

NIGHT2 Stealth and Reconnaissance Armor

History and Background:

It was in [NAM's](#) original lineup to include a stealth armor since the very beginning. However the complexity of such armor has defeated the various divisions of NAM before it was eventually handed to the shadowy X-Tech division that even Melchoir has little sway over. The NIGHT was then never heard of again until YE30.

The long delay was largely due to the fact that X-Tech chose to halt developments on the NIGHT until after the release of the [S1-Hray Stealth Gunship](#). With the Gunship successfully produced, it was just a question of applying the Hray's state of the art cloaking systems onto the NIGHT.

Like the [hray](#), the X-Tech team strove to integrate style and functionality into one package. In this case, one of the functions was to have a negative psychological effect towards the immediate enemy: The Reds. To achieve this, X-Tech modeled the NIGHT to the race which purportedly killed billions of their fellow men: The Elysians. X-Tech is hoping that no enemy lives to tell about the unusual design of the armor and that the Elysians take an "Imitation is the highest form of flattery" view of the powered armor, should they ever discover the creation of the NIGHT.

Several months after the NIGHT's release, the IPG requested a refit of the armor, to allow it to better fit reconnaissance work. X-Tech, morally flexible as ever, obliged. The 2nd model is in limited production, while the NIGHT1 still remains in service as a dedicated sniper for both the Marines and the IPG.

About the NAM Stealth Power Armor - NIGHT2

The NIGHT's second incarnation continues its predecessor's tradition of a small, light armor meant for indirect and stealthy combat, although with overhauled sensors and other modifications, also makes the armor an excellent tool for intelligence gathering, and the addition of more close-combat weapons gives it an extra edge against opponents.

Statistical Information:

- * Government: [Democratic Imperium of Nepleslia](#)
- * Organization: [Star Military of the Democratic Imperium of Nepleslia](#)
- * Type: Stealth/ Special Operations Power Armor
- * Class: NaX-A/S-02a
- * Designer: Terra-Tech, X-Tech

- * Manufacturer: [Nepleslian Arms and Munitions](#)
- * Production: Specialized Squads/ Limited Issue as per Mission.
- * Crew: 1
- * Maximum Capacity: 1

Appearance

The head of the armor is constructed from Nerimium. The face, much like the 1st mark's, is completely featureless save for the single monoeye where the left eye should be, although several sharp spines curve out at a low angle around the face, breaking up its profile. The neck is a durandium mesh, with the nano-muscles underneath, allowing for more protection for the pilot.

The torso of the NIGHT is zanarium-coated durandium, with the soft, elegant contours replaced with irregular, sharp angles. The rounded shoulders have gained a ring of small, razor-sharp spikes. The chest plating extends outward half a foot, at the sternum, with the rest sloping back on eight sharp lines. A small ring of durandium mesh connects the plate armor on the waist and the torso.

The wings, the most noticeable feature of the armor, have also been altered. They now have a more "demonic" profile, as well as a thin coating of Nerimium under the Zanarium to protect the new munition-holding compartments present on them. Like the older model, the wings are usually folded on the back.

The NIGHT2's arms are relatively thin on the biceps, although gain substantial mass on the forearms, provided the standard-issue EMP guards are in place. The hands have received claws on their finger tips, which are sharp enough to be lethal to a lightly armored foe, but conservative enough to still be usable with basic armor functions. The waist down of the armor retains the same spiked aesthetic of the rest of the armor, most noticeably the kneeguards and feet. The toe section of both feet has a wicked monomolecular blade for melee combat.

- Length: 2.7 Feet
- Width: 2.5 Feet (+2 for Wings)
- Height: 7 Feet
- Mass: 1.3 Tons
- Speeds: Sublight: .30c (PID) .20c (Gravitic) .35 (Combined)
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mach 5 (no underwater functionality)
- Maintenance: After every mission, overhaul every YE.
- Lifespan: 5 Years

Weapons Systems:

Standard Loadout

Primary

DeadEye Missile System (1)

NaX-W/M-05a Multi-Stage Long-Range Assault System "DeadEye"

- * Location: Handheld or strapped to back
- * Purpose: Long-ranged Assault
- * Range: Up to 40,000 kilometers
- * Rate of Fire: Semiautomatic
- * Payload: 40 shells, stored in compartments in the wings.

NAM Forearm EMP Guard (2)

This is a small sturdy rectangular forearm guard. A small ZPE capacitor under it channels energy from the generator into the palm to function as a power port for the NIGHT1's weapon or as a close range disabling EMP attack. One change to this system from its predecessor mark is that now one of these guards is located on each arm. The guard has now been coated with a layer of both Nerimium and Zanarium, and can now extend itself out 1 foot in every direction to provide a powerful shield for the armor.

