

Skel-class Frame

The “Skel” is a bare-bones version of the frame technology first introduced in Noval's [Banshee-class Strike Frame](#).

Using many of the same essential parts and components, the Skel base-frame ensures that the Banshee and future Skel-derived Frames will be easy to develop and maintain. A selection of [variants](#) were made available for purchase during the frame's launch.

The Skel itself is a high-performance frame that features excellent agility and configuration potential.

First introduced in [YE 43](#).

About the Skel-Class

The Skel is light-weight and lightly armored. Its motive components are designed to carry significantly more weight than the Skel's basic frame, making it considerably more maneuverable than some of its future variants were expected to be.

Key Features

The Skel is a basic frame with few truly unique features. It is simply well made and highly customizable.

Its electronic systems, power generation, carrying capacity, and so on are all designed for a wide range of potential uses - making the basic Skel a surprisingly capable, albeit fragile, Frame. Any potential buyers are suggested to purchase a Skel-derived variant or choose military customizations if they intend to use the Frame for combat.

All Skels include an [Orchestra](#) system that allow them to interact with nearby objects without making physical contact.

History



Noval's [Banshee-class Strike Frame](#) quickly produced results after its initial introduction, but it had one issue - the corporation's attention to detail and bespoke heritage meant that few of its parts were interchangeable with other NDC equipment. Portable fabrication systems, such as the [Daedalus](#), helped to mitigate this issue, but the crews working on the Conclave's flight decks often found themselves waiting for replacement parts.

In response, Noval began to produce a line of parts that could be easily used for maintenance purposes. It was a small step from there to generate more general-purpose frame parts that lacked some of the Banshee's more flight-oriented components. The result was the Skel, a general-purpose base frame that built upon the Banshee's R&D efforts and would, ideally, provide a solid groundwork for future Noval frames.

Appearance

Skels are thin frames with wide shoulders and hips. They are lightly armored, with visible but protected joints. Their default color scheme when used in the NDC is a deep blue-black, with white and red accents, though they can be customized to fit other buyers' needs.

Statistical Information

The Skel is a fast, maneuverable ground frame with light armor. It is intended to be customized into other Skel-derived models, but can act as a standalone unit.

- Organization: [Noval Heavy Industries](#)
- Type: Frame
- Class: NH-V2
- Designer: [Noval Defense, Space, and Security](#)
- Manufacturer: [Noval Heavy Industries](#)
- Production: Mass
- NH-V2 Price: 130,000 DS (32,500 KS)

- Crew: 1
- Maximum Capacity: 1
- Passenger Capacity: 0

- Width: 5.8 meters
- Height: 11 meters

Speeds

The Skel lacks any flight systems beyond a basic jump/glide/hover booster located in the back.

- Ground speed: 120kph running, 320 kph [Glide Boosting](#)
- Range: 5 days
- Lifespan: 10 years with regular maintenance

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Body: Tier 8 (Medium Mecha, Lightly Armored)
- Shields: Tier 8 (Medium Mecha)

Interior

One [NH-M-M4 "ARCO" Type-M](#) acts as the Skel-class' cockpit. Entry is through the frame's chest. A comfortable, leather analogue pilot's seat slides forward to receive the pilot when the front hatch opens. As the hatch shuts, it slides back and the ARCO system emulates all necessary additional controls and displays a fully encompassing view of the world around the pilot. Tactical data, frame diagnostics, and more are available to the pilot as needed.

The ARCO of NDC-issue Skels are equipped with an [Anima System](#). While the Anima System is in use, the ARCO will act as an [ARCO Type-C](#) and delicately restrain the user in place to ensure that no harm comes to them from swift movements or decelerations of the craft.



Weapons Systems

The Skel is able to carry two handheld weapons. It has mountings for two back-mounted weapons or systems and, with minor modifications, can support equipment in other locations as well.

- 2x Open Hands - Rated for T9 [weapons](#)
- 2x Back Mounts - Rated for T9 [weapons](#)

NDC Frame Loadout Template

Use this when making a page for your [customized Frame](#). The default loadout below represents the Skel's default weapon mounts, but it can easily support additional weapons in other locations so long as they don't exceed the frame's power and computational capabilities.

```
==== Loadout ====  
^Location^^  
^Right Hand (T9) |Insert Link Here|  
^Left Hand (T9) |Insert Link Here|  
^Left Back Mount (T9) |Insert Link Here|  
^Right Back Mount (T9) |Insert Link Here|
```

Onboard Systems Descriptions

The majority of the Skel's processing comes from a ["FATE" Frame Advance Tactical Electronics Suite](#). Pilots may opt to include an [EVE AI](#) to provide supplemental interfaces. In the case that an EVE is in use, the system has been designed to work harmoniously with the FATE.

