

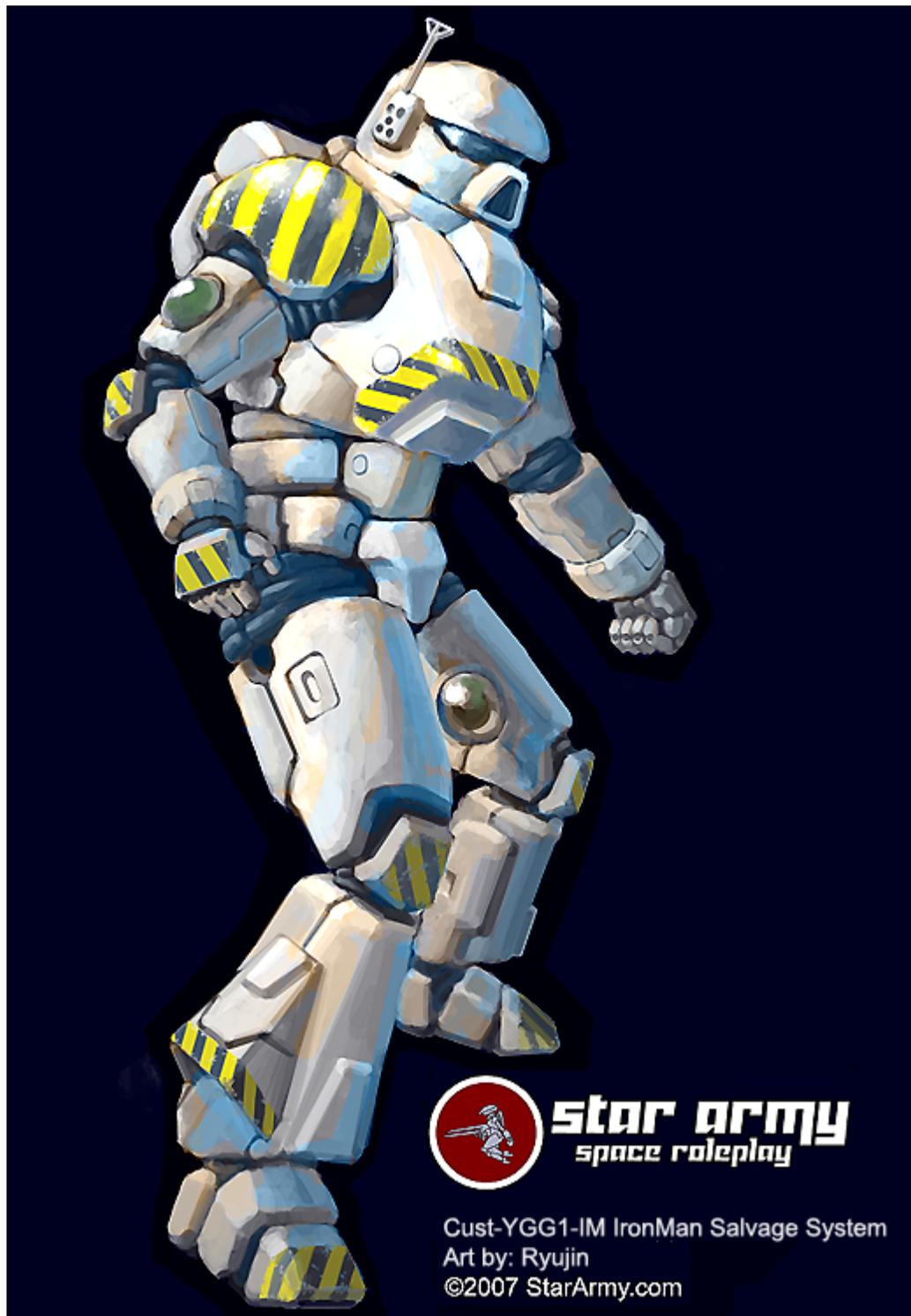
IronMan

Cust-YGG1-IM IronMan Salvage System

Tohoe Kairi of the [SRSS Yggdrasill](#), noting a need for more control in the salvage field and the advantageous acquisition of a ship-based power armor replication chamber, began designing this cheaply-produced and versatile mecha to fill the gap.

The IronMan is a chunky, large, ivory-white power armor with large emerald-green false jewels on the inner thighs and upper arms. These jewels, along with being ornamental, are housings for miniature versions of the Yggdrasill's pulser systems(more below). The armor has multiple hardpoints with power sockets made for the modular attachments designed for the salvage system.

The arms are made of rounded-off cylinders joined by a vacuum-safe undermesh made of a flexible composite, and the thighs are roughly the same as the arms. The lower legs are large and roughly pyramidal, holding thrusters and the auxiliary power capacitors. The head is large, with a tinted-black visor with a green HUD projected on the inside. The comms antenna is mounted on the head and is rather exposed. The neck is as wide as the head and moves on a tank-turret-like swivel, connected to a barrel chest that pivots on a slightly thinner lower torso. The interior of the power armor is a non-powered, simple system of removable cushions filled with a soft, flame-retardant memory foam that is mildly bulletproof. It has heating and refrigeration systems woven through it. No data interface is required to pilot this armor.



