mechs
backstory prosk's hon mechs usually hunting trader convoys POW convoys and
just about anything that resembles a convoy but there was a problem with g2
such-such heavy sentium war-bots becoming more common one of the designs
were as follows

HP:520
Fuel tank:115L
Boost Speed:26.0m/s
Fuelegen:13.5L/s
Ground speed:23.1m/s
Air Speed:20m/s
Overheating recovery: 7s
Dodging: 1.35s
weapons xs sabot

the xs sabot is a lighter variant of the ke sabot which does more damage than a
slug but no more than a regular ke sabot the xs sabot will have a 0.1 second
longer chamber than ke sabot
damage 60
heat rate 7.4
min damage 40
the xs sabot has not got a scope
ability catalyse

slow chamber time by another 1-second increase heat rate by 10 while
increasing damage by 25% and adding penetration

duace

category: support

chassis: TA-456 comad

class: B

description: the comad chassis was designed with the intention to act as a
forward command unit supporting allies with advanced cloaking and disrupting
enemy units from the back lines

backstory commissioner acckon was intelligent brave (at the command centre)
but when asked to go to the front lines and lead his forces when long-range
communication was down he was very timid so he took one captured vytro
model mech down to engineering and used is standing to get them to create a
support mech he would be able to use on the back lines

stats

HP:460

Fuel tank:100L

Boost speed:28.5m/s

Fuel regen:14.00L/s

Ground speed:25m/s

Air Speed: 22m/s

Overheating recovery: 4s

Dodging: 1.9s

redox 03

heat rate 22

the redox 03 is a slug rifle that uses munitions similar to the redox 02 but the
effect lasts 2x as long

redox 03 stats are similar to the slug rifle but do half the damage

alt redox 02

other 1 ppn 223

elite slug rifle

secondary razor swarm launcher a new weapon origin unknown

heat rate 30

launches a five-four round burst small close range drones which are fired and
once close enough to enemy begins to orbit the enemy doing 20 damage every
second

(op you basically made the seeker worse first wait for me to finish second I could've said another slowing weapon)
once the enemy has razor drones attacking the mech the pilots' teammates the pilot or turret can shoot them off (each drone has 10 hp) thus making assaults have an actual purpose (you get points for removing pesky drones from friends)
ability group cloak create a field that cloaks you and nearby friendlies
duration forever range
10-20 meters
cooldown 40 seconds upon you or ally taking damage you glow orange for 6 seconds teammates firing shooting causes them to become orange
the cloak vanishes and goes into cool-down if the pilot using group cloak fires
hell this idea could be the vytro rework

my dream mech which I would love to use in the game

Engineer

Category: Field Support

Chassis: MA-3 Cracker

Class: B

Description: Support Vehicle, designed for on-field repair with the assistance of repairing drones.

Background: The Engineer, built on the MA-3 Cracker chassis, was originally used by the spaceport personnel around Illal for inspection and maintenance of the spaceship coming in or out, with a drone for checking in the tight areas on the ship. With the Hawken virus spreading through illal and spaceport now deserted, the drone is now used for saving mechs in a tight situation instead.

Mech Stat:

HP:505

Fuel tank:105L

Boost Speed:30.0m/s

Fuel regen:12.5L/s

Ground Speed:20.1m/s

Air Speed:24m/s

Overheating recovery: 5s

Dodging: 1.5s

Primary Weapon: PN-223

Alt Primary: Redox-02

Prestige Primary: SA Hawkin

Secondary Weapon:

HRT-DS

A modified version of Helix Repair Torch which allows repairing and deconstruction in the same mode.

Ability: Repair Drone

Activating this ability will cause the drone on the Engineer to detach from the mech and follow the mech, repairing/attacking the nearest mech in a 25m radius of the Engineer.

The drone will reattach to the mech and repair for 1:30 after it had taken more than 175 damage or recalled by the pilot and will not be able to reactivate before it is fully repaired. It can also be repaired in combat by the helix torch.

The armament of the drone includes a frontally aimed HRT-DS.

carmadon

While under streams of damage from hellfires prosk decided to once again build there own variation

class B

stats 560 hp

, boost speed 26ms,

walk speed 19ms,

dodge 1.7 sec

time is taken to overheat 7 sec cooldown 5 sec

weaponry TA Hawkins damage per shot 41 moderate rate of fire accuracy you could mistake it for a shotgun secondary low laser-guided rocket with good

agility damage while guided 130 unguided 120

ability in a 10 radius hellfire lock-on systems and turret tracking are less

effective duration 6 seconds cooldown 17 sec

they named this mech carmadon [pronounced carm adon] this suggestion was made on the basis of my hatred of Hellfires (and nepacaka' suggestion)

equinox

class D

chassis M78B BROMMORS PROTOTYPE

description a healer based on an experimental frame

background the engineers at brommors were given a vast amount of money in order to make a viable Quadra ped

