

# Intimidator Power Armor

The Intimidator Power Armor is a military-spec suit of fully powered combat armor designed in [YE 42](#) by [Menelik Berhane](#) for [Origin Industries](#). Based on the designer's combat experience and personal views, the Intimidator is intended to serve as a military grade power armor to equip private citizens and security forces in a sector that has rapidly become unsafe with a profusion of pirates and central governments unwilling or unable to protect their people.

## About the Armor

The Intimidator is a fairly basic military grade Power Armor built from an assemblage of off the shelf components, inspired by Neplesian design philosophies as interpreted by one of those fussy artiste types. Highly capable considering its price tag, the Intimidator trades heavy firepower for reliability, mobility, and the Origin guarantee of quality.

On the surface, the Intimidator resembles most modern Power Armor designs from Nepleslia, including a bulkier construction in place of a more streamlined and tighter suit. This is balanced off by Origin's own experience making power armor, and influences from Yamatai: despite the armor's bulk, it is still substantially more streamlined than a Neplesian armor, with most systems outside of defenses and the synthetic muscle that enhances the pilot's strength placed in the backpack. Even the armor's construction features this mixture of design influences: the rectangular and oppressive look of a NAM armor has been moderated with the curves and streamlining of KFY armor.

The Intimidator is designed for supersonic and high sub-sonic flight, along with aerial and space combat. This is where it, with its numerous control surfaces and multi-directional engines, excels. Beyond the emphasis on flight and space, the Intimidator is fairly agile and well protected- where the armor comes short is in its armament. Armament for the Intimidator is light compared to any other military grade power armor, with the main weapons of the armor coming from the pair of missiles that it carries and the handheld weapons it has provisions for carrying.

## Statistics & Performance

- Class: Medium Power Armor
- Designers: [Menelik Berhane](#), [Origin Armor Works](#)
- Manufacturer: [Origin Armor Works](#)
- Fielded by: Numerous
- Maintenance Cycle: After every mission, overhaul every 4 YE.
- Lifespan: 10 Years of regular use.
- Production: Full Mass Production
- Crew: 1 Humanoid Pilot
- Maximum Capacity: 1 Humanoid Pilot
- Cost: 27,500 KS

## Appearance

The Intimidator is a medium sized Power Armor that features a marriage of visual influences from Yamatai, Nepleslia, and beyond. It clearly is designed to be aerodynamic when traveling forwards or upwards, and has numerous design sacrifices and visual features to meet this requirement. Beyond this necessary sacrifice, the Intimidator is streamlined yet still visually bulky.

The head of the Intimidator angles back in subtle, aerodynamic curves from the front, where a wide V-shaped visor sweeps back to give the pilot a wide field of view. The helmet is crested by a large crest which acts as an aerodynamic control surface during atmospheric flight- this crest also serves as a receiver and antenna for communications.

The main body of the Intimidator features the most of the aerodynamic shaping- rather than have a flat front like most armors, the front of the Intimidator's chest comes to end in a forwards facing aerodynamic nose akin to aircraft. The lower torso lacks most of this similar shaping, but is still fairly curved to reduce drag. The shoulders of the armor are taken up by large thruster assemblies for zero-g mobility, with fared thrusters facing directly up, rearwards, to the sides, and forwards. Even the arms are shaped to reduce drag, with large vambraces that extend over the top of the fingers and hands to prevent them from ruining the aerodynamic characteristics of the Intimidator from certain angles.

The armor's backpack is one of the largest pieces of the Intimidator, containing fuel tanks and the primary propulsion engine. This large engine makes up the large circular core of the backpack, which is flanked on either side by a pair of delta wings. The main engine itself is also flanked at the root of each wing by large auxiliary engines.

The legs of the armor continue the theme of being bulky yet aerodynamically curved to reduce drag. The front of each leg comes to a smooth curving point to cut down on drag, with the knee assembly hidden behind a curved knee plate. The upper thighs each have well sized Canards canted upwards protruding from the outer sides to assist in aerial mobility; an additional set of auxiliary engines are found in the lower legs to provide additional thrust.

