

Ezrael Mêlée Power Armour

History and Background:

The Ezrael forms the third component of the ongoing Elysian power armour program. Whereas the Anthedon served as a decent long range power armour, and the Hikael excelled at mid-range strike attacks, the Ezrael was designed for a more select purpose – mêlée. Its role here is very specific: the Ezrael is designed to operate on the surface of a planet and to operate upon a principle of close combat supremacy in order to back up the elite Elysian Infantry. It should be emphasised that the Ezrael is highly specialised, to the extent that it will not be produced to the same extent as the previous armours - it is designed either for highly specific missions, or to complement the Elysian infantry when on operation.

About the Ezrael:

The Ezrael stands significantly larger than previous Elysian power armours, being 9'2", comparing with the 8' of the Hikael and the Anthedon. This is for several reasons; the first is that because it is designed to be used in a planetary environment and not within the confines of a ship or building; the second is to accommodate the additional limbs which contain much of its firepower; the third is to accommodate a higher proportional amount of synthetic muscles and armour that the model has; the fourth is that the additional size is designed to be psychologically intimidating. As noted above the armour has additional limbs in the form of two sets of arms in addition to the usual pair (which contain the pilot's arms), bringing to the total to three sets. These limbs are directed by the AI in close combat or, if the pilot is sufficiently proficient, as an extension of the pilot's will. Due to the size, strength and firepower of the Ezrael its combat capacity is formidable indeed.

Statistical Information:

Government: [Elysian Celestial Empire](#) Organization: Elysian Armed Forces Type: Mêlée Power Armour
Class: Ezrael En-M3-01 Designer: Elysian Armed Forces Manufacturer: Veritas Shipyards

Appearance: The Ezrael is a very large and imposing armour, designed to be vaguely monstrous although maintaining the smoothly organic look which is standard for Elysian designs. The head is adorned with horn and fang like protrusions which rise smoothly from the surface. The armour has three sets of arms, the top are incorporated in the arms and house a visible plasma generator, the second are in the proper place and look like conventional armour arms save accomodating a considerable bulge in the forearms, and the third which ends with a rapier like sword. In addition to this it has a pair of wings which are grand even for an Elysian, obviously armoured and surrounded by a visible energy field.

Height: 9'2" Width: 4'3" Depth: 3"

Speeds: Jump: 200 mph. Running: 90 mph. Jet: Mach 5 (requires temporary attachment).

Range: One week. Lifespan: Ten years with maintenance after each operation.

Weapons Systems:

Angel's Tear (2):

Incorporated into the forearms this weapon is designed to oppose lower-powered threats, the Angel's Tear is used - in itself a horrific weapon for Mêlée. The weapon is, at its simplest level, a heavy iridium cored rod composed of aggregated diamond nanorods stored within a magnetic projection system similar to that used within a rail-gun. When triggered by the pilot, the Angel's Tear is projected at super-sonic speeds from the armour's arm with enormous force, able to penetrate the majority of substances used for armour. Once the Tear has penetrated the armor it discards its head - which contains a shaped explosive - before withdrawing at half speed. This promptly explodes to devastating effect. The entire process takes less than a second, a blink of an eye. The explosive head is replaced once it returns to the holder. If the explosive head is not equipped, or if the Tear uses up all of the explosives, the Angel's Tear can be used multiple times in enormously fast succession to pummel the target into a bloody and rather holey pulp. To conserve the ammunition of the weapon the RPM of the weapon is fully settable by the pilot from 60 to 300 rpm.

Location: Forearms. Purpose: Anti-power armour and infantry. Damage: (Apparently not in DR system any more) Range: Melee - about 1.5 metres. Rate of Fire: 300 rpm. Ammunition 100 tips, unlimited otherwise.

Saha Torch (2):

The Saha Torch is integrated into the upper two arms of the power armour. The additional room allowed due to the lack of biological arms give it room for a high power plasma torch capable of generating ultra-high temperature plasma. This projected plasma is directed into a very tight spike, although the visible corona of heat and light is significant wider and longer - and the radiating heat is likely to make flammable objects in the area will likely catch fire and unprotected entities will be badly burnt.

Location: Secondary Arms. Purpose: Anti-power armour, armour, infantry. Damage: 3. Range: Melee - about 3 metres. Rate of Fire: Continuous. Ammunition Effectively unlimited while the armour provides power.