Statistical Information

Organization: This mecha is used exclusively by the [SRSS Yggdrasill](#) at the moment, but if an offer were made to create one of these armors, more may be made for construction or similar purposes. Type: Short-Range Utility and Salvage Mecha Designer: Tohoe Kairi, Power Armor pilot aboard the SRSS Yggdrasill. Production: A limited trial run of five armors and their replacement components have been

outfitted on the SRSS Yggdrasill. Crew: One pilot.

Length: 3 feet (1 meter) long. Width: 4 feet(1.33 meters) wide. Height: 7 feet (2.33 meters) tall. Mass: 1 tonne.

Speeds: Sublight: 0.075C. No FTL. Auxiliary(emergency) power: 0.01C. **Planetary:** Speeds in atmosphere can reach up to thirty miles an hour running, with jumps of up to twenty meters with thruster feathering. This suit is not made for underwater use.

Range: 4 million km if rations are stored in the chest pillow area. Lifespan: 15 years, with regular maintenance.

Environmental Capability: The armor is suitable for a variety of environments, including but not limited to: terrestrial land-based action, zero-gee maneuvers, and hazardous environment operation (minimum temperature -200 degrees Fahrenheit, maximum not charted. The unit is not designed for use underwater, and heavy modifications would likely have to be made to make it safe for underwater use-While it is certainly able to safely brave the pressure, the propulsion systems would likely have to be designed for the hardpoints or rebuilt from the ground up-both expensive and arduous processes.

Weapons Systems: No dedicated weaponry. **Attachments Systems:** In addition to the Module Ring(see below), the IronMan has sockets on the back, outer thighs, and a single shoulder mount that supply power to a variety of attachments.

Proprietary Attachments

Attachment 1: "Houndstooth" diamond-coated Neutronium boring drill for entering scuttled ships or sawing through debris. Includes multiple drill bits for various-sized applications, ranging from auger types to heavy mining bits and even asteroid-mining style rock pulverizers. Consult the engraved instructions on fitting larger bit shafts to the drill chuck. This drill can either be mounted on the reinforced shoulder point, where it can be controlled via computer and an array of high-precision motors, or can be manually mounted onto the Module Ring using an adapter that causes it to take up three module slots. It is recommended that all other slots occupying the arm the drill is mounted on are occupied by MRCPs(see below). Can do 6 damage in an emergency.

Attachment 2: Electromagnetic Attraction Clamp. Attracts ferrous metals to the clamp for transport and salvage. Can hold 3 tonnes in 1G. Can produce an EMP blast in an emergency, although this is not recommended as the armor will be disabled upon use.

Attachment 3: Winch. Used to pull salvaged items with an industrial-strength motor and either an electromagnetic clamp or a locking clip. Requires the hardpoint located on the back. The IronMan's propulsion systems allow it to tow a ship about the size of a [Nozomi-class Scout](#) in zero-gee, although it is recommended that multiple units are used to allow better maneuvering ability and towing speed.

Attachment 4: Collapsible Storage Bin. Has a cover that closes over the item for a vacuum-tight seal. Contains minor life support systems for captured organic matter, and comes with a small air supply activated by a control located amongst the menus in the HUD of the IronMan(which uses chin-controlled switches and buttons to navigate through the menus).

Attachment 5: Plasma Cutting Torch. This device uses an external capacitor that requires it to use the

heavily reinforced shoulder hardpoint so that the battery can be magnetically attached to the back of the armor, where a power conduit runs to the nozzle. The device can be used to cut high-strength materials, and even weld them in different configurations. Optimal for use in situations such as replacing entire engine systems on small transports such as shuttlecraft.

Heavy Grasper Clamps: Two of these pneumatic clamps come with the armor, and they can be used in place of the regular gauntlets that are standard on the armor. They produce up to 2 metric tonnes PSI.

Systems

Power Supply: The IronMan uses large capacitors mounted inside the torso, inside the lower legs, and in the helmet. These can power the movement systems along with the life-support for two days, or the life-support only for a week(though the IronMan lacks the ability to process waste and create water and can barely hold enough rations for that long).

Life support: The IronMan uses air scrubbers and a trio of oxygen tanks: A small one in the head, and one in each lower leg.

Movement Augmentation Servo Circuitry: The IronMan is equipped with a medium-to-heavy outfit of M.A.S.C(Movement Augmentation Servo Circuitry) that can amplify the user's strength proportionally to much higher levels(preliminary tests indicate a minimum of 4 times strength without increasing capacitor drain).

Speakers: The IronMan has a loudspeaker mounted in the head where the mouth would be on a human to speak to others planetside.

Module Ring and MRCP The IronMan is outfitted with the Module Ring, a motorized collar-like system embedded into the forearms. This ring has a maximum modular tool capacity of eight units, however the usual maximum outfit is five units and three MRCPs(Module Ring Capacitor Pak), which provide extra power for the unit so as not to drain the main systems capacitor. The Module Ring is motorized to rotate any of the tools into optimal working position. When not required, the Module Ring can be outfitted with eight MRCPs, increasing the IronMan's range significantly.

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Last update: **2023/12/21 00:58**