STATS

HP 600

fuel tank 160L

boost speed (nil for there are no thrusters here)

walk speed 29/ms

airspeed 35/ms(because of thrusters underneath)

radar 175m

overheating recovery 7sec

dodging 2.2 sec

both primary fire at the same time when primary fire control is pressed

primary 1 SA Hawkins

primary 2 SMC

secondary tow rocket

ability project a healing aura of 20 armour per sec for 15 seconds in a 20m radius

pyiler

class a

chassis L5 scout

category area denial

description Project Phoenix compressed into a small mech

STATS

hp 350,

walk speed 22.5ms,

boost speed 31.4 ms,

fuel regeneration 12ls

capacity 115l,

overheat 4.5 sec|

dodging 1.4 sec

weaponry primary SARE launcher secondary SARE launcher|

ability overclock your core increase movement and generate extreme heat (toggleable) (warning if you overheat you take 30 damage a second until toggled off)

the "Ilyushin"

prosk class B

stats

HP: 560

Fuel Tank: 101 L

Boost Speed: 30.4 m/s

Fuel Regen: 8.89 L/s

Ground Speed: 18.5 m/s

Airspeed: 26

Radar: 190 m

Overheating: 6 s

Dodging: 1.74 s

weaponry primary "khaza" assault rifle with more heat build-up for it has an under barrel grenade launcher (75% damage of rev gl) which fires every 6 shots of the assault rifle beware of splash

alt reflak

other rev gl

secondary "51ug4" a shotgun that leeches 5% of current fuel from enemy target damage 200 (at point blank)

10m =130 damage

20m =65 damage

40 =0 damage

the secondary mode does 0 damage but gives 50% of your total fuel to ally giving them a boost speed increase of 25% for 4 seconds

(yes I know this means scouts may break the sound barrier for 4 seconds)

ability mobile refinery turn nearby mechs kinetic energy into fuel duration 10 seconds

effectiveness increase fuel regen by 0.5 (for you) as mechs enter a 20 m radius (example 2 mechs = +1 fuel regen) Cooldown 20 seconds

Now stealing for security

New Faction: Crion Remnant

Before the accident in the Praxis Valley, Crion was the leading enterprise in the manufacture of mech for all industries, as well as nanobot research and other sectors of science.

But this state of prosperity came with a price. Civil unrest and riot the territory is rampant and often required Crion Security Force to use lethal force to disperse the crowd, including rocket and miniguns.

Also, fearing their advanced technology, Sentium and Prosk secretly jointed force together in hopes to defeating Crions, which later ended up in Operation Downfall- the covert assault on the Praxis Valley, the HQ of Crion, to sabotage every part of the enterprise, and balance back the power.

The operation is successful, maybe a bit too successful. The Once glorious enterprise fell into dust, releasing the Hawken virus at the same moment, which starts to infest the planet.

Most of the CSF member perished in the incident along their equipment. But some of them survived and got hidden with their mech or become mercenaries or raiders.

Half a decade later. An unknown transmission reached them:

"To all Crion pilots,

This is Overlord speaking. If you received this message, that means phase 2 of Protocol Alecto is activated.

Half a decade ago, Crion fell with that explosion. Prosk and Sentium said that it's our own fault, that one of our weapon tests had gone fizzy bunny.

They lied.

The truth is, their board are so utterly corrupted, that they joined up to sabotage us with Operation Downfall.

Well, they succeed in blowing up our Headquarter, but they will pay for it with their own downfall.

Now with our virus and bot plaguing them, we will rise from the ashes of our enterprise, and eliminate them without mercy. We now only have one objective:
The total destruction of Prosk and Sentium.

Now, I order all of our comrades to take up your arm and fight for our fallen enterprise, our fallen comrade, our victory, for Crion!

Overlord,
C.S.S.S"

Some pilot dismissed that as another attempt for Sentium and Prosk to hunt them down, but some loyal pilots, wanting to revenge for their loss, grouped together and formed Crion Remnant which raided outposts and convoys of both corporations, with the aim to destroy them for that fateful day.

Mech:

Crion:

Sentry

Category: Electronic Warfare

Chassis: LA-2 Monitor

Class: A

Description: Support vehicle, designed for detecting cloaked enemy mech.
Background: The Sentry, built on the Monitor chassis, was originally built for the mine around Illal as a way to found trapped mechs and pilots after mine accidents, which is quite common, with its Area Scanner. But after the fall of Crion, many of these found itself being outfitted with weapon and used for a different job- revealing hidden enemy mech.

Mech Stat:

HP: 330

Fuel tank:80L

Boost speed:36.0m/s

Fuel regen: 6.4L/s

Ground speed:20.5m/s

Air Speed:26m/s

Overheating recovery: 3.5s

Dodging: 1s

Primary Weapon: Mini Flak Cannon

Alt Primary: Hawkin-RPR

Prestige Primary: Heat Cannon

Secondary Weapon:

TOW-TR4

Ability: Active Scanner

Reveal all enemy mech in 70m radius for 10 seconds to all friendly mechs and outline their shape in friendly HUD, including those behind the building or cloaked.

The ability has a cooldown of 45 seconds.

Disruptor

Category: Electronic Warfare

Chassis: LA-4 Constable

Class: A

Description: Assault vehicle, designed to ambush and temporary disable groups of enemy mechs.