## History

The initial design of the Intimidator arose from the mind of its creator during a stint at Officer Candidate School. Separated from his significant other and with his mind working in overdrive with the coursework, the young marine eventually worked up what would be the basis of the Intimidator in what spare time he had. Like he had with the earlier [Slayer](#), he submitted the design to NAM [Nepleslian Arms and Munitions](#)... who promptly rejected it for numerous reasons. Jilted, the designer instead tweaked the design's basics to make it more cost effective and gave it to Origin Industries.

Origin promptly cleaned up the design and integrated their own technology into it and began testing it. What Origin found was that they had an excellently designed military power armor on their hands, an efficient yet elegant mixture of design elements for air, land, and space combat in an affordable package. With the development on the armor already mostly done, Origin simply moved the Intimidator into mass

production in early [YE 42](#).

## Advantages

The Intimidator has a number of unique advantages that make it desirable for private buyers.

- **Affordable:** The Intimidator is very affordable despite its relatively high price tag. The affordability comes from the performance and capability of the armor, which offsets the high price.
- **High Performance:** As befitting a near boutique design from a talented armor designer, the Intimidator is capable of extremely high performance compared to many other purely civilian power armors available on the market, and even compared to common military models such as the [Crooked Demon](#).
- **Flexibility:** The Intimidator is an elegant, straightforward design. This means that it isn't pigeonholed into a single role or capability, with its wide list of compatible weapons and equipment allowing it to fill any number of roles beyond simple combat, such as humanitarian relief or search and rescue.

## Drawbacks

Unfortunately, it also has a number of downsides.

- **Easily Detected:** A large part of the Intimidator's high performance capability comes from the incorporation of an Aether-based reaction engine as its main form of propulsion. This Aether drive makes the Intimidator light up like a Yule tree on sensors tuned to detect Aether, rendering stealth fairly impossible for the unit if it wishes to perform at full power.
- **Underarmed:** For all of its elegance and efficiency, the Intimidator is still fairly underarmored compared to other military-spec power armor. Its armament is limited to a pair of missiles, defensive guns, and a handheld armament of some type: a far cry from the walking arsenals of some armors.

## Mobility

The Intimidator is a relatively fast and mobile Power Armor, though not as fast as certain other armors. Where other armors may emphasize ground combat, the Intimidator is most at home in the air.

- **Ground Movement**
  - Running Speed: 40 Kilometers per hour <sup>1)</sup> give or take, depending on the ability of the user.
  - Hovering Speed: 100 Kilometers per hour <sup>2)</sup>
- **Flight**
  - Maximum Atmospheric Speed (for earth-like worlds): 2222 kph (1381 mph), Mach 1.8 at sea level
  - Atmospheric Cruising Speed: 1111 kph (690 mph), Mach 0.9 at sea level
- **Space**
  - Max STL: .300c

## Armor Size

The Intimidator is a fully body power armor designed in the Nepleslian style, completely encasing the user's body without being form fitting. The armor's gauntlets are dexterous enough to allow the user to perform most hand dexterity tasks, and the armor itself is small enough to fit into most spaces meant for average humans.

The sizes listed for the Intimidator are for an Intimidator worn by a human male of the average height of 1.8 meters <sup>3)</sup>. An Intimidator worn by such a person would stand around 2.4 meters tall; the armor would have a width of 97cm from shoulder to shoulder and a length of 106cm from front to back.

The Intimidator can be adjusted to fit pilots of multiple heights and body plans, such as winged Elysians or serpentine Separa. When worn, the Intimidator adds roughly 60cm to a wearer's height and 56cm to a wearer's shoulder width.

Average Height	2.4 meters <sup>4)</sup>
Width	97cm <sup>5)</sup> at shoulders
Length	106cm <sup>6)</sup> front to back
Mass	1.5 Tons

## Damage Capacity Stats

For [Damage Rating \(Version 3\)](#):

- Armor: Tier 5, Medium Anti-Armor
- Shields: Tier 5, Medium Anti-Armor

## Getting In and Out

The Intimidator can be entered by climbing into the armor when the front chest piece is opened, exposing the pilot cavity. The armor then closes over the pilot and confirms their biometric data to match it to the registered user. Once accepted, the armor powers on and secures the pilot, handing control over to the pilot and allowing them to don the armor's helmet piece.

