

FIRE

NAM Terratech Heavy Support PA - FIRE1

History and Background:

Following the release of the [WATER2](#) and [AIR2](#), NAM waited for a while before continuing its ELEMENTAL Power Armor line so that real battle data on the performance of the two could be collected, and the FIRE1 could be molded exactly to complement its brothers.

About the NAM Heavy Support Power Armor - FIRE1

The FIRE1 is the next installment in the ELEMENTAL Power Armor line. It is capable of carrying a massive assortment of weapons in varying locations. On the back of both shoulders, hydraulic systems are present to attach, detach, deploy and carry large elongated weapon cases, one powered and one unpowered. On both its forearms it carries its standard rapid fire energy chainguns. Left and right waist can hold additional handheld weapons on top of that already being hand carried into battle.

It fills a very large gap in fire support. However, its destructive capabilities and lesser maneuverability makes it an attractive target in the battlefield. The amount of high explosives mounted on the cases is an obvious weakness. Squads would do wise to take care of their FIRE1 units, it does not even carry a physical shield unlike its brothers.

Statistical Information:

- Government: [Democratic Imperium of Nepleslia](#)
- Organization: [Star Army of Nepleslia](#)
- Type: Heavy Support Power Armor
- Class: Na-M3-01a
- Designer: [Melchoir Vel Steyr](#) And the guys.
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Full Mass Production
- Crew: 1
- Maximum Capacity: 1
- Appearance:

Starting from the head, it is a oval-ish with an Nerimium Mask. Nano-muscles forms the neck, and then goes into the body through a thick circular collar. A triple layered breastplate covers the front, while the back is taken up by a backpack which houses the generators and V-Thrusters. The shoulders are squarish and large with a transparent cross on it (Houses the monoeyes). The back of the shoulders are two sets of hydraulics to carry the weapon cases. Going down the arms are mostly armor plates with the

occasional nano-muscle strand and ending in a gauntlet glove.

Back at the main body, Nano-muscles can be seen covering the waist. At the back of the waist and below the backpack, a pair of straight tubes jut out at a 45* degree to horizontal by default. The waist ends in a heavy metal belt and the start of the skirt armors. The skirt armors extends to the middle of the tights, the back of it extends down to the knees, giving it a tailcoat look. The legs are also armored plates with the occasional Nano-muscle. A pair of thrusters are integrated into the knees and the sides of the calf mounts weapon slots. By default this armor is painted dark red.

- Length: 3.0 Feet
- Width: 2.5 Feet
- Height: 7 Feet
- Mass: 1.8 Tons
- Speeds: Sublight: .30c (Ion Drives)
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mach 1.4 (no underwater functionality)
- Maintenance: After every mission, overhaul every YE.
- Lifespan: 5 Years

Ship Resource Point Costs

NAM FIRE PA	
FTL Engine	0
Hyperspace Drive	0
Sublight Engine	30 (Ion Arrays)
Main Starship Super-weapon	0
Main Gun Battery	300 ((2) FEC-01a)
Secondary Guns	180 (Standard Issue EDR-01a/PAL-01a/VCS-01a package) 50 (per replacement EAR-01a) 50 (per replacement EDR-01a) 70 (per replacement PAL-01a) 60 (per replacement VCS-01a/VCL-01a) 60 (per replacement EBB-01a)
Point Defense Guns	6 (shoulder pulse cannons, 3 each)
Main Generator	400 (UCF-3u)
Secondary Generators	0
Environmental Systems	1 (Pilot suite)
Computer	100 (Combat Savtech)
Armor	1250 (5 sections, Andrium, 250 each)
Stealth Armor	200 (Mass Mesher System)
Sensor System	100 (Monoeye suite)
Shield Systems	400 (CPS-3b)
Nanotech systems	0
Total	2977 per 10 armors, Customizations may vary

Weapons Systems:

(1): NAM Extended DART Rack EDR-01a: The popularity of the "Flying Flashbangs" has prompted the a move to create a weapon system that could carry lots of it and launch them at longer distances. DARTs are small missiles that require little external locking solutions, allowing many of them to be fired at once. Extended DARTs function just like their smaller cousins, the only difference is that their propulsion are two-phased, its extended portion discarding as it nears its target (Thus becoming an ordinary DART). Coupled with an obscene amount DARTs being able to be loaded on the rack, it has become an instant win amongst FIRE aficionados.