Orchestra

An [Orchestra](#) system is included as part of the Skel's basic technology package. Unlike the Banshee, the Skel does not rely on the Orchestra as part of its basic operations. It does, however, greatly benefit from the ability to tether to nearby objects or pull objects to itself.

The Skel's Orchestra can hold up to 10 objects, collectively weighing no more 25,300 kg.

Propulsion/Energy Generation

The Skel's primary drive and power systems is a single [NH-M-M5 Magnetically Attenuated Plasma Scramjet "MAPS"](#) located in the Skel's back. The MAPS provides more than enough energy for the Skel's rather meager power needs and can provide enough thrust for long-range [glide boosting](#) or short-range, thrust-assisted 'hops'.



Electromagnetic Shielding

All of the frame's critical components are encased within a layer of [Madite-C](#) for additional shielding against ion and electromagnetic weaponry.

Movement

The majority of the Skel's impressive agility and load capacity comes from its [Carbon Strand Actuators](#), a type of frame-scale synthetic muscles. The base Skel is equipped with enough CSAs to support a variety of armor enhancements and weapon loadouts, though progressively heavier loads will slow down its movement.

By default, Skels include a potent back thruster that can be used for long-distance leaps or [glide boosting](#). Combined with the [Low Friction Field Generator](#) in the frame's feet, the Skel can skate across a wide variety of surfaces with ease - and at high speed.

Cargo Capacity/Standard Equipment

A small repair kit is included within the craft, along with a single [iBot](#) that is dormant until needed. The iBot is stored beneath the pilot's seat.

While the Skel has little internal storage, it is a trivial matter to attach storage containers externally should the need arise. For users intending to go on long trips with a Skel, it is advised to attach at least one small container full of rations and other necessities.

Customization

Skels are highly customizable frames and are able to equip nearly all of the market's frame-based technologies. Sections of the Skel's armor panels can be removed to expose sturdy hardpoints and power adapters, making it a fairly easy matter to attach any number of things to a given Skel.

Variants

Whether you're looking for a space-based patrol frame or a deterrent for urban crime, the Skel is an excellent choice.

NH-V2s Space Option

The “lower case S” variant of the Skel improves the frame's capabilities in space. This option adds a second MAPS and attitude thrusters on either shoulder, greatly improving the Skel's space capabilities. While the package doesn't produce speeds equivalent to a dedicated thrust system, such as the ["Mercury" equipment package](#), it is more than adequate for most purposes.



Customers looking for a dedicated space attack frame should inquire about our [Banshee-class Strike Frame](#).

Speeds

- Air speed: Mach .4
- Sublight speed: .32c

NH-V2-S "Stalwart"



The “Stalwart” customization package is designed for urban peacekeeping operations. It features additional armor on the legs, a protective visor for its sensors, and a number of standard police vehicle accessories.

Policing accessories include shoulder-mounted alert lights, an intercom, a towing system, and holsters

built into the frame's calves for frame-scaled pistols. It also features an arm-mounted shield that carries two frame-scale shock batons, well suited for dealing with rogue construction frames or stolen defense vehicles.

The default Stalwart model does not include a large external thrust system, such as the one found on the default Skel, but instead relies on a low-grade gravimetric system to provide motive power while using the [LFFG](#) to glide boost. The significant thrust available from the default model was found to be too dangerous for use in tight urban scenarios.

Weapons

- 1x Plasma Pistol, Tier 8; RoF 20 ¹⁾
- 2x Shock Batons, Tier 8
- 2x Back Weapon Mounts, Tier 9

Pricing

- NH-V2-S Price: 180,000 DS (45,000 KS)

NH-V2-R "Resolute"



The “Resolute” package is a heavily armored variant of the Skel, designed to hold and protect key strategic locations from enemy assault. Its chest, arms, head, neck, and legs have all received additional armor plating. It also features a “guard skirt” that further protects its mid-section and legs from heavy weapons fire.

The guard skirt, composed of four major shield sections, can be used in a few additional ways beyond the basic protection it offers.

First, each section has a central spike that can rapidly extend outwards. When deployed, these four spikes can secure the Resolute to the ground and greatly increase its ability to hold its position when sustaining fire.

Secondly, the shield sections can be detached and wielded as an actual shield. In this configuration, the spike becomes a viable melee weapon. An individual shield can also be “spiked” into place to provide a temporary barricade.