## Controlling the Armor

The Intimidator is operated by a single humanoid pilot, who wears the power armor when in use. When in operation the pilot guides the power armor through the use of a combination of a neural interface combined with physical controls and haptic feedback. Data is fed to the pilot through a helmet mounted display.

# Systems

The sub-components in this armor include:

- 2 [Standard Energy Pistol II's](#)
- 1 [OI-W32-1a Magic Hand](#)
- 1 Missile Hardpoint
- [OI-M6-E4200 FATE Type-S](#)
- [OI-M6-E4201 CECS](#)
- OI-M6-V4200 Comprehensive Life Support System
- OI-M6-F4200 Internal Synthetic Mesh
- OI-M6-F4201 Boron-Composite Chassis
- OI-M6-F4202 Military-spec Nanomuscle Layer
- OI-M6-F4203 Anti-Radiation Layer
- OI-M6-F4204 [Endurium-Nerimium](#) Reinforced [Durandium Alloy](#) Armor.
- [OI-M6-G4200 Twin HONEY BURST Fusion Reactor](#)
- OI-M6-S4200 Electromagnetic-Gravimetric Barrier Generator
- OI-M12-R4200 Inertial Control System
- OI-M12-R4201 Fusion Thruster System
- 1 [OI-M12-R4202 Inline Aether to Plasma Drive](#)

## Weapons

Despite the intention of being a PA capable of performing similarly to military use armors, the Intimidator still features a relatively light weapons load compared to other armors. Integrated weapons are limited to: a pair of [SEP-2's](#) mounted for missile defense, a mounting bracket on the left forearm for up to two [Frame Missiles](#), and a [OI-W32-1a Magic Hand](#) built into the right forearm.

Integrated Weapons:

- 2x [Standard Energy Pistol II](#), built into the space between the head and the shoulders.
  - Purpose: Anti-Missile
  - Secondary Purpose: Anti-Personnel
  - Damage: Tier 1, Light Anti-Personnel, Tier 0 Stun
  - Range: 300 meters Semi-Auto/auto, 75 Stun
  - Rate of Fire: 700rpm
  - Payload: Unlimited while connected to the armor.
- 1x [OI-W32-1a Magic Hand](#), built into the right forearm assembly, projecting from the wrist..
  - Purpose: Suppression
  - Secondary Purpose: Utility
  - Damage: Tier 1, Light Anti-personnel in impact mode, none in control mode
  - Range: 30 meters in Impact; 10 meters in control
  - Rate of Fire: 2/s in impact mode continuous in control
  - Payload: Unlimited
- Charged & Reinforced Knuckle Spikes, Elbow Pads, and Knee Armor
  - Purpose: Anti-personnel

- Secondary Purpose: Anti-Armor
- Damage: Tier 4, Light Anti-Armor
- Reach: Melee, dependent on the armor's operator

(2) Missile Rack: The Intimidator has a two slot missile rack on its Left forearm, sized to take Z3-series missiles.