Background: Exclusively used by the "Thunderbolt" Special Response Division of the Crion Security Force, the Disruptor was used when the riot started to involve bipedal walkers piloted by mobs. With an internal disruption system built on the LA-2 Constable chassis, the disruptor was able to shut down any mech system and destroy the prey with ease.

Mech Stat:

HP:335

Fuel tank:100L

Boost speed:36.25m/s

Fuel regen: 8.75L/s

Ground speed: 20m/s

Air Speed:40

m/s

Overheating recovery: 6s

Dodging: 1s

Primary Weapon: Mini Flak Cannon

Alt Primary: Flak Cannon

Prestige Primary: Point-D Vulcan

Secondary Weapon:

TOW-TR4

Ability: Total Disruption

Cause ISM disruption and EMP shutdown of 6 seconds on all the enemies in the 18m radius of the Disruptor.

This ability has a one-minute cooldown.

Enforcer

Category: All Range Combat

Chassis MA-1 Ensign

Class: B

Description: Assault vehicle, designed for all-around combat.

Background: Ever since the colonization of Illal, the enforcer has been the workhorse of the Crion Security Force. Built on the Well armoured and agile Ensign chassis, it's still a favourite for veteran mercenaries, even after the fall of Crion.

Mech Stat:

HP:545

Fuel tank:110L

Boost speed:32.0m/s

Fuel regen: 9.25L/s

Ground speed 18.5m/s

Air Speed:27m/s

Overheating recovery: 5.7s

Dodging: 1.5s

Primary Weapon: SA Hawkin

Alt Primary: Point-D Vulcan

Prestige Primary: Mini Flak Cannon

Secondary Weapon:

RT-HYDR4

Ability:

Weapon Coolant

Vulcan

Category: Frontal Assault/CQB

Chassis: MA-6 Zippo

Class: C

Description: Assault vehicle, designed for close quarter combat with heat inducing weapon.

Background: A spin-off of Project Phoenix, the Vulcan, built on MA-6 Zippo, is originally built for Crion sapper for clearing obstacle and fortification with its flamethrower. The sapper soon found out a nasty use for it through- burning enemy mech with the mighty flame.

Mech stat:

HP:530

Fuel tank:200L

Boost speed:32.5m/s

Fuel regen: 15L/s

Ground speed:19.25m/s

Air Speed:24m/s

Overheating recovery: 5s

Dodging: 1.1s

Primary Weapon: Submachine Cannon

Alt Primary: Hawkin-RPR

Prestige Primary: Point-D Vulcan

Secondary Weapon:

FL-R0N50N

A Flamethrower capable of using heat and fuel to fire a fireball or a continuous stream of flame toward the enemy, causing an enemy to overheat.

The fireball will cause the enemy mech to be set on fire for 2 seconds, dealing 15 damage per second.

An enemy which is hit by flamethrower flame will be set on fire and deal 15 damage every second (independent to the flamethrower damage) until it leaves the flamethrower flame for 5 seconds.

Damage Per Round(Fireball/flamethrower):90/15

DPS:30/15

Fire rate:0.3/1

Accuracy:80/100

Heat rate:-40/-20

Heat deal to the enemy:40/20

Fuel usage: 20/5L

Effective range:60/26

Ability: Afterburner

Increase the damage of FL-R0N50N by 50% while increasing the fuel usage and heat rate by 25% for 10 seconds.

The ability has a 50 seconds cooldown.

Engineer

Category: Field Support

Chassis: MA-3 Cracker

Class: B

Description: Support Vehicle, designed for on-field repair with the assistance of repairing drones.

Background: The Engineer, built on the MA-3 Cracker chassis, was originally used by the spaceport personnel around Illal for inspection and maintenance of the spaceship coming in or out, with a drone for checking in the tight area on the ship. With the Hawken virus spreading through illal and spaceport now deserted, the drone is now used for saving mechs in a tight situation instead.

Mech Stat:

HP:505

Fuel tank:105L

Boost speed:30.0m/s

Fuel regen:12.5L/s

Ground speed:20.1m/s

Air Speed:24m/s

Overheating recovery: 5s

Dodging: 1.5s

Primary Weapon: PN-223

Alt Primary: Redox-02

Prestige Primary: SA Hawkin

Secondary Weapon:

HRT-DS

A modified version of Helix Repair Torch which allows repairing and deconstruction in the same mode.

Ability: Repair Drone

Activating this ability will cause the drone on the Engineer to detach from the mech and follow the mech, repairing/attacking the nearest mech in a 25m radius of the Engineer. The pilot could also target a mech for the drones to repair/attack by clicking the mid mouse button while aiming at the target. The drone will reattach to the mech and repair for 1:30 after it had taken more than 175 damage or recalled by the pilot and will not be able to reactivate before it is fully repaired. It can also be repaired in combat by the helix torch. The armament of the drone includes a frontally aimed HRT-DS.

Gladiator

Category: Frontal Assault/CQB

Chassis: MA-8 Spartan

Class: B

Description: Frontline vehicle, designed for frontline assault with shield protection.

Background: Based on MA-8 Spartan with particle shield and laser cutter, the Gladiator was once a common sight in shipbuilding industries, and is so called for its appearance during welding with shield activated. Once used to cut metal and weld them into a mech, they now cut mechs to turn them into scrap metal instead.