- * Location: Worn over both forearms
- * Purpose: Shield penetration, frying electronics, powering weapons.
- * Damage: Heavy (6) (To Shields and electronics only)
- * Range: Melee
- * Rate of Fire: Constant
- * Payload: Unlimited

NIGHT Custom VCBS (1)

This rather wicked 2.5ft weapon is mainly composed out of tough Durandium. It consists of a Vibroblade tip and chainsaw edges and makes a noisy whirring sound when turned on. The NIGHT custom version conducts the EMP charge released from both hands.

- * Location: Vertically strapped to left chest,
- * Purpose: Sawing through armor.
- * Damage: Heavy (6)
- * Range: Melee
- * Rate of Fire: Constant
- * Payload: Unlimited

Secondary

NAM Pulse Laser Array (2)

PLA Pulse Laser Array

NAM Silenced Submachine Pistol (2)

A chopped version of the [Hostile](#)'s sidearm, this weapon fires high-powered .7 caliber Depleted Uranium slugs from a large clip. The most notable differences are the size (X-Tech slimmed the weapon's profile immensely) and the bulky silencer.

- Location: Strapped to each thigh
- Purpose: Anti-armor, anti-personnel
- Damage: 5
- Range: 2,000m in atmosphere, theoretically unlimited in space
- Muzzle Velocity: 3,000 m/s
- Rate of Fire: 600 rounds per minute
- Payload: Magazine holds 200 rounds, NIGHT can carry 2 extra LSP magazines at a time

Tactical Marker (2)

The NIGHT2s tactical marker units are small (1mm) gel pellets fired from the wrists using compressed air, with a maximum range of fifty meters. The impact is small enough for most people to pass it off as little more than an insect. The NIGHT2 can hold up to 400 pellets in each arm. The pellets contain a small amount of adhesive gel and a tiny transmitter unit. When fired, the transmitter is “primed”. After it has been primed and adhered to a target, a specialized radio frequency will activate it, causing it to give off small amounts of energy and particle types that make it “pop” for Nepleslian sensors, making targeting important enemies much easier.

The transmitter has a lifetime of about a week inactive, and four hours activated. *No effective DR*

Demolition Packs

These are variable-yield tactical nuclear weapons. Small, black rectangular prisms, these weapons can create a blast anywhere from a half kiloton to 40 megatons. The bombs are remote-detonated. They are pure-fusion bombs with an gravitically-activated ballotechnic catalyst, and as such do not create fallout, allowing even non-NBC protected troops to move in quickly after the detonation, although the blast will create a massive amount of neutrons in its vicinity. There is also a small, ultra-adhesive strip on the back of the device, allowing it to stick to things before exploding. The NIGHT's standard loadout contains four of these, stored in the wings. *DR 6, plus radiation-induced death or sickness in vicinity of explosion.*

Swap Outs/ Unique Optionals

- NAM Long Beam Rifle (NIGHT Custom) LBR-00pnc

This weapon is a cross between the 00p AIR1 version that has an internal antimatter storage and the 02a [WATER2](#) version which is handheld. This 4ft rifle-like weapon excites antimatter into positrons and accelerates them at close to light speed, it is recommended for NIGHT1s to use this weapon during space combat.

- Location: Held in hand (Left hand must be grasping forward handhold), strapped to the back of waist when not in use.
- Purpose: Anti- Everything
- Damage: Heavy (6)

* Range: 10,000 KM, 50 KM in atmosphere.

* Rate of Fire: Every 3 seconds

* Payload 20 Shots.

- [multiphase_rifle](#)
- NAM Universal Mass Driver UMD-01anc

Requiring a tactical weapon capable of fielding all roles, the Terratech engineers created a 4ft standard mass driver launcher, the UMD uses magnetic rails to propel the charges at Mark 14. There are 3 different charges in a revolver chamber. Each charge is the size of a soda can, and comes in RED (High Explosive), BLACK (Zanarium Sniper Shell), BLUE (EMP Shell) and GREEN (Antimatter Buckshot/Slug). Ammo has to be manually reloaded in the absence of skirt armor.

- Location: Vertically strapped to the right chest, Lowers to horizontal when in use. This is controlled by both the PA's arms and hydraulic straps.
- Primary Purpose: Tactical shooting

- Damage: RED medium (5) damage on hit and is splash damage, BLACK does heavy (6) damage on unshielded targets and small on shielded. BLUE does heavy (6) damage on shielded targets and screws some systems on unshielded. GREEN is expensive and limited, but does heavy (6) damage on hit, and can be preset to spray over an area like Buckshot for a higher hitting chance.

* Range: Effectively unlimited in space.

* Rate of Fire: 1.5 Seconds

* Payload 20 Varying shells strapped to legs, 3 in chamber.