The Resolute's default weapons package includes a shield and sword, each of which features an integrated plasma weaponry system. The sword has a faster rate of fire, well suited to pushing enemies back to allow the Resolute to close the distance. The shield's larger cannon boasts a more impressive damage output, though it doesn't fire as swiftly as the sword.

Weapons

- 1x Sword, Tier 8
- 1x [Sword mounted cannon](#), Tier 7; RoF 600 ²⁾
- 1x [Shield mounted cannon](#), Tier 9; RoF 15 ³⁾
- 4x Guard Skirt Shield Spikes, Tier 8
- 2x Back Weapon Mounts, Tier 9

Using the Guard Skirts, either defensively or offensively, requires the use of a free hand.

Pricing

- NH-V2-R Price: 220,000 DS (55,000 KS)

Heads

The Skel's head is predominantly an expanded sensor platform. A head is not strictly required for the Skel to be operational, but the benefits of an adjustable sensor suite should not be overlooked.

Each head offers situational benefits that should be considered when purchasing a Skel.



Basic

The basic Skel head features a large forward-looking sensor system that is arranged in a vertical column. The top of its head has a long-range antennae that is useful for ground or space-based transmissions.

Well balanced, the basic Skel head can serve admirably in either ground or space scenarios.

Recon

The Recon head is an upgraded version of the basic Skel head, featuring improved long-range atmospheric sighting capabilities and a more powerful transmitter.

Well matched for any pilot who wishes to use long-ranged weaponry planet side.

Strike, Version A

The Strike head is purpose built for space operations. It has improved electromagnetic detection systems and an extremely long-range optic system mounted on the top of the head that is ideal for targeting opponents at stellar distances.

The Strike's delicate sensors are considerably less effective within planetary atmosphere.

Strike, Version B

Essentially the same design as the Strike, Version A, the -B variant features a sensor package more akin to the basic head's. The differences between the two versions are minor enough that they can be considered as simply cosmetic options.

Equipment Packages

The Skel features two back mounts that can support a variety of weapon or utility options.

Single packages⁴⁾ cost 15,000 KS (3,750 KS). Double packages⁵⁾ cost 30,000 KS (7,500 KS).

"Jupiter" Missile Pod System



Containing a large number of micro missiles, the “Jupiter” Missile Pod System is an ideal choice for customers interested in dealing with airborne threats. Each pod, sold individually or as a set, contains 42 micro missiles. Each of the six launchers located on a pod can fire a missile simultaneously, for a combined total of 12 missiles launched in a single salvo from two pods. Subsequent salvos can be fired as soon as one second later, delivering a veritable circus of missiles to your opponents in no time at all.

Missiles travel at an impressive Mach 3 in atmosphere and up to .45c in space.

Weapon Details

- 42x Micro Missiles (per pod), Tier 6
- RoF 120⁶⁾

"Mercury" Thruster System



Equipping a “Mercury” thrust system greatly increases the Skel's flight capabilities and makes it a viable space combatant. The mounting arms allow for significant control over thrust direction, leading to a surprisingly maneuverable space frame. In atmosphere, the extendable fins can greatly improve flight stability.

Although the default mounting location for the Mercury is on the Skels' shoulder mounts, it can also be equipped to hardpoints at the waist or legs.

Speed

- Air speed: Mach .5
- Sublight speed: .35c

"Pluto" Heavy Plasma Cannon



For customers looking to add a substantial amount of firepower to their Skel or Skel-based Frame, the "Pluto" Heavy Plasma Cannon is an excellent choice. The color of its brilliant beam can be customized during the ordering process.

The Pluto can adjust its magnetic lensing on the fly, producing either a tight-beam with significant damage and range, or a wide beam with reduced damage, but considerably larger affect area.

When not in use, the Pluto's barrel can fold upwards. The Pluto itself can then rotate back so that it does not impede the frame's range of motion.

Weapon Details

- 1x Heavy Plasma Cannon (Tight beam), Tier 9
- 1x Heavy Plasma Cannon (Wide beam), Tier 8
- RoF 30 ⁷⁾

OOC Notes

[Whisper](#) created this article on 2021/03/21 12:53.

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Products & Items Database	
Product Categories	mecha, military equipment, vehicles
Product Name	Skel-Class Frame
Nomenclature	NH-V2
Manufacturer	Noval Heavy Industries
Year Released	YE 43
Price (KS)	32.50 KS
DR v3 max	Tier 8

1) 2) 3) 6) 7)

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maximum shots per minute

4)

those that use one mount

5)

those that use both mounts

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