Mech Stat:

HP:525

Fuel tank:85L
Boost speed:33.0m/s
Fuel regen: 9L/s
Ground speed:17.5m/s
Air Speed:27.5m/s
Overheating recovery: 5.3Dodging: 1.5s
Primary Weapon: Assault Rifle
Alt Primary: Flak Cannon
Prestige Primary: Point-D Vulcan
Secondary Weapon
LC-C14YM0R3

Nicknamed "Slicer", it is originally designed as a cutting/ welding tool and consist of a Laser cutter and a plasma welder, which can shoot a globe of hot plasma for a distance. But soon, pilots found a better use of it - welding enemies joint together- or like what it nickname suggested- slicing enemies into pieces.

Damage per round:6(laser cutter)/80(plasma projector)
DPS:60/40
Fire rate:10/0.5
Accuracy:100/85
Heat rate:50/30
Effective range:5/40

The plasma once hit, will slow the mech by 25% for 5 seconds.
Ability: Shield Mode

This ability will project a particle shield from the mechanism located at its left forearm which decreases damage taken from the front by 25% while disabling the primary weapon(as the forearm need to bend toward the body to activate the shield).

The shield can be activated or deactivated at any time, and the primary weapon will be reactivated once the shield is deactivated.

Commando

Category: Rearward Harassment/ Ambush
Produced by: Crion
Chassis: MA-2 Warden
Class: B

Description: Ambush vehicle, specializes in tracking, trapping, and decimating the unaware.

Background: Designed for covert operation in the cold region, the Commando maximized the element of stealth to the extreme. With a special cooling system and flameless boosting engine installed in the Warden chassis, The Commando is able to remove its heat signature as well as become highly camouflaged, making a perfect assassin.

Mech Stat:

HP:500

Fuel tank:95L

Boost speed:29.5m/s

Fuel regen: 15L/s

Ground speed:20m/s

Air Speed:27m/s

Overheating recovery: 3.5s

Dodging: 1.1s

Primary Weapon:

SMC-HS

A spec op version of SMC, which allow the storage of heat without affecting the mech for the first 3 seconds of firing.

Damage per round: 11

DPS:66

Fire rate:6

Accuracy: 75

Heat rate:35

Effective range:50

Alt Primary: Breacher

Prestige Primary: T32-Bolt

Secondary Weapon:

ML-D4RT

A specialized railgun that can either fire a high-velocity dart or a nanobot filled shell through the shield.

The shell will detonate on contact, releasing a cloud of Ajax nanobot which tracks and attack the mech caught in the blast radius for 10 seconds, dealing 10 damage per second.

Damage per Round(negating nanobot damage)(Dart/Shell): 120/40

DPS: 30/10

Fire rate: 0.25

Accuracy:85

Heat rate: 40

Ability: Stalker 2.0

Similar to the Stalker on predator but allow flying, boosting or dodging without revealing itself and also eliminate the mech's heat signature. It will temporarily

deactivate when there is heat produced and reactivate after there is no heat produced for 4 seconds.
It will deactivate when the mech took damage and will require 25 seconds of cooldown.

Marksman

Category: Second Line Support

Chassis: HA-4 Minuteman

Class: C

Description: Precision vehicle, designed for long-range precision support.
Background: The Marksman, built on the HA-4 Minuteman chassis, is Crion's response on the call for long-range strike capacity in the Security Force. Accurate and deadly, the Marksman is capable to lay down a volley of deadly accurate fire on the enemy.

Mech Stat:

HP:625

Fuel tank:130L

Boost speed:23.0m/s

Fuel regen: 17L/s

Ground speed:14.5m/s

Air Speed:21m/s

Overheating recovery: 5.5s

Dodging: 1.5s

Primary Weapon: Piercer

Alt Primary: SA Hawkin

Prestige Primary: Slug Rifle

Secondary Weapon:

SABOT-HG

A Crion Version of Sabot Rifle which fires a heavier round that guides itself to the target.

Damage per shot(Unscoped/scoped):140/175

DPS:28/35

Fire rate:0.2

Accuracy:85

Heat rate:60

Effective Range:100

Ability:

Precision Turret

When activated, Provide 10% Accuracy bonus, Remove 2% heat per second, and reduce 20% damage taken from the front. The damage taken from the back will increase by 10%.

Sentinel

Category: Frontline Support

Chassis: HA-2 Overseer

Class: C

Description: Support vehicle, designed to support friendly mech with Assault Drone.

Background: Even before the Hawken virus, the protest was common in illals. With this in mind, the Sentinel was built on the Overseer classic with a remote-controlled drone to monitor these activities, or disperse them with a rubber bullet and tear gas rocket. After the incident, the Sentinels job remains the same, but now they use real bullet and explosive rocket instead.

Mech Stat:

HP:600

Fuel tank:130L

Boost speed:25.0m/s

Fuel regen: 9L/s

Ground speed:16m/s

Air Speed:23m/s

Overheating recovery: 5.5s

Dodging: 1.5s

Primary Weapon: SA Hawkin

Alt Primary: T32-Bolt

Prestige Primary: Point-D Vulcan

Secondary Weapon:

RT-HYDR4

A rocket pod that fire clusters of 12 rocket at each time.