- [OI-Z3 Armiore Missiles](#)
  - Primary Purpose: Atmospheric Anti-Armor, Anti-Vehicle
  - Secondary Purpose: Anti-Personnel
  - Damage: Tier 5, Medium Anti Armor
  - Range: 30km in Atmosphere
  - Muzzle Velocity: Mach 7.3 in Atmosphere
- OR
- [Oi-Z3b Streaker Rockets](#)
  - Primary Purpose: Thermonuclear Anti-Armor, Anti-Vehicle
  - Secondary Purpose: Area Denial
  - Damage: Tier 7, Light Anti-Mecha
  - Range: 60km in atmosphere, 500,000km in Space
  - Blast Radius: 20 meters
  - Proximity Fuse: 10 meters
  - Muzzle Velocity: Mach 7.6 in atmosphere, .0001c in Space
- OR
- [OI-Z3C Space Missiles](#)
  - Primary Purpose: Guided Space Use Missile
  - Secondary Purpose: Anti-Powered Armor
  - Damage: Tier 7, Light Anti-Mecha
  - Range: 600,000km in space
  - Muzzle Velocity: .47c
- OR
- [OI-Z3D Anti-Air Missiles](#)
  - Primary Purpose: Guided Anti-Air Missile
  - Secondary Purpose: Point Defense Missile
  - Damage: Tier 5, Medium Anti-Armor up to 60 meters away from the explosion, Tier 4, Light Anti-Armor from 60 meters to 90 Meters, Tier 3, Heavy Anti-Personnel from 90 meters to 120 meters
  - Range: 300,000km in space, 140km in atmosphere
  - Muzzle Velocity: .47c, Mach 14 in atmosphere

## Primary Weapons

The Intimidator can use most any available power armor scaled handheld weapons that are available to it. The armor is most compatible with Origin Industries firearms and weaponry, including but not limited to:

- [Armor Service Gauss Rifle](#), with two additional 300 round magazines stored on the armor's right hip.
- [Squad Support Gauss Rifle](#), with one additional 600 round magazine stored on the armor's right hip.
- [Gauss Sniper Rifle](#), with four 10 round magazines stored on the armor's right hip.
- [gauss\\_sub\\_machine\\_gun](#), with two additional 600 round magazines stored on the armor's right hip.
- [gauss\\_chaingun](#), linked to a 1000 round ammo drum attached to the armor's right hip.
- [4cm\\_blastgun\\_musket](#), with two additional 300 round magazines and spare barrel stored on the armor's right hip.
- [8cm\\_blastgun\\_launcher](#)
- [armor\\_lancer](#), with two additional 150 round magazines stored on the armor's right hip.

The Intimidator is capable of storing additional ammunition on its right hip, and storing an unused weapon on the armor's left hip.

## Armor & Chassis

The Intimidator's armor was developed to be on par, at the least, with the lightweight yet still protective armor used by Yamataian and Nepleslian power armors, and utilizes many of the same methods and design features as found on them. The Intimidator's armor is built from the materials that Origin has experience utilizing, who's expertise combined with the original design parameters to make the Intimidator's armor resilient enough to protect the pilot while still mobile enough to avoid fire.

The interior of the suit surrounding the pilot is exactly the same as the [Impulse Power Armor's Military-spec liner](#); being made of a polymer weave mesh with foam padding, climate control, and ballistic inserts to protect the pilot from shrapnel. Around the liner and the pilot is an anti-radiation liner composed of a lightweight radiation absorbing polymer. Around this is the Intimidator's chassis, which is constructed from a stable and durable Boron-Ceramic internal frame.

The actual armor of the Intimidator is constructed from [Durandium Alloy](#), chosen for its low weight and relative inexpensiveness, which is fixed atop the internal chassis. The Durandium armor is reinforced and augmented by layers of [Nerimium](#) and [Endurium](#) alloys, with layers of [Cerastic Flex Ultra](#) between the Endurium outer layer and the inner Nerimium.

## Shielding

Based on the shield projector of the [Impulse Space Backpack](#), the Intimidator has an integrated combined Electromagnetic-Gravimetric barrier shield projector built into the armor's upper chest area. This barrier gives the Intimidator protection from kinetic and energy weapons up to those normally carried by power armor, along with cosmic radiation. Heavy weapons, along with repeated strikes from PA grade weaponry, are enough to overpower the shield entirely.

## Life Support

The Life Support system of the Intimidator is based on that used in [Origin Standard Frame Cockpit](#). The Intimidator's Life Support consists of a system of air scrubbers and a pressure seal to keep a breathable atmosphere inside the armor for the pilot, combined with heating and cooling pads to maintain a comfortable temperature, thermal insulation, muscle massage pads to prevent muscle atrophy, and an auto-tourniquet system installed in the limbs to cut off blood flow in the event of limb loss.