Note: The Prototype NIGHT0 uses this weapon instead of the MPR-01a

Systems Descriptions

1. Hull

Zanarium Coated Lightweight Durandium in a Diamond Nanotube Frame

This is a thin basic under layer with 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. Although the armor makeup is more or less the same as the first incarnation of the NIGHT, the newer model eschews the soft curves with sharp, irregular angles, mostly intended to break up the armor's profile, as well as to make it generally more horrifying to fight.

DR 6

Nerimium/ Zanarium-coated Wings on Durandium Frame

The wings, due to their usage as ammunition storage units, have gained extra protection in a very light coating of Nerimium under the Zanarium. This also allows the wings to be used as a shield for the rest of the armor.

DR 7

2. Power

Ultra Compact Fusion Generator UCF-4nc

The UCF-4a is an improvement of the UCFs present in all previous [NAM](#) armors. It boasts a higher output and safety, capable of powering a [FIRE1](#) single-handedly and would rarely go nova even when critically damaged. However the UCF-4's advent also meant that [NAM](#) has approached the limits of Fusion

technology and all future UCFs can only be variants of this installment. This version has been compacted to fit into the NIGHT's small frame and a modification to make the generator easier to self destruct upon pilot death. The UCF is found on the backpack. This system is unchanged from the previous model.

3. Emergency

NAM "Ninja Bomb"

A useful device for a pilot in a tight spot. The "Ninja Bomb" gets its name from its non-lethal yet debilitating effect on opponents that allows the NIGHT to escape, much like smoke bombs ninjas supposedly used based on old Sol media. The bomb itself a small sphere launched from the backpack straight above the armor. Its detonation releases an extremely intense flash of light, bright enough to easily blind someone temporarily, and in some cases completely.

In conjunction with the flash, the sphere also releases a massive amount of particles used by most sensors, enough to overload lower end units, and turn higher end ones useless in the blast vicinity for several minutes.

When the ball launches, the NIGHT goes on temporary lock-down, shutting down sight ports and sensor modules for exactly 1 and a half seconds, sparing the pilot the blinding and sensor overloads, and hopefully giving him plenty of time to extricate himself from the area. The NIGHT2 holds 4 of them.

Note: A very important thing to note is that the NIGHT2, like its predecessor, does not carry an MEC. Firstly due to the size issue of mounting it into this lithe armor and a more devious reason is so the pilot will not survive to be interrogated. When the onboard computer believes that the integrity of the pilot and armor is about to be breached, the NIGHT will self-destruct the UCF, instantly destroying any possible evidence or traces of origin from the armor.

4. Life Support

Basic Pilot Suite

The lining of the armor is made out of cushioned material and that there is a catheter, the similarities to the other NAM armors end there. There are no straps because the lining is already tightly pressed against the pilot's body. Assembly of the armor is done by snapping the front and back pieces of each section. Tiny hydraulics will adjust themselves to the pilot to ensure a perfect fit (However this has its limits, thus the NIGHT1 comes in S, M and L Sizes). Oxygen is provided via a mask in the helmet and an automatic drugpack is present on the left shoulder. Overall the whole suit is ambient radiation protected. Pilots are advised to enter either in their undergarments (Naked works too) or in a tight fitting bodysuit.

5. Propulsion

NAM Gravitic Drive NGD-01a

Gravitic Drives creates distortions in space time to provide an acceleration and mobility far greater than armors using traditional means of propulsion. An important byproduct of this means of propulsion is that the effect of inertia is also negated. The entry level Gravitic Drives of the NIGHT1 is the start of plans to implement this system into future updates of the ELEMENTAL line. Generator is in the backpack. This system is unchanged from the previous model.

Plasma Impulse Drive

An upgrade over the Ion drives of the first model, the PID provides more thrust, more speed, and more maneuverability for the armor. The drives are powered by the armor's generator.

6. Shields

Electrostatic/ Hard Shield Generator Module

The NIGHT2 has eschewed the extremely comprehensive shield package of the first model in favor of a single powerful electrostatic/ Hard shield package. While not quite as powerful as the CPS module in the NIGHT1, it has a lower trackability level on enemy sensors, and still protects the armor well enough. It should be noted that the shields are, by default, inactive for reasons of stealth. They can be activated at the first sign of trouble, either via the pilot or onboard AI.

Damper Field Generator

A simple light anti-gravity generator designed to ward off Scalar attacks. Much like the older model, this system is kept separate from the regular shields, to keep the anti-gravity going even in the event shields are taken down by enemy fire.

8. Sensors

Monoeye

The NIGHT2 has retained the same three monoeyes from the previous version, one on the face, and one on each shoulder. However, several changes have been implemented. The first is merely cosmetic, as all of the eyes have had their profiles reduced to decrease visibility from enemy units. This in no way hampers their functionality, however. The second is a slight upgrade to them, allowing a quick "Particle Burst." This is essentially a large scale active scan, capturing the sensor data of a very large area in something of a "snapshot". This is extremely useful for gathering information on enemy locations and troops, although it unfortunately exposes the NIGHT2 quite a bit to enemy units in the area, due to the

burst's high profile. The Monoeyes are still only able to actively track one target each.