Damage per round:15

Damage per shot: 15*12=180

DPS:45

Fire rate:0.25

Accuracy:70

Heat rate:60

Effective range:45

Ability: Assault Drone

Activating this ability will cause the drone on the Sentinel to detach from the mech and follow it, attacking the nearest enemy mech in a 60m radius of the sentinel. A pilot could also target an enemy mech for the drones by clicking the mid mouse button while aiming at the target.

The drone will reattach to the mech and repair for a minute and a half after it had taken more than 200 damage or recalled by the pilot and will not be able to activate again before it is fully repaired. It can also be repaired in combat by the helix torch.

The armament of the drone includes two frontally aimed Point-D Vulcan and an underslung rocket turret with 360 degrees of firing arc.

Prowler

Category: Electronic Warfare

Chassis: HA-6 Mastermind

Class:C

Description Electronic Warfare vehicle, designed to hinder enemy mech with electronic warfare.

Background: As the corporations relied more and more on a new electronic system, they become more prone to their shutdown. Knowing this all too well, Crion decided to use it to their advantage. Equipping state-of-the-art system jammer pod on the HA-6 Mastermind chassis, the Prowler is able to render enemy mech into easy prey for the allies, even for the most advanced mech.

Mech Stat:

HP:670

Fuel tank:110L

Boost speed:26.5m/s

Fuel regen: 10L/s

Ground speed:15m/s

Air Speed:22m/s

Overheating recovery: 5s

Dodging: 1.5s

Primary Weapon: SA-Hawkin

Alt Primary: Assault Rifle

Prestige Primary: Heat Cannon

Secondary Weapon:

RT-HYDR4

Ability: Electronic Jammer When activated, disable the radar and mech identifications on enemy mech HUD, and decrease damage dealt and movement

speed by 30% for all enemy mech in the 75m radius for 20 seconds, and have a 50-second cooldown afterwards.

Prosk:

Aggressor

Category: Electronic Warfare

Chassis: L9 Huntsman

Class: A

Description: Swarm vehicle, equipped to counter infiltration.

Background: Built on L9 Huntsman, a modified Piston chassis, The Aggressor was essentially the reconversion of the Berserker with specialized scrambler to counter Cloaked enemies. Fast and agile, it been the personal mech for many top-notch Prosk pilots, including Laila herself.

Mech Stat:

HP:345

Fuel tank:95L

Boost speed:36.5m/s

Fuel regen: 10.5L/s

Ground speed:21m/s

Air Speed:39m/s

Overheating recovery: 5.25s

Dodging: 1s

Primary Weapon: Assault Rifle

Alt Primary: Point-D Vulcan

Prestige Primary: Mini Flak Cannon

Secondary Weapon: Hellfire Missile

Ability: Camouflage Scrambler

Force all camouflage related abilities on the enemy mech in a 45m radius on a cool-down. This ability has a cooldown of 1 minute.

Lancer

Category: Second Line Support

Chassis: L5 Spearman

Class: A

Description: Precision vehicle, designed to cripple enemy mech at long range.

Background: With the increased appearance of the sentium heavy mech, Prosk decided to modify the existing Spree to deal with. With the advance of the electromagnetic technology, prosk engineers were able to fit a railgun onto the lightened L5 Spearman, Creating the Lancer.

Mech Stat:

HP:325

Fuel tank:75L

Boost speed:36.0m/s

Fuel regen: 15L/s

Ground speed 18.5m/s

Air Speed:27m/s

Overheating recovery: 3.5s

Dodging: 1s

Primary weapon:

Piercer

A modified version of breacher which fires a large single spike rapidly in high velocity, allowing piercing of target, even through the shield.

Damage per round:25

DPS:62.5

Fire rate:2.5

Accuracy:80

Heat rate:40

Effective range:45

Alt Primary: Hawkin-RPR

Prestige Primary: Slug Rifle

Secondary Weapon:

ML-L4NCE

The Magnetic Launcher, nicely nicknamed as "hole puncher" due to the hole saw on the destroyed mech, is a slow-firing railgun which fires a long rod at extreme velocity to a point that can pierce even the toughest shield wall, while still able to pierce through the target, severely damaging it.

Damage per round(unscooped /scoped or
unscooped+ability/scoped+ability):150/200/250

DPS: 25 (unscooped)/33(scoped)

Fire rate: 0.17 round per second

Accuracy:85

Heat rate:50

Effective range:100

Ability: Magnetic Overcharge

Overcharge the ML-L4NCE to allow it to deal extra damage in one shot, but with extra heat.

This ability has a 1-minute cooldown.

Breacher

Category: Frontline Breakthrough

Chassis: H8 Phalanx

Class: C

Description: Spearhead vehicle, designed for breaching heavy or concentrated enemy defence.

Background: As the war raged on, the sappers of both side found themselves being called out more and more against the more complex defence, leading to a call for a mech built for them. Trying to address the issue, Prosk modded their version of a raider with special magnetic shield and explosive, creating the breacher.

