Wolverine

NAM Terratech/Aerotech Utility Mech "Wolverine"

The Wolverine is a sturdy utility vehicle intended for use by the Star Army of Nepleslia and licensed civilians.

History

These units were designed as support craft for the coming Kennewes offensive. Intended to fill the niche as a medium weight utility vehicle, the Wolverine is capable of salvaging and repairing even massive starships, while still being able to survive in hostile conditions. While not intended for combat, this vehicle can be nasty when backed up into a corner and can lay down a respectable amount of firepower.

“The Wolverine foams at the mouth and fires masers out of it's ass, what else do we have to say?”

About the Wolverine

The Wolverine is a first-generation power armor/light craft hybrid, designed to replace the frail space utility craft still used by modern forces. It has excellent protection and decent maneuverability for the vehicle type.

The Wolverine also has decent atmospheric capabilities, but must rely on suspensors and the main engines for movement, due to the unit's lack of legs. The unit also requires two crew, due to the extensive telemetry systems and numerous devices. A single pilot can also run the Wolverine, but only if an A.I. runs the secondary systems.

General Information

Government: Nepleslian Star Empire (Greens) Organization: Star Army of Nepleslia Type: All Purpose Armed Utility Vehicle Class: First Generation Armor/Craft Hybrid Buyer: Military and Chartered Civilian Designer: Chevra Newman

Manufacturer: NAM Aerotech/Terratech Cooperative

Pilot Information: Requires two sentient humanoids between 5' to 8' tall or single sentient humanoid and a compatible A.I.

Height: 14'4“ (Arms Down), 6'9 (Arms Up) Length: 10'4” Width: 14'7“ Mass: 3.8 Tons Sublight: .25c Atmospheric: (Suspensors) 80kph, (Vents) Mach 1.5

Range: 56 Hours Oxygen Run Time: 38 Hours Retrofit: 8 Months or Combat Lifespan: 12 Years

Armor Rating:

Torso: 7 Arms: 6 Head: 5 Pods: 7 Shoulders: 7 Rear: 8 Engines: 7

Shields: 6

Weapon Systems

(2) MDA-1a Microwave Defense Array: A recent innovation in the field of microwave weapons, this dual purpose weapon adds active defense versus missiles and armored targets. The unit operates on an energy unit system to monitor power consumption.

Location: Rear Turret Hardpoints (2) Type: Active Defense Array Ammunition 9000 Power Units

Primary fire sends a high energy pulse of microwave radiation over a small short range arc. This pulse tends to disrupt shields, detonate missiles by prematurely activating detonation triggers, frying electronics and has adverse effects on living tissues. The pulse is primarily used to protect versus missiles and scare off would be attackers.

Type: Radiation Emitter Primary: Anti-missile Secondary: Disrupts shields, Destroys electronics Damage: Light (1) Rate of Fire: Can fire 1 pulse every 0.5 seconds Consumption: 2 Power Units

Secondary fire focuses the the pulse into a maser beam, that while usually invisible, can be seen igniting the ambient particles in a line towards the target. This beam weapon is able to deal fairly heavy damage to all targets. There is no cooldown time, rather, it must charge for 3 seconds before firing. This weapon is also employable as a mining laser.

Type: Coherent Radiation Beam Primary: Anti-armor Secondary: Mining tool Damage: Heavy (6) Rate of Fire: Single shot after 3 second charging, no cooldown. Consumption: 6 Power Units

(2) HFC-1a Heavy Fusion Cutter: The Heavy Fusion Cutter is a combat capable version of the classic repair tool, designed for repairs, hull cutting and can be used as a lethal melee weapon. While being used for repairs, the cutter only extends 2 feet from the unit. Combat mode quadruples this length and increases the energy output, heavily increasing power drain. This tool is designed to work on even shielded starships in the field, and as such, completely ignores shields at all known SAoN frequencies, and can change it's harmonics to suit other targets, if it gathers enough battle data.

Location: Wrist of each utility claw hand. Type: Cutting tool Primary Purpose: Utility Tool, Melee weapon, Hull cutting Secondary: Ignores Shields Damage: Super Heavy (8) Range: 2ft or 8ft Rate of Fire: Constant Payload 180 minutes of combat mode use, 840 minutes of normal use

Utilities

(1) WFE-1a Fire Extinguisher : This head mounted unit sprays a jet of expanding, flame-retardant, foam, from a nozzle located in the unit's pseudo-mouth. This allows the unit to quickly snuff out fires, prevent flames from spreading and neutralize fire hazards. The all-purpose extinguisher foam is effective against most commonly occuring fires.

2) WUC-1a Utility Claw: This 4-fingered hand is used to grapple and carry building materials and devices. There are the fingers are grouped into parallel pairs, and give the hand more the look of clamp, though one of the fingers is opposable. While not unusable as a weapon, it is better for little more than grappling or bashing.

(2) WDH-1a Dispenser Hand: This dispenser hand is roughly the same size as the utility claw, only instead of fingers it is equipped with a portable nanolathe, raw material dispenser and a projector that fires out airtight adhesive patches for quick repairs.