Targeting Cameras

One of these is located right next to each monoeye. Although the monoeyes are extremely useful for tracking just about anything, the active scan lights the NIGHT up like a Funky City Gunshop on Lewis Pasco Day. Hence, these ultra high-definition cameras take their place for more stealthy combat. Capable of up to 30x zoom, they allow the armor to deliver shots to enemies from quite a ways away without being noticed nearly as easily. The cameras can also be used to take photographs of enemy units and emplacements, and store the data in the NIGHT2's onboard computer.

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 NIGHT. 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 real limbs.

10. Strength and Flexibility

Nanomuscles

The reaction time and strength of the pilot is increased 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 Neuroprobe.

11. Heads Up Display

Display visor HUD-03a

The last space on the NIGHT's head is now taken up by the display visor, which provides battle data and communication relays to the pilot. The visor will adjust itself to where the pilot is looking if he/she turns his head. This system is unchanged from the previous version.

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 NIGHT1, 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 himself to the Savtech's automatic dodging.

It is recommended that pilots save their battle data in the event of machine switching or destruction. This system is unchanged from the previous version.

13. Communications

Encrypted Radio, Laser and Subspace

Emitters are on the shoulders and a single antenna on the back. Very traditional.

DroogNET Uplink (IPG Issue Only)

Added only to armors meant for [Intelligence and Pacification Group](#) use, the DroogNET uplink allows the pilot to hook into the IPG's specialized computer networks to share combat and situation data with other IPG assets in the area.

15. Electronic Warfare

NAM Noisemaker

The NAM "Noisemaker" excels at jamming all forms of radar, tachyon, neutrino, and quantum-based sensors. When turned on it would become rather obvious that the NIGHT is in the area but that would be all they know. This system is located at the base of the wings. Note that it may cause adverse effects to the power armor, especially when used for an extended amount of time. This unit is unchanged from the previous version.

NAM Screamer

A small piece of electronic equipment that broadcasts extremely loud, disruptive, and sometimes disturbing random sounds over many common radio frequencies. The device can be left on the NIGHT or remote activated. It has an effective range of 10 miles, and the NIGHT carries 5.

16. Cloaking

Mass Mesher Device

The device creates a field that filters the non-visible electromagnetic emissions of the armor to match that of the immediate surrounding area. Should the NIGHT be near an object three times its size, it becomes radar/sensor invisible. The armor can successfully hide in dense foliage, near large boulders or lying flat on the ground. If near other units with the same device, they will appear as one unidentified unit on enemy radar. Firing a weapon and over boosting cancels this. This device is found at the base of the wings. This unit is unchanged from the previous version.

Signal and Imagery Projection

Using visual data, sounds and sensor signals received from the Monoeyes, small projectors on the wings project whatever signals, sounds and images that has been absorbed by the NIGHT1s Zanarium armor and sends it through the other side of the PA and wingspan, as though it has passed through empty space. As a result, the outstretched wings can envelop an enemy, while at the same time replacing the foes outgoing signals with its own version...which usually will last much longer than those of the enemy. This, in essence, gives off the appearance that there is nothing wrong with the enemy under attack by the NIGHT...a handy feature for a pure-stealth specialist armor.

With outstretched wings, the NIGHT can cover an additional friendly Power Armor to the left and right of it. (Note: This system also masks the sounds made by the NIGHT by emitting a precise counter-sound to nullify each other) This system is unchanged from the previous version.

Graviton Projection Array

A scaled-down version of the system found on the [NaX-SC-01a Malchick Stealth Corvette](#), this system creates false graviton data for gravitic sensors, masking the NIGHT's use of gravitic drives. Due to size and power constraints, this unit's only use is masking the grav drives, unlike the Malchick, which is capable of projecting massive gravity fields of various strengths and radii.

Signature move, silent kill: "Angel of Death"

This is a chain of actions that will ensure a completely silent kill by the NIGHT. Moving within 5 meters of

the target, the NIGHT will invert its deflector shields to bounce electromagnetic signals emitted by both parties towards the NIGHT's (now) unfurled wings. Spreading the wings provides a larger surface area and field for the signals to be absorbed and also enables the use of the Signal/Imagery Projection system on the target.

The target now unable to call for assistance, the NIGHT can now close the range between the armors and deal with the enemy accordingly. A favored method was to draw its VBCS. The EMP charged blade penetrates shielding easily and upon contact will attempt to disable the targets circuitry. It is then entirely up to the pilot if he wishes to finish the enemy or leave it, unable to act, and continue with the mission. This awesome death-dealing bit is still awesome, just like the previous version.

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Last update: **2023/12/21 04:24**