Mech Stat:

HP:685

Fuel tank:135L

Boost speed:24.0m/s

Fuel regen: 7.5L/s

Ground speed:16m/s

Air Speed:22m/s

Overheating recovery: 4.5s

Dodging: 1.5s

Primary Weapon: T32-Bolt

Alt Primary: EOC Repeater

Prestige Primary: SA Hawkin

Secondary Weapon:

HCL-P3NT4RD

The old world wisdom about explosive never defeated: "Have C4, will travel."

Knowing this wisdom all too well, the sapper of Prosk just modified a Fuel-Air

Explosive Launcher for mech use. Nicknamed "Dustbin" for the shape of the charge, the launcher is able to turn any obstacles into dust, including mechs.

Damage per round:180

DPS:36

Fire rate:0.2

Accuracy:65

Heat rate:60

Effective range: 40

Ability: Shielded Blitz

Similar to Blitz, but with a special shield deployed that negate all ballistic damage and reduce explosive damage by 50% if taken from the front. All damage is taken from the back increase 30%.
This ability has a 55-second cooldown.

Sentium:

Saboteur

Category: Rearward Harassment/ Ambush

Produced by: Sentium

Chassis: L-1 Partisan

Class: A

Description: Support mech, designed for operating behind enemy line and sabotage enemy operation.

Background: Exclusively used by the "Phantom" Special Operation Company of the Sentium Legion, the Saboteur has been kept secret for half a decades, with only destroyed convoys and mechs left behind a trace. Built on the agile Partisan Chassis with built-in Advanced Camouflage System, the Saboteur is able to wreak havoc behind enemy line, then retreat without being detected.

Mech Stat:

HP:320

Fuel tank:80L

Boost speed:33.0m/s

Fuel regen: 17L/s

Ground speed 17.5 m/s

Air Speed:25m/s

Overheating recovery: 4.5s

Dodging: 1s

Primary Weapon: PN-223

Alt Primary: Breacher

Prestige Primary: Submachine Cannon

Secondary Weapon:

EOC Tracker

A Sentium modified version of EOC Predator which fire a puck with an inbuilt tracker and ISM disruptor. The puck can be stuck on to enemy mech or on the ground. When on the ground, the puck will stick to an enemy mech when it passes near a puck. The puck will track the mech once it is attached to it, and will detonate when the mech takes damage or manually, causing ISM disruption to that mech for 2 seconds. At most 6 pucks can be deployed at the same time.

Damage per round:30

DPS:15

Fire rate:0.5

Accuracy: 80

Heat rate:90

Effective range:45

Ability: Ghost

The mech will become highly camouflage which only deactivate when the mech becomes overheated or is damaged. Once deactivated, it had a 30 seconds cooldown.

Corsairs

Category:Deep Penetration/ Hit-and-Run

Chassis: L-3 Crossbone

Class: A

Description: Ambush vehicle, designed to surprise and eliminate the enemy with the help of the stealth drone.

Background: Salvaging from the wreck of the Crion Sentinels, Sentium reverse-engineered the drone control system and combined it with the stealth technology from the Prosk. Built on the Crossbone chassis, Corsair is able to send out a drone with stealth technology to reconnaissance behind enemy line and to ambush enemy when times come.

Mech Stat:

HP:340

Fuel tank:88L

Boost speed:33.0m/s

Fuel regen: 8L/s

Ground speed:19m/s

Air Speed:26.5m/s

Overheating recovery: 3.5s

Dodging: 1s

Primary Weapon: Mini Flak Cannon

Alt Weapon: Hawkin-RPR

Prestige Weapon: Point-D Vulcan

Secondary Weapon: TOW Rocket

Ability: Stealth Drone

Activating this ability will cause the drone on the Corsair to detach from the mech and follow the mech, attacking the nearest mech in a 30m radius of the Corsair. A pilot could also target a mech for the drones to attack by clicking the mid mouse button while aiming at the target.

The drone will cloak itself during operation, only revealing itself when firing or taken damage, and will re-cloak itself 5 seconds after the above action.

The drone will reattach to the mech and repair for 1 minute after it had taken more than 150 damage or recalled by the pilot and will not be able to reactivate before it is fully repaired. It can also be repaired in combat by the helix torch.

The armament of the drone includes a frontally aimed Point-D Vulcan.

Centurion

Category: Electronic Warfare

Chassis:: M-7 Brigadier

Class: B

Description: Electronic Warfare vehicle, designed to support friendly mech with electronic warfare.

Background: Rare seen on the battlefield, The Centurion is only issued to the leader of the most elite unit in the Legion. Based on M-7 Brigadier chassis with built-in laser designator and target scrambler, the Centurion is able to deliver the crucial support to the friendly mech while wreaking havoc on it own.

Mech stat:

HP:500

Fuel tank:90L

Boost speed:29.5m/s

Fuel regen: 7L/s

Ground speed:19.8m/s

Air Speed:23.6m/s

Overheating recovery: 4.5s

Dodging: 1s

Primary Weapon:

Assault Rifle

Alt Primary: Submachine Cannon

Prestige Primary: SA-Hawkin

Secondary Weapon: Hellfire Missile

Ability: Electronic Warfare

When activated, all friendly mech in 50m radius received a 25% Damage boost and 25% less damage taken.