(2) UDP-1a Utility Drone Pod: This bulky pod integrated into the left shoulder is able to launch a complement of 36 7'' long repair drones, which are able to handle delicate procedures that the Wolverine's bulky tools can't handle. The drones have a basic A.I. that can be given orders and behaviors to follow. Each unit is able to move at roughly .05c sublight or 57kph in atmosphere and is equipped with smaller version of the fusion cutter, a dispenser pods that can be refilled by the Wolverine's own dispensers, and a stripped down sensors suite.

(4) HVT-1a Harvest Web Tractor Field Emitter: The Harvest Web system generates a web of interlocking tractor beams, creating a self contained and shielded gravity well, with variable and self-regulating size. The Emitter is able to generate a near infinite number of individual web pockets, but the total volume that it can contain is constrained to about about 125 cubic meters, regardless of mass. Weight itself is still a restriction, as it will take more energy for the Wolverine to achieve full speed. Ideally, one should use several units to tow large structures.

Systems Descriptions

1. Hull

Heavy Duty Nerimium with Diamond Nanotube Frame Nearly every solid component on the Wolverine is composed of this abundant, but sturdy material. It's quite heavy, but mobility is never really an issue for utility craft.

2. Power

Industrial Fusion Generator Typically used by large space construction vehicles, this heavy powerplant provides all the energy the Wolverine needs. However, it isn't as efficient as power armor plants.

3.Propulsion

Plasma Ion Vent By combining the technology of the Firefly's Ion arrays and using raw plasma from the reactor as the propellant, the Wolverine is able to achieve decent thrust. The system first draws hydrogen plasma, a direct byproduct of fusion reactions, and accelerates it with magnetic and radio waves. It lacks the raw thrust of the full arrays, but is able to boost for much longer, often hours at a time, to achieve the torque required to tow heavy heavy materials. The Wolverine has 8 of these large rectangular vents mounted at important points on the body, with 4 on the back, 2 on the front, and 1 on each shoulder.

Suspensors A passive system used while the craft is in gravity, the suspensors allow it to move around, by creating an antigravity field below itself. This system is remarkably effective, allowing it to reach speeds of 80 kph in atmosphere.

4. Shields

Combined Shielding CPS-03a For standardization sake NAM has lumped the two systems of energy shield and repulsion together. To further improve the protection on the Wolverine (and vastly lower potential repair costs) the CPS here has a higher power to weight ratio than on the Firefly. The Wolverine can take a heavy pounding before needing a recharge. Unlike the AIR, this system lacks the overcharge function. Do not even think of pushing off because the CPS lacks the directional field projectors mounted on the AIR.

5. Communications

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

6. Cockpit

Piloting and Fire Control Suite The Wolverine features a moderately spacious cockpit, fitted with 2 seats, one for the pilot and a second one for the gunner, and a veritable plethora of systems to manage. All the required telemetry is displayed on 2 HUD screens, one at the front and another at the back. The gunner's seat is placed slightly higher than the pilots and his seat is able to swivel, to either follow with the pilot or man the MDA turrets.

7. Strength

Polymuscle The Wolverine uses heavy, electrically responsive polymers as muscle. These have much more strength than standard hydraulics, and while they have higher output, aren't quite as efficient as nanotech. When penetrated by arms fire, intact strands will continue to function.

8. HUD

Display screen and optional interface A hybridized system that allows the pilot to either directly interface with the ship, or rely on the large display screens in the back and front of the systems. It is suggested that the pilot wears the full NAM flight suit, as to fully benefit from the neural interface. The two large high resolution screen's HUD feature all relevant battle data, and can be customized to suit the user. Uplinks for various interface types are found at the base of the seat and are pointed to by a bright orange arrow.

9. 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 an odd rectangular structure below the head monoeye.

10. Computing

Combat Savtech A specialized computer system for sorting battle data received from the Monoeyes of all squad machines. The Wolverine's is also upgraded with some technical subroutines and can accept battle data from any allied source, allowing it to move from location to location for field repairs. Thanks to the detailed trajectories data from the Monoeye sensor system, the Savtech can perform high accuracy shots by manipulating the turret hardpoints on the back and perform flawless welds and patches with the dispenser and cutter arms. All the pilot has to do is draw the weld across the location or point the gun at the enemy and the Savtech will fine tune the aim.

Should the Savtech determine that a shot is approaching the Wolverine; 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.

11. Sensors

Monoeye and Sensor Suite Given the requirements for precision for both the gunner and pilot, both the front and back have two monoeyes, mounted a few feet apart, to allow for proper depth perception and nearly 360 degree view. The addition of lower grade sensors on each side complete this effect. On passive mode these sensors emit low key radar, ladar and receive data on a wide spectrum.

On active mode, a pair of monodirectional 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 (Ie: Projectiles and Sensor Pings). The Wolverine's system has been specifically modified for it to instantly target any damaged points on

friendly starships and craft, as well as incoming missiles and Power Armor. The gunner's suite can actually manage several targets at once.

12. Life Support

Fully Intergrated Life Support and Basic Amenities Similar to the system utilized by shuttles and some fighters, the Wolverine's life support system allows it to refresh and clean the air in the cockpit for over two days, and is able to support both pilots for this time. There is purified (and occasionally recycled) water packs, compressed food supplements and a waste disposal system that feeds into a water purifier. Solid waste is stabilized and jettisoned.