- Location: Unpowered (Default) or powered weapon case.
- Warhead: High Explosive Dirty Payload
- Purpose: Damages shields, Disables sensors and tracking
- Damage: Moderate to shields and Small to armor in a salvo of 15
- Range: 10KM in atmosphere, 100KM in space
- Rate of Fire: 15, 30 or 60 in 3 Seconds.
- Payload: 240

(1): NAM Plasma Artillery Launcher PAL-01a: Lacking an artillery type weapon on previous models, NAM has seen it fitting to attach such a weapon on the backline hugging FIRE1. The PAL is shaped like a rectangular box. Although the PAL carries a small generator on its own, it still draws power from the FIRE1 for a much improved firing rate. The PAL excites matter (In this case, Tungsten) into an ionized state, and then launching it magnetically at high velocities. This weapon is angled forward from the back and has to be held with one hand. Use of this weapon when not stationary is greatly discouraged.

- Location: Powered weapon case.
- Purpose: Artillery Fire
- Damage: Very Heavy
- Range: 200 KM in Atmosphere. 50M AOE Damage. (Affected by Gravity)
- Rate of Fire: 1 Per 5 Seconds
- Payload: 40 Shots. Can be reloaded via plasma clips stored in the calf weapon slot.

(2): NAM Forearm Plasma Chaingun FEC-01a: The Type 1 was decent, the Type 2 was better, but they were both Zen Arms weapons and NAM intends to best that. Taking advantage of the FIRE1's larger and stronger generator, they have mounted plasma generators on both forearms to compensate for the lack of rapid fire weapons in the NAM Arsenal and of close range weapons on the FIRE. The FEC is shaped of a blocky attachment on the forearms (Much like the AIR2's FMD) and a portion extends to the back of the FIRE1's elbow. The plasma that is being shot out rapidly is stabilized through five exposed rotating magnetic barrels that extends slightly beyond the PA's hands.

- Location: Both forearms
- Purpose: Rapid fire support, Covering fire.
- Secondary Purpose: Point Defense
- Damage: Heavy (1KM), Moderate at other ranges.
- Range: 500 KM in Atmosphere.
- Rate of Fire: 300 RPM
- Payload: 6,000. Can be reloaded via plasma clips stored in the calf weapon slot.

(1): NAM Pulse Laser Array PLA-01a. this consists of a small single high precision high power laser mounted above both chests. The Laser projector is capable of turning on an axis to fire to the front, back and above the FIRE1.

- Location: Above the left chest.
- Purpose: Knocking out incoming enemy warheads.
- Secondary Purpose: Killing unarmored targets without wasting limited ammunitions.
- Damage: Small
- Range: 50 KM in atmosphere, 250 KM in space.
- Rate of Fire: Constant
- Payload: Unlimited

(1): NAM Observation Probe. this is released before battle and floats near the fringes all by itself. Fully automated and has a pair of Firefly Ion Arrays. Has a single Monoeye on its head and is cheap to manufacture. When un-deployed it looks like the FIRE1 is carrying a violin case.

- Location: Handheld
- Purpose: Providing operators with more data
- Secondary Purpose: Providing the R&D Team with more data

(1): NAM VBCS Sword-Short VCS-01a. this rather wicked 2.5ft weapon is mainly composed out of tough Durandium. It consists of a Vibroblade tip and chainsaw edges. It makes a high pitched whirring when turned on.

- Location: Vertically strapped to left chest,
- Purpose: Sawing through armor.
- Damage: Heavy.
- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited

Swap Outs/ Unique Optionals

(1): NAM Extended ARROW Rack EAR-01a: Similar to their smaller counterpart, ARROWs are small missiles that require little external locking solutions, hence can be released in a swarm. The extended version increases the range but it is still recommended to use it at closer ranges where the enemy is given lesser chances to react. The obscene amounts of these missiles stored in the cases were rated to be instant kill during trials when all were targeted on one poor soul.

