

ARMA Recon Suit



Not approved for IC usage.

The Advanced Recon Mobile Armor is an armor system developed by [Djahet Fleetforges](#) for scout and sniper assets.

History and Background

With little to no protection for scouts or snipers, the [Sahaad Confederacy](#) commissioned [Djahet Fleetforges](#) to design a simple, easy to use armor system. While initial prototypes failed to meet expectations that resulted in a bulky unit more suited for front line combat then the subtle work needed. The design team went straight to the source, the people who would be using it for assistance.

Working along side them, Djahet Fleetforges managed to come up with a lighter, more flexible unit with a minimalist attitude in heavy combat efficiency and more of a focus on what was necessary.

About the ARMA Recon Suit

The first of its class, the ARMA ignores modern [Sahaad](#) combat methodologies for combat suits and focuses its energies elsewhere. The exoskeletal frame of the suit is mostly constructed of lightweight carbon fibers with the under armor being of a multi-layer sheet of carbon nanotubes which provides adequate protection and keeps it lightweight. The [Sodira](#) over armor itself is lighter, thinner and generally more manageable then other models as the plates are more comformal and segmented to allow a full range of movement. The overall emphasis on strength has been reduced; instead replaced with a more extensive layering of [nanotube muscle sheets](#) to provide a higher degree of movement and agility. What strength augmentation there is within the suit is mostly centered around the arms, shoulder and back areas to better enable recoil management from high-powered precision weaponry with minor augmentation within other areas for instances when bracing or some limited heavy lifting is required.

The electronics packages included within the Reconnaissance and Sniper variants can be extensive, differing slightly depending on the type in use.

Statistical Information

Government: [Sahaad Confederacy](#) Organization: Confederate Armed Forces Role: Reconnaissance and Sharpshooting Specialization Type: Light Powered Armor Class: Dj-KM1-1a ARMA Designer: [Hijra Foundries](#) Manufacturer: [Djahet Fleetforges](#) Production: Mass Production

Average Height: 5'10" 6'1" ