

# Dark Demon Stealth Power Armor

**NRM Ze - M2 - 02a / Ze - M1 - 02a Dark Demon Power Armor** The Red fraction of [Democratic Imperium of Nepleslia](#) were in a pile of bull. Although the majority of mecha and ship corporations had left the Greens and resettled with them, their level of technology and were simply no match for the corporations that stayed Green ( ie: [NAM](#) and Phoenix Arms ). Proof of this was the battle of Planet X, while the Reds had superior numbers, more grizzled veterans and the element of surprise but they were simply outgunned and defeated by a newer and smaller force.

About to rub this in was the soon to be mass produced NAM "[Air](#)" and "[Water](#)" power armors. These armors were weaker than their [NDI](#) counterparts, but still many times stronger than what the Reds have and will be assuredly produced in even more superior numbers. [Kennewes](#) has to stop this, and such a fraction of Red designers calling themselves the Nepleslian Retrofitting and Maintenance were organized.

Even if the Reds were to ever create their own Power Armors, they had to do something with their numerous and outdated [Demon](#) and Super Demon suits. This was to move them off to other fields where their weakness was less apparent and ultimately decommission them in a useful way. Noting that NAM factories rely heavily on the success of its space mining operations, the NRM has come out with a solution...

Dark Demons are essentially retrofitted Demons and Super Demons. These upgrades are to be easily produced and to be easily integrated into the structure of the [Zen Armaments](#) power armor. The final level of modification that would be performed was more than enough to declare the finished product a new power armor in itself.

The DD performed admirably in its intended role as a commerce-raider, and enjoyed moderate success in ground operations.

## Statistical Information

Government: Kennewes Organization: Red Fraction Type: Raider Power Armor Class: Ze - M2 - 02a / Ze - M1 - 02a Designers: NRM Manufacturer: NRM, Zen Armaments Production: Replace 20% of all existing Demons and Super Demons. Crew: 1 Maximum Capacity: 1 **Appearance:** Thicker Demon with a larger and longer backpack.

Length: 5 ft Width: 3.2 ft Height: 6.4 ft Mass: ~350lb

**Speeds:** **Sublight:** 0.225c **Planetary:** Mark 0.9. Atmospheric, 110Mph Underwater. Not transatmospheric.

Range: 1 Day Oxygen Lifespan: 2 Years

## Weapons Systems

**Zen Armaments Type 2 Rifle:** Its was quite obvious that the speeds of current space craft were much faster than any chemically powered bullet. The Type 2 follows the Type 1 design, but simply exchanged the output to Laser. The rifle consists of a three-barreled laser chaingun with a pistol grip and an underside 40mm grenade launcher. This is the main weapon of the Dark Demon.

- **Purpose:** Anti-Armor
- **Damage:** Moderate to Heavy
- Range: 2,000KM (Rifle), 450 meters (Grenade in 1G)
- Rate of Fire: 30 Bolts a Second.
- Payload 20 Seconds fire per energy clip. 3 Grenades
- **Location:** Held in hand, strapped anywhere if not in use.

**Zen Armaments Type 1.5 Mini-Missile Launchers:** Located in small quad pods on the armor's front and back shoulders, these use simple hydraulic cover flaps (Courtesy of the NRM) to keep the launchers close when not in use.

- **Warhead:** 50mm Incendiary or Armor-Piercing Mini-missiles
- **Purpose:** Anti-Mecha
- **Damage:** Moderate to Heavy
- Range: 5 miles
- Rate of Fire: Volleys of 4, 8, or 16.
- Payload 4 Mini-Missiles each for a total of 16.

**NRM Disposable Missile Tube H-1:** Essentially a single use 4-ft tube akin to the ancient panzerfaust. Very reliable and extremely damaging if the 2 ft warhead connects to the target. This weapon is wire-guided, slaved to a targeting computer or flight stick and can be used by non-power armor personnel.

- **Warhead:** Anti- Matter
- **Purpose:** Anti- Armor
- **Damage:** Very Heavy
- Range: 20 miles
- **Rate of Fire/Payload:** 1
- **Location:** Held in hand, Strapped to the Dark Pack if not in use.

**NRM E-1 EMP Rifle:** The EMP rifle is effective in draining shields in its automatic mode, and can drop them completely or if shields are not present, disable the Armor's electronics.

- **Purpose:** Anti- Mecha, Anti- Electronic
- **Damage:** None (System Disabler)
- Range: 500 KM in space. 5 KM on ground.
- Rate of Fire: 4 Second charge for 1 bolt.
- Payload 10 Shots per energy clip.
- **Location:** Held in hand, Strapped anywhere if not in use.

# Systems Descriptions

## On the Main Demon Suit

**Outer Armor:** Depends on the type of Demon it was modded from. Armor on the chest, head, and forward thighs of the Demon is made of two-inch-thick diamond-coated steel alloy with synthetic plastic backing. The rest of the armor is composed of aluminum-carbide. The Super-Demon replaces the steel components with Neutronium, making the armor much more robust. Certain parts like the noisy Aether Converter is now encased in Xanarium.