This ability will activate for 30 seconds and have a 45-second cooldown afterwards.

Cannoneer

Category: Second Line Support

Chassis H-7 Culverin

Class: C

Description: Support vehicle, designed for Direct fire support.

Background: Direct Fire Support has been mainly the job of the battleship hovering the battlefield. But as the fight goes on, the availability of battleship spiralled downward. Trying to find an affordable way to provide fire support, Sentium's engineer fitted a shipboard Cannon into the Culverin Chassis, creating the Cannoneer.

Mech Stat:

HP:710

Fuel tank:86L

Boost speed:25.0m/s

Fuel regen: 11L/s

Ground speed:17.5m/s

Air Speed:23m/s

Overheating recovery: 4.5s

Dodging: 1.5s

Primary Weapon:

Heat Cannon

Alt Primary: EOC Repeater

Prestige Primary:

SA-Hawkin

Secondary Weapon:

ML-S4B0T

A railgun designed to fire a high explosive shell in a high velocity for direct fire support.

Damage per shot:160

DPS:32

Fire rate: 0.2

Accuracy:75

Heat Rate:60

Effective range: 70

Ability: Artillery Turret

Convert to a heavy defence mode with increased weapon damage and explosion radius. While in turret mode: -30% frontal damage; +15% rear damage.

Non-mech specific Weapon

TOW-TR4

Background: Struggling to track down mobs after protests and riots, internal security section of Crion decided to utilize their nanobot to do the job for them. With the TOW-TR4, the riot rate plummeted overnight, as the mobs participating in the riot are caught as soon as the riot finished.

A modified TOW rocket that fire a warhead fitted with a tracking version of Ajax nanobot, allow enemy mech in the blast radius to be tracked for 15 seconds.

Damage per shot: 120

DPS: 30

Fire rate: 0.3

Accuracy: 75

Heat rate: 45

Effective Range: 60

some of these ideas are already a thing but there are some gems in it still imagine it like a diamond mine all credit goes to the community member on the PC I stole the idea from

Hi comrades!

Several days I'm working on this mech (actually, not all days, just busy to end it fast). Today I'm bring new B-class with the full concept (drone, thrusters, and even new item and internal). Our guys from Russian community also help me with this mech concept. Because since my first mech we actually added so many ideas for weapons and mechs, so this is hard to find something interesting (and it firstly should be playable!), which actually never used (I already have drawn tonnes of shotguns, grenade launchers, machine guns, ball-cannon, electro-cannon, nail guns, crossbow, disruptors, magnetic guns and many many other, I even not remember all of what I drew before :D).

Yeah, we actually already have in Hawken more than 30 weapons, it is actually almost all weapons types from FPS games, except lasers and ridiculous guns which shoot a rainbow.

And most of the problem, not to make just something unique (it is actually very easy), but make it playable and satisfied all Hawken general rules. Yeah, it is easy coming up with something like another siege mech or railguns, lasers, but oh Nepa, stop talking bullsh!t, just let begin

Interceptor Lore:

Interceptor ♦ B-class mech created by Prosk. During the battle near the town ♦Union-14♦. Prosk forces can beat the Sentium forces. As a result of the Sentium retreat, the whole area around the town was just littered with broken mechs, and abandoned tanks (yes, they have tanks too :D). Gathering all of this scrap and metal took a long time to Prosk. As a result of the inspection of this stuff, one of the Prosk engineers came up with a brilliant idea - "why not?". Taken as a basis Assault parts, they were subject to modification. Interceptor installed on less powerful and lighter engine but has an additional turbine. Computer systems and hydraulics have also been replaced with one of those that had been able to work. They called this chassis "Oran". However, the highlight of the Interceptor was that the engineers were able to use as a tank turret as an armour for the mechs bodies. And engineering solutions in Prosky in terms of weapons. They were constructed over 76 ♦interceptors♦. However, only 52 mechs managed to bring up 100% working condition, but it is not so important...

Interceptor Pictures:

*nepacaka note♦s: I improve my drawing technique a little. Mech now has more colours, some textures, and some flares on metal. But it still curves like a hell♦ :D

Interceptor Stats:

Armour: 540
 Fuel tank: 102 L
 Fuel regen: 9.0 L
 Boost speed: 30.4 m/s
 Walking speed: 18.5 m/s
 Airspeed: 30
 Radar: 112 m

Overheat time: 5.25 sec.

Interceptor Weapons:

Primary:

1) Default. KPVT ♦ Also known as ♦ a Heavy machine gun ♦. It combines a good rate of fire (well, for heavy machine guns) with armour-piercing anti-tank firepower. After several shots KPVT start highly increase spread. You can try to use it like burst-fire (1-2 bullets) on mid-range, but it much more devastating at point blank.

Damage: 41

Max. Fire Rate: 2.9

Max. Spread: 8.5 (very close to Flak-cannon)

DPS: 116

Falloff start: 50 / Falloff End: 120

KPVT is actually more a Flak-Alternative, than other machineguns. It is actually a Closed-Beta version of SA-Hawkins. I love the old version of SA, so I want to have something like this in game. Devs change SA-Hawkins cuz it was bad on SharpShooter (because spread), but if it installed on close-combat mech... this sort of weapon would be great!