Alternate setting: Saha Pulse Cannon

Although dedicated to close combat the Ezrael requires some long-range capabilities, and this is partially resolved by an alternate function of the Saha Torch, reducing the power of the weapon but greatly increasing its range through reshaping the magnetic confinement fields and the intensity of the flame. The result is a incandescent burst of plasma.

Location: Secondary Arms. Purpose: Anti-power armour, armour, infantry. Damage: (1-40 metres) 4, (41-60 metres) 3, (61-80 metres) 2, (81-100) 1. Range: Midrange - about 100 metres. Rate of Fire: 10 second burst with three second cool down period. Ammunition Effectively unlimited while the armour

provides power.

Epre Arms (2):

The second set of artificial arms is again designed to enhance the armours formidable close combat capabilities, bringing in both offensive and defensive capabilities. Taking advantage of the greater room visa-vis a conventional armours arm the suit contains not only a greater amount of synthetic muscles but also a sword. When activated this sword is covered by a shaped forcefield which allows it to cut through most materials with ease.

Location: Tertiary Arms. Purpose: Anti-power armour, infantry. Damage: (Apparently not in DR anymore). Range: Close combat – 2 metres. Rate of Fire: Continuous. Ammunition Effectively unlimited while the armour provides power.

Monomolecular Blades (8):

The Ezrael has a legacy from the Hikael in the form of four Monomolecular Blades, one in each elbow and one in each knee. These can be extended from the armor when needed, up to a length of 30cm. These are used to ensure that the armour is even more formidable in melee and are composed of ADNR, making them both extremely hard, and highly efficient against unshielded opponents.

Location: Elbows and knees Purpose: Stabbing. Damage: Apparently not in DR anymore. Range: Melee.

Glare Device:

This device is integrated into the head of the armour and functions through the creation of an intense spread of ultraviolet lasers which creates an intense 'glare' in the eyes, making it impossible to see properly. This affects any target which does not now have eye protection, and is a rather low energy weapon. It functions on the area in front of the armour.

Location: Head. Primary Purpose: Infantry suppression. Damage: Loss of motor control, loss of consciousness, burns. Range: 100m Rate of Fire: Continuous if necessary. Payload Unlimited while generator provides power.

Gravitic Propulsion:

An alternate application of the combat propulsion system is the ability for the armour to move others instead of itself. The armour grounds itself by increasing its gravity downwards and then uses the force that would normally move it against another armour. This demonstrates itself as a considerable degree of thrust, capable of breaking some scenery, damaging unarmoured targets and having the potential to disorientate power armour.

Location: Central to the armour. Purpose: Anti-power armour or infantry/scenery. Damage: Disorientation

or 2. Range: Short - about 10 metres. Rate of Fire: Constant if required.

Systems Descriptions:

Armour and Stealth Systems

Outer Armour:

The outer armour of the Ezrael consists largely of plates of a super-hard ceramic, with a form of chain-mail mesh composed of the same material covering sliding plates over the joints of the armour. Underneath this is a layer of highly damage-resistant polymer creating an air-tight seal. Over this armour lies a specialised organic armour, highly damage resistant and with ablating properties. The true advantage of this organism, besides the ablating effect which takes much of the sting out of energy weapons, is that it regenerates quickly. From visual appearance it is extremely hard to discern that it is organic, looking like smooth white metal. As such it is much the same as the Anthedon, differing in that the armour is significantly thicker and more resistant to damage - it is effectively immune to small arms fire with good resistance to other weapons. 15 Structural Points.

Active Camouflage:

Using a sophisticated set of Volumetric display projectors in combination with the 360 degree sensors equipped on the Ezrael the power armour is capable of putting the image on one side of the armour what is on the other side. The speed of the organic computer means that there is effectively no 'drag' in the image even if the armour is moving. The system can also be used to project other Volumetric displays around the armour, controlled by the pilot's 'minds eye', which it turned in to a more complete image by using a function of the organic computer. This allows the Ezrael to, from a visual basis at least, appear to be pretty much anything.

Energy Shield:

The Ezrael has a generic energy shield which protects it from most low level kinetic and energy attacks, although its variable nature allows the pilot to attack through it (although creating a temporary hole that can be fired through). 9 Structural Points.