- Location: Unpowered (Default) or powered weapon case.
- Warhead: High Explosives
- Purpose: Support Weapon
- Damage: Moderate
- Range: 100KM in atmosphere, 400KM in space
- Rate of Fire: 15, 30 in 3 Seconds.
- Payload: 150

(1): NAM Extended Bunker Buster Missiles EBB-01a: These are the Ship based Bunker Buster bombs

adapted for use by a Power Armor on the ground. The FIRE1 can carry two of these 4 foot missiles in its weapon case. The construct is similar to the Ship Based version except that it is encased in a larger rocket that would fly the EBB into the lower atmosphere to allow it to do its work: Falling down at extreme velocities to penetrate bunker ceilings and then detonating its 1 megaton warhead

- Location: Unpowered or powered weapon case.
- Warhead: Nuclear
- Purpose: Anti-Fortification
- Damage: Heavy
- Range: 200KM in Atmosphere
- Rate of Fire: 1 every 3 seconds
- Payload: 2

(1): NAM Positron Beam Launcher PBL-01a: Lacking a FTL capable weapon, NAM simply remodeled the standard issue LBR and FBR to fit into the FIRE1's Powered Case including the viotile Antimatter supply. Like the Plasma Artillery it replaces, this weapon has to be tipped over to the front and held with one hand at least. Can be fired while moving.

- Location: Powered weapon case.
- Purpose: Anti- Everything
- Damage: Heavy
- Range: 10,000 KM
- Rate of Fire: 1 Per 3 Seconds
- Payload: 40, unreloadable in combat.

Empty/Hybrid Weapon Cases An empty weapon case provides 4ft x 2ft x 2ft of empty space to store things like other kinds of explosives, repair tools, clips or other handheld weapons. Pilots can also go for half an empty case, filling the other end with DARTs or ARROWS. By default all weapon cases are armored. Extra weapon cases can also be carried with both hands. Usually pilots would mount one ARROW Case for long range bombardment, and when that runs out and they approach the front lines, they mount the close range orientated DART Case.

Systems Descriptions

1. Hull

Lightweight Durandium in a Diamond Nanotube frame Composed out of a thin basic under layer with thick sectioned plates outside. The structure of the plates is designed to absorb the maximum amount of damage with the drawback that whole sections shatter immediately if hit at the same spot. The most prominent pieces of armor are the head and face which is devoid of details. In second place are the side skirt armors. They start from the waist all the way down to the middle thighs, its back portion going to the knees. This PA is not very flexible, motor wise. An obvious weakness is the FIRE1's unpowered weapon case, which by default would be holding a large amount of high explosives. The large size of the weapon cases makes them easily targeted from any direction other than the front (Where it is obstructed by the PA's body, unless it is brought forward). Although these cases are armored, FIRE1 pilots must make sure they only get fired at from the front.

2. Power

Ultra Compact Fusion Generator UCF-3u This is an overtuned version of the WATER2 generator. Various safeties has been removed and some values upped due to the power demands on this machine and its rear guard profile. Its extended performance has resulted in additional coolant systems being placed on the back of the shirt armor. The UFC is located inside the back of the PA for maximum security. Only enough hydrogen for 5 patrol days (Or 2 engagements) are stored onboard the FIRE1 and this is pumped in at base.

3. Emergency

MEC Type C When critical damage is recorded, the MEC automatically beheads and cyrofreezes the pilot's head and jettisons it with a JAM bottle. This is located behind the PA's helmet.

4. Life Support

The inside of the armor is made out of cushioned material, with hard straps near jointed areas. Oxygen and Sucrose solution is provided through a mask in the helmet and a catheter is present down below. The catheter has to be manually attached by the pilot as he jumps in. Constriction bands placed above the straps, and an automatic drug applier is near the neck. Due to the positioning of the generator, a lead sheet is placed against the pilot's back, making it harder to slouch but generally the whole suit is ambient radiation shielded. In all, it is not very comfortable. Since nearly everything is provided by the FIRE1. Pilots are to get inside in their undergarments. The Power Armor can be accessed when it is kneeling by climbing up the back or using a ladder (Also applicable when standing) . A password is then recognized by the Armor and then the top opens up with the head and shoulder's tipping over to open a widening cavity for the pilot to jump in. The suit then closes itself and adjusts its structure to the pilot's physique and clamps the straps on.

5. Propulsion

V Ion Array VIA-03a The Firefly Ion Array proved to be underutilized and complicated for the Nepleslian pilots. Due to this, the Ion Propulsion system was completely scrapped and redesigned. Now there are only two Ion Array wings at the back of the Power Armor and smaller vernier thrusters located at the back of the arms and all around the skirt armor. These are mostly for stabilizing the Armor and its large weapon cases. Raw thrust is provided by two large non-arrayed Ion Boosters located behind the knees of the pilot. All Ion drives in the FIRE1 are capable of short 5 second boosting with a 10 second cool down.