*nepacaka note ♦s: KPVT based on real weapon prototype. You can read about the real model here if you interested. Despite this weapon created in WW2 (71 years ago), it is still one of the most powerful machine guns in the world:

https://en.wikipedia...avy_machine_gun

this machinegun also has a big size, so, it is well combined with Hawken mechs size even without any changes... and it looks nice.

2) Alternative. Assault Rifle. But maybe it should be something else?

3) Elite. Hawkins-RPR. To be more like classic mid-range Bruiser gameplay.

Secondary:

AT-Launcher ♦ Anti-Tank Rocket Launcher. It uses cumulative missiles and equipped with the laser-guiding system. In the first mode, Your rockets just flying at a straight line. If you activate the laser-guided system, rockets start to follow to your sight. You can use scrolling to On/Off laser. Change mode required about 0.1 sec. Almost immediately. ♦Click!♦

Also, this weapon mostly effective on mid-range and high-range distance. Due the turning angle of rockets is a very low (about 3-4 degrees, or maybe even 2 degrees). And you can use guided only on open space, when you see your targets (i.e. visual contact) because if you dodge to corner with active laser-guiding, your rocket begins to turn in the wrong direction, following the laser. So, you should always change weapon mode to be effective. the launcher also don't have air-mid detonation, but it has some nice guiding trick (see below)

Damage: 125

DPS: 55 (same the TOW)

Rockets have a lifespan and destroyed automatically after 5 sec.

some features:

- seeking the target on open space.
- help aiming at the middle and far distance (cuz rockets turn angle low, it doesn't help in close combat)
- more effectively if you enemy stay lower than you.
- you can try damage enemies around the corner if you turn laser-guiding On/Off at the right time.
- you can shoot rockets in the air, and then use laser-guiding to hit an enemy from above.

you can see some tricks, and how it working on Pictures:

Spoiler

*nepacaka note♦s: I know guys, now you can say: ♦Nepa, you fool, why we need another guiding skills fire!?!♦, but, ok. Listen. This weapon is actually based on the ♦AVRiL launcher♦ from original Unreal 3. If you tweak it correct, it can be a very nice weapon for Hawken, not like HF, and it can be competitive with TOW-Launcher (this is very important aspect!). And launcher also can have some interesting gameplay trick.

The second important part. It already exists in U3. U3 = Hawken. Most of Hawken weapon based on U3 weapons, so, I think it can be easily implemented

in game and devs has all instruments to do it, because probably it has a preform for creation. And actually ♦ this weapon is very different with HF, cuz it guided manually, ie by your personal skill.

Interceptor Ability:

Contribute ♦ Mixed ability, working according to the Interceptor condition. If Interceptor has more than 50% Armor (HP), Ability increased his Boost speed to +7 m/s on 8 sec. (only boost, not like raider). If Interceptor has less than 50% Armor, Ability gain him personal shield on 8 sec. Shield gain you 110 additional armour and can be destroyed by enemies damage before it disappears.

not a perfect icon, I made it in 3 min. but you got my idea, something like shield+speed icon.

*nepacaka note ♦s: So, Interceptor has several roles, On the one hand, he is able to catch up and attack fleeing opponents, on the other hand, can take a punch, depending on the situation on the battlefield.

The choice of weapons is also a mixed-combat. AT-Launcher can be good at point blank range, and on far distance (with laser-guiding). So, different weapon loadout can define Interceptor role, according to your taste. And this mech actually can be a G2-Bruiser, like original Bruiser alternative.

Interceptor Thrusters: Buzina 1)

Interceptor Repair Drone: RD-Klop
2) his two antennas on top dangling when he flies!

Also, I have some ideas about Interceptor Items and Internals.

New Item: AR-Grenade. (Anti-Repair Grenade)

It works like a regular HE-grenade. (ie not as EMP or ESM).

High blast radius. Prohibits repair to anyone who was in the affected area by 9 seconds. Mechs under AP-Grenade effect:

- Cant press C button (Repair)
- The technician can treat it, but effectively to heal reduced to 1/4.
 - Repair orbs will be absorbed, but HP will not increase.
 - HP regeneration caused by internals will be stopped.
- If tech under AR-Grenade affect, he may continue to heal other, but it can't heal itself in both torch modes (vampiric/heal)

*nepacaka's notes: yep. I steal this grenade from Halo, just for visualisation =/

New Internal: Controller.

MK-1 Internal. 1 cell.

All turrets in a 75 meters radius get buff.

MG-Turret gain: +200% Rotation speed, and increase rate of fire +3%.

R-Turret gain: +10% damage. +100% Rotation speed.

- the effect does not stack if several players use the Controller.
- If a player shoots at an enemy, and the turrets can also see his enemy, it starts to shoot to player target and ignoring all other targets, even if another enemy stand closer to turrets.
- If several players have the Controller, turrets obey to a player, who stand closer.
- Be an MG-Turells King! I actually it is not a bad idea, get a combo with items and internals, to improve each other.