Wings

The most unique layer of defence that the Ezrael protects is its particularly large wings. These are designed to be able to extend and 'wrap' around the body, redirecting the armours power temporarily into a powerful shield system. This means that the armour is well protected (SP 15) but renders it unable to use the majority of its systems.

Interior

The interior of the Ezrael is much like that of a womb, organic and soft, although without the slime of a Mindy. The 'womb' moulds itself to the pilot, providing excellent shock absorbance and with a combination of organic and synthetic of muscles supplies the armour with greatly augmented strength. Being organic the interior of the suit quickly regenerates from damage, and also serve to protect the pilot from heat and radiation.

The Ezrael uses a Superconducting Quantum Interference Device or SQUID, which non-intrusively detects the brains electrical activity through detecting the minute magnetic fields. This specialises in detecting the Motor and speech areas of the brain, meaning that the suit can detect all the movements the brain wishes to make and act upon it far faster than the pilot would normally be able to. It also means that the pilot can 'speak' to the armour, with the armour effectively hearing the pilots thoughts and acting upon them. In addition to this it uses a telepathic system to interact between the pilot and the armour, effectively allowing for the pilot to control the armour as an extension of itself. In addition to this the armour telepathically inputs data in to the pilots brain, including the visual data from visual sensors, and creates the effect of a HUD in the pilots brain.

Life Support: The organic center of the Ezrael is also a sophisticated life support system, recycling oxygen and supplying the pilot with water and extremely high nutrient pellets. The complexity of the organism means that the oxygen supply is recycled with virtually no loss, resulting in the pilot being able to 'breathe' for 28 days. An organ much like what we would know as a 'Texas Catheter', takes the pilots urine (if needed), and recycles it into the suits water reservoir for future drinking. That the urine is recycled is not actually usually known by the pilots, since it was deemed unlikely that the average arch-angel would like the idea of drinking his own urine, no matter how purified it was. This however, combined with the liquid that the suit comes with, does mean that the Anthedon can support the pilot for 28 days. Oxygen, pellets and water are all given to the pilot through an organic tube that fits in to their mouths, and oxygen is also supplied through the skin.

Control Systems: Correct manipulation of an Ezrael takes some training to become adept with, getting used to relying on SQUID to reinforce your movements, to get used to the increased speed and reaction time of the armour, and how the Armour sometimes acts by itself - the Ezrael is considered to be a far more difficult armour to pilot than its predecessors due to the training required to manipulate the additional limbs personally, or to get used to the computer manipulating them in cohesion with the pilots individual effort. The combination of the SQUID and the telepathic systems means that eventually the entire armour does feel, eventually, like an extension of the body.

Conformal PSC Device: The Ezrael is equipped with a Psionic Signal Controller, which protects the user from psionics, nullifying said activity. In order to allow the pilot to make use of his own telepathy, as a form of communication, the device can allow certain 'channels' of telepathy to be clear so that secure communication can be ensured even during telepathic assault. Unlike the older Alpha-Delta Neutraliser, which would lead to detrimental psychological effects if kept active for an extended period of time, the PSC can remain activated indefinitely. The PSCs field envelops the entire Ezrael, but does not extend any further than two and a half inches off the armour, and thus avoiding the creation of a zone which can be detected.

Organic Computer: The computer for the Ezrael is that of a semi-autonomous, sub-sentient organism and quantum computer. This organism has extremely impressive processing speed and storage, and is very

nearly sentient. It regulates all of the suits functions, takes care of all of the calculations needed, and helps aim the various weapons and indeed to manipulate those that the pilot cannot - and is programmed to operate them at the highest level of proficiency. It uses a trinary organic system, rather than the older binary system, DNA computing, but also relies upon some artificial elements of quantum computing.

Predictive System: This system is vital for the Ezrael's survival against other armours and in mêlée. Effectively it predicts what the opponents next move will be using a number of parameters drawing of stance, last move and fighting style. It quickly 'learns' an opponents style. Upon predicting these moves it then uses this to help block and counter-attack, finding openings far easier than the pilot would. It then actually controls the Ezrael's movements, blocking and attacking without the pilots direct control, given that the computer can think and act faster than the pilot can. Given the adaptive nature of this system, combined with the organic nature of its component, the more it is used the better it becomes given the more data it gathers. Thus an Ezrael which has been used a relatively large amount will likely defeat a new Ezrael in mêlée.