## Power & Propulsion

The Intimidator is a relatively power hungry suit compared to earlier Origin PA, and as such requires more power than can normally be supplied than a single reactor. All of the Intimidator's power generation systems are built into the armor's backpack, which is built around a single [Inline Aether to Plasma Drive](#) flanked by a pair of [HONEY BURST](#) Fusion Reactors. This three reactors act in concert to supply power to the Intimidator's numerous systems. To store excess power in case of an emergency, the Intimidator has a bank of four high capacity superconductor batteries stored in the armor's lower rear torso.

Propulsion for the Intimidator comes in four forms, each playing off of one another. Primary propulsion for the armor comes from the Inline Aether to Plasma Drive in the unit's backpack, which provides high speed flight and acceleration in space; this is augmented by a series of fusion thrusters and verniers built into the Intimidator to provide increased maneuverability when in space. these fusion engines are clustered into three main locations: one cluster on each of the armor's shoulders with engines facing forward, upwards, rearwards, and to the side; two large auxiliary rockets flanking the main Aether to Plasma Drive; and one each in the lower legs pointing backwards.

The next source of propulsion for the Intimidator comes in its nanomuscle layer, which gives the power armor the power part of its name. The nanomuscles of the Intimidator allow it to run faster than any human and make long leaps. Augmenting all of these propulsion methods is the final propulsion system of the armor, an Inertial Control System that allows the armor to float, hover, walk up walls, and defy gravity and inertia.

The very shape of the Intimidator is built in such a way to maximize its aerodynamic efficiency when in an atmosphere, working in conjunction with the armor's shields to give it the ability to fly with surprising maneuverability. The chest of the Intimidator comes to an aerodynamic cone point, as does its head. The Armor is studded with canards and small fins to act as aerodynamic control surfaces when engaging in atmospheric flight. The largest of these are the pair of delta wings attached to either side of the backpack, complete with control surfaces. The wings are accompanied by canards on the upper thighs and a vertical rudder that acts as a crest atop the armor's helmet.

The angle of the Intimidator's aerodynamic control surfaces are variable depending on the position that the pilot takes during flight, allowing the armor to fly with the axis of travel parallel to the length of the body all the way to a position at 90 degrees to that.

## Computing, Sensors, Electronic Warfare, & Communications

Despite only being a power armor, the Intimidator uses the [FATE Type-S](#) computer system to assist the



pilot in controlling the armor, handling the complicated functions of the unit to free the pilot to do more important things like fighting.

Sensors come as part of the FATE Type-S package. The Intimidator can, in passive mode, detect objects up to 4 AU away in space, active mode can provide accurate information (Heading, velocity, size, target type, energy signatures) on objects up to 2 AU away; this range is limited in atmosphere and on planetary environments. The sensors of the package augment the pilot's own vision through the helmet with a number of systems that include:

- Electromagnetic sensors
- Electrogravitic sensors <sup>7)</sup>
- Soliton sensors <sup>8)</sup>
- Unified field mass/energy sensors <sup>9)</sup>
- Neutrino sensors <sup>10)</sup>
- Tachyon sensors <sup>11)</sup>
- Aether detectors
- Visual sensors
- Mass Detectors

The FATE Type-S also incorporates the [Compact Electronic Countermeasure Suite](#) into the Intimidator to provide electronic warfare and cyberwarfare capabilities to the armor. Likewise, communications are handled as part of the FATE Type-S suite, including Laser and Radio based communication devices.

□ This article is a work-in-progress. Is it not currently approved.

<sup>1)</sup>

24.8 mph

<sup>2)</sup>

62 mph

<sup>3)</sup>

6 feet, 1 inches

<sup>4)</sup>

7.9 feet

<sup>5)</sup>

3.2ft

<sup>6)</sup>

3.5ft

<sup>7)</sup>

scalar

<sup>8)</sup>

Wave Packets

<sup>9)</sup>

Field of force sensors (Ie, Gravity, Radioactivity, and Energy

<sup>10)</sup>

nuclear reaction sensors

<sup>11)</sup>

faster than light

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