**Interior:** The interior of the armor is lined with a thick synthetic material that snugly surrounds the pilot's body. The pilot is advised to wear a natural radiation protected flight suit. Outside of the lining, there are synthetic "muscle" strands that augment the movement of the armor. Every other spare space is filled with various machinery such as missile launchers, power systems, and oxygen filters. There are no diagnostic systems, so the pilot won't know if something is broken. Sorry!

**Life Support:** The Oxygen tank has been shifted to the back, the increased efficiency of the recycling system has bumped up the airtime of the DD to one day. The necessity for the DD to lie in wait for its prey for extended periods of time has prompted the installation of a basic catheter and the helmets of DD pilots have been modified to pump juice, Super Bowl style. Make sure you don't vomit or drop a deuce in space as usual.

**Stimulant-Injector:** The suit is automatically patched into the pilot's vital signals and will intervene with a variety of chemicals to stabilize the pilot in the event of injury or to enhance combat performance. Stimulants like Rage and painkillers like morphine are commonly used with this system.

**Communications:** Dark Demons uses radio, subspace communicators and encrypted laser, and a microphone/speaker system that allows it to speak to nearby persons.

**Fire Control:** The Demon has a crude fire-control system, able to track, but not identify, up to four targets at once. Targets are bracketed in orange and in flashing yellow/red when locked. Targets are selected by looking directly at the desired lock. The DD mod has put in an IFF.

**Gravitic Field:** The armor has a cheap repulsion field to make itself more lightweight, able to float, and able to resist scalar EM attacks. Scalar wave are notorious for their penetrating abilities because they travel wherever gravity affects; therefore, the anti-gravity field is the primary and most effective means of countering this threat.

**Sensors:** Basic digital optics, with up to 8x zoom, with night-vision. And basic low-resolution RADAR.

## On the NRM "Dark" Pack

The Dark Pack is an add-on upon the structure of the Demon itself. Composed out of a Diamond coated steel alloy, it adds an additional 3 ft to the length of the Demon. It attaches to the main suit on its upper back, and provides extra storage space, thrust, shields and critical upgrades to the outdated systems on

the original Demon. The main drawback about the pack is that while attached with the Fast Booster activated, the DD turns into semi-figther, unable to rotate or turn quickly.

**NRM G-1 Fusion Generator:** Similarities to the NAM Fusion Generator is intentional, as the DD is expected to refuel using captured enemy supplies. Less efficient than its NAM counterpart, but more than enough to power the rudimentary systems on the DD. It is lined with Xanarium to mask its overwhelming energy signature.

**NRM B-1 Fast Booster:** Again, the relative low-techness of Ion Drives and the fact that NAM uses the same thing has prompted the NRM to do this. This is two very large finned hydraulic assisted Ion Boosters are attached under the G-1. It provides a massive speed boost and an insane forward acceleration to the Demon. Its main issue is maneuverability, as while its fins and hydraulics can angle its thrust, it cannot change direction as quickly as its Ion Array counterpart, also the location of the NGM Fusion Generator (Right above the B-1) obstructs full downward thrust. Has a tendency to blow up when set to overboost mode for more than 20 seconds. Fuel is a single Ion Propellant tube under the G-1 while control is provided by voice and a flight stick attached to the left waist.

**NRM S-1 Scanner:** This is a cone shaped device placed on the front of the G-1 of the Dark Demon. It identifies and rudimentarily scans a single target in a cone infront of the DD. Secondary mode enlarges the radar of the Demon to half an AU.

**NRM C-1 Cloaking Device:** Does not render the DD invisible to the naked eye. In passive mode the DD will appear on normal radars and mass sensors to be space debris, should the DD be near objects at least three larger than itself, it will be completely radar/sensor invisible. Overcharge mode turns the DD radar/sensor invisible for 15 seconds with an equal cooldown time. Overboosting and charging a weapon automatically disables this device.

**NRM R-1 Repulsion:** Deflects away space dust and smaller caliber bullets. Can be overcharged for larger projectiles but watch the duration or it might just as well blow up. A disk shaped device above the G-1.

**Dark Pack Slots:** These are indentation and straps on two panels on the sides of the Dark Pack. Weapons that the DD uses are strapped here. When the DD needs to draw or change a weapon, the panels swing down and partially forward for the DD to reach back to pull or place its desired device. In a pinch, these can fuction as shields. Two slots on each side total.

**NRM L-1 Laptop:** Serious! Other than used to coordinate and plan attacks, the Laptop also features voice and face rendering software. Contains invasive programs to perform hostile takeovers of computer systems of Nepleslian make. Comes with a detailed face scanning glove (Amusingly called the Facepalm). It is either held in hand or attached to the Dark Pack Slots.

**NRM J-1 Jammer:** A tube shaped device to prevent long range radio and subspace communications being emitted in a 1,000 KM Area. Maximum activation time is 1 minute before another 1 minute cooldown. Secondary usage when used in conjunction with the L-1 is to forge and emit fake IFF signals. Attached to the Dark Pack slot.

## OOC Notes

This article was created by [Fian](#). It was approved by [Wes](#) on January 5, 2007: [Approval Thread](#)

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