6. Shields

Combined Shielding CPS-03b For standardization sake NAM had lumped two systems of energy shield and repulsion together. The FIRE1 carries the same CPS as the WATER2 that it is based on, thus can take a heavy beating before succumbing.

7. Basic

Antigravity The shield projector creates a small anti-gravity field around the Armor. Reducing its weight, preventing the forces of inertia and stopping scalar weapons from scoring easy kills. Generator is a small disk on the lower back.

8. Sensors

Monoeyes These sensors are placed on the left and right shoulders where it gives a 180° view on both sides (Therefore a full 360° total) and due to the dual positioning some degree of depth perception exists. On passive mode these sensors emit low key RADAR, LADAR and receive data on a wide spectrum. On active mode, a pair of mono-directional emitters located within the sensors will glow. These "Monoeyes" furiously emits subspace particles at a specific target, providing extremely detailed and instantaneous data on the target including things leaving it (I.e.: Projectiles and Sensor Pings). The con's of this system is that it can only lock on at one target at a time, making battlefield support integral to the FIRE1. Also, going Active mode nearly always betrays your own presence and position. The FIRE1's Monoeye Drivers has been updated to V.3.00, it is able to track two targets simultaneously in active mode. The drawback is that the single eyes can only detect the target itself (For firing solutions) or things leaving the target (For autododge). Pilots should also consider the implications of drawing the attention of two enemy targets at once.

9. Control

Neural Probe Due to the complex nature of propulsion and the fact that the pilot's hands are tied, it is integral that control comes directly from the brain. Experienced in neurotechnology, [Savtech](#) has put a neuroprobe with no invasive needles in the head of the FIRE1. The probe repeatedly scans and interprets the brainwaves of the pilot to move the Armor. Although one can just "Think" their Power Armor into moving, it is advised to supplement this by also moving your real limbs.

10. Strength and Flexibility

Nanomuscles Improves the reaction time and strength of the pilot by lining the insides of the suit with nanomuscles. These muscles are composed of many strands of nanochains which contract upon receiving an electric shock of the correct frequency. These nanomuscles contract and retract faster than organic muscles based on the signals received by the neuro probe.

11. Heads Up Display

Display visor HUD-03a The last uncovered part of the pilot's head is now taken up by the display visor, which provides battle data and communication relays to the pilot. Now that the pilots can turn their heads, the visor will adjust itself to where the pilot is looking.

12. Computer

Combat Savtech A specialized computer system for sorting battle data received from the Monoeyes of all squad machines. Thanks to the detailed trajectories data from the Monoeye sensor system, the Savtech can perform high accuracy shots by manipulating the nanomuscles on the arms. All the pilot has to do is point the gun at the enemy and the [Savtech](#) will fine tune the aim.

Should the Savtech determine that a shot is approaching the FIRE1, it will instantly perform evasive maneuvers. This may be quite jarring to the pilot who should be the one in control of his machine, thus practices should be in order so that the Savtech learns moves that are more preferred by the pilot, and the pilot accustoms itself to the Savtech's automatic dodging.

It is recommended to save your battle data in the event of machine switching or destruction.

13. Communications

Encrypted Radio, Laser and Subspace Emitters are on the shoulders and a single antenna on the back. Very traditional.

14. Propellant/ Prop

Firefly Subtype Similar to the Fireflies, This is a long tube which contains the Xenon Ions for powering the Ion Drives. Except its secondary usage this time is a prop for standing up, plus it is better armored. One pair located behind the waist. Each tube lasts for a day of patrol or 2 hours of frantic fighting. There are indentations on it so that the pilot may step on it to climb up the armor.

15. Countermeasures

Chaff and Flare Chaff and flare dispensers against missiles and weak lock ons. The dispenser is stuck on the propellant tanks. Carries 10 flares and 10 chaffs.

16. Cloaking

Mass Mesher Device MMD-01a It is easier to hide behind something than to completely disappear. The MMD is actually a reversed engineered and refined version of the NRM's Dark Demon C-1 Cloaking device. Should the FIRE1 be near an object four times its size and holding still, it becomes radar/sensor invisible. Four or more Power Armors equipped with his device and flying in a formation will still appear on radar but their numbers cannot be determined. Firing a weapon and over boosting cancels this.

OOC Notes

This article was created by [Fian](#). It was approved by [Wes](#) on March 6, 2007:[Approval Thread](#)

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