Communications

The Ezrael is equipped with an array of communication devices, the variety ensuring both security and versatility. These communication types include Radio, Laser and Subspace. These Communications can be secured using Quantum Encryption, utilising Heisenberg's Uncertainty Principle (Or the equivalent in the SARP with the relevant name of whoever discovered it) to detect any attempts to monitor attempts and giving it the ability to counter them. Because of the lack of any system to talk in to inside the Ezrael, the computer instead reads the speech center of the brain using SQUID, or takes the thoughts of the pilot, and converts this in to a perfect simulacrum of the Pilot's voice. The Communications Systems of the Ezrael are:

Radio: Full spectrum, dual-modulation. Although the range of the radio is theoretically unlimited, apart from absorbance and distortion by inter-stellar matter, its practical range is short given that it can only travel and light-speed and most military communication is required to be at least light hours, perhaps light years, apart. It is capable of both frequency-hopping and operating on multiple-channels. In order to secure the transmission, the correct set of code variable and equations must be loaded in to the armour prior to launch. These are changed at least every engagement.

Laser: For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed. Text only. Range: 200,000 miles (321,869 km).

Subspace: Allows faster-than-light transmission. A standard means of communication; it's used for video streams. The Ezrael's innards are not appropriate for video feed, given that there is no light from the inside and that a camera would take up valuable space, so what is done instead is that either an image is created from the Pilot's minds eye (usually an idealised version), or the suit has a pre-recorded image of the Pilot's face which it can manipulate. Either way it is impossible to discern it is not an actual direct camera feed of the pilot's face.

External Audio: The Ezrael has an external microphone as well as a speaker to allow the pilot to communicate more easily with nearby persons. The Speakers go up to 158 Decibels, enough to cause extreme vibrations in surrounding Humans and extreme nausea.

Sensor Systems

Main Visual Sensors: The majority of the visual sensors are located on the head of the Ezrael, including a high resolution optical sensor, capable of monitoring the entirety of the electro-magnetic band. The organic computer, by default, gives the pilot the image of the of the visible bands, often overlapping it with infrared data. The computer also records data in all other bands, including ultra-violet and micro-wave, but only notifies the pilot if there is something of note. The Ezrael has a gyroscopically-stabilized view of up to 250x magnification. There is a spotlight on the right hand side of the armour's head which helps at night or in dark environments.

Complete Optic Cover: Using the same sesnors used for the Active Camouflage system, these provide the Ezrael with 720 degree coverage of its surroundings in all of electro-magnetic bands. While the Pilot can not take in all of this data, usually relying on the Main Visual Sensors, the Organic Computer constantly observes, and both alerts the pilot to anything of significance (the Pilot can be shown the date from these sensors), and factors it in to the Predictive defense System.

Time-Modulated Ultra-Wide Band Radar: Signals transmitted by UWB radars are pulses generated pseudo-randomly. They are only 0.80 nanoseconds in duration. Since the energy of any frequency band is blow the noise the TM-UWB is highly covert. TM-UWB has no carrier frequency or conversion, and because of the low frequency content of TM-UWB signals, they are capable of seeing through foliage and non-metallic objects better than regular radar can. It is ideal for both atmospheric operations and operation in nebulae.

Quintessent Wave Differentialometer: This device gives the Anthedon's organic computer a highly efficient sensor by calculating the shape, mass and velocity of objects by looking at the ripples the objects make in the seas of energy. The QWD has a range of 150 miles (241.40 km).

Fire Control: Connected with the Predictive defense System, the Ezrael's Fire Control, a sub-section of the organic computer, can track around 20,000 targets at any one time, and monitors them for both defense and offensive purposes, using all of the suits sensory input to target sensitive areas of vehicles and armours, optimise its weapons power, range and frequency. If needed one more of the weapons systems can be assigned to the Fire Control system, which aims and fires them without any in-put of the pilot.

Other Systems

Propulsion:

The Ezrael uses a combination of its great leg strength and its gravity manipulation ability to not so much fly as undertake enormous guided jumps (which often look much like flight). This is in itself subsonic, but the armours are often attached to super-sonic disposable jet systems to get them into a zone of combat. In order to steer itself while in combat it makes use of several dozen graviton beam effectors integrated into the armour which use attraction to surrounding objects to allow the armour enormous manoeuvrability. The combination of these two effects make the Ezrael effectively much 'faster' when it is in combat, but also means that it can run at great speeds. Its combat application is listed above.

OOC Notes

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