

Demon M1 Infantry Power Armor

Zen Armaments Ze-M1 Series "Demon" Human Power Armor

Jealous of the Nekovalkyrja's excellent [Ke-M2 Mindy Power Armor](#), humans on [Democratic Imperium of Nepleslia](#) sought to build similar models of their own. As is usually the case on Nepleslia, corruption funded inspiration, which resulted in a collaboration to make the mecha a reality. [Zen Armaments](#) focused on making an armor that was cheap, available for mass production even when supplies were short and facilities limited, seeking to make an armor with good performance out of common materials.

History

The first Demon came into being in early [YE 26](#), under limited production by Zen Armaments for testing, in which the armor suffered some moderate engine and overheating problems. Despite these faults and the lack of heavy armor, the low cost and destructive output of the armor made it a valuable and excellent tool in the eyes of crime bosses and militia leaders. Some YSE forces attempted to locate the factories as the appearances of the armor increased, but the nature of the mecha made moving the production facilities easy, and investigators were eventually sidetracked and reassigned to other tasks.

The Super Demon M2 Infantry Power Armor|Super-Demon is an upgraded version intended for use by higher-ranking personnel overseeing normal Demon units, and thus includes weaponry and systems that the original model does not.

Designed primarily for general use by young male lackeys of less-than-respectable organizations, the Demon is composed mostly of steel and aluminum, and uses cheap, easily-replaced interchangeable parts. The demon runs off of a somewhat noisy [aether](#) conversion system.

Statistical Information

- Government: Various Factions
- Organization: Various Factions
- Type: Synthetic-Core Power Armor
- Class: Ze-M1-1b, Ze-M1-2a (Super Demon)
- Designers: Zen Armaments
- Manufacturers: Zen Armaments, Knobu'lokk Fleet Factory, Geshrinari Shipyards

Dimensions

- Height: 6.2 feet
- Width: 2 feet
- Mass: ~250lb.

Performance Information

- Speed (Space): 0.10c (About 11,111,111.111 miles an hour).
- Speed (Atmospheric): 700mph. Not transatmospheric.
- Speed (Underwater): 100mph.

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system. Tier 4.

Weapons

Zen Armaments Type 1 Rifle: A simple, yet reliable weapon, the rifle is probably the best-built part of the armor. The rifle consists of a three-barreled 35mm chaingun, with an underside 40mm grenade launcher.

- Purpose: Anti-personnel
- Damage: Moderate to Heavy
- Range: 2000 meters for rifle, 450 meters for grenades.
- Rate of Fire: 1800 rounds a minute,
- Payload 3600 round magazine, 3 grenades in grenade bay. Additional ammo stored in rucksack.
- Damage Rating: Tier 7 (long range) Tier 5 (close range).

Zen Armaments Type 1 Mini-Missile Launcher: Located in small quad pods on the armor's front and back shoulders, these use simple spring-loaded cover flaps to keep the launchers close when not in use. The launcher covers are quirky, and depending on the armor, may open slowly, or prematurely.

- 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.
- Damage Rating: Tier 4, Light Anti-Armor (Each missile) see:[Damage Rating \(Version 3\)](#)

Additional Optional Weaponry: Most demons are equipped with a traditional large rucksack to load with rations and ammo. The Demon can fully utilize any human-scale weapon as well. Some pilots tape their issued sidearms and/or rifles (as well as personal items and extra armor) to their armor in case of loss of the main rifle.

Systems

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.

Interior

The interior of the armor is lined with a thick synthetic material that snugly surrounds the pilot's body. 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 tanks and recycling system normally filter the outside air. When in space, the tanks and recycling system will support a pilot for around 6 hours, due to the relatively small tank size and low efficiency of the recycling mechanisms. There is no system for urination, so pilots may want to wear diapers on extended missions. It's also important to that pilots should make every effort not to vomit when in space (where they cannot remove the helmet), because the vomit may clog their air supply and block their screen.

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 PCP and painkillers like THC are commonly used with this system. Also, to provide nourishment, a concentrated sugary fruit juice is available to the pilot in the field to keep his blood sugar levels normal. Because the Demon is not radiation-shielded, prolonged space use may require the injection of special drugs to counter the effects.

Electronics

- Communications: Demon Power Armor has a basic radio communications system 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. Note: The Demon has no IFF system, nor any sort of autopilot.
- 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.

OOC Information

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Product Categories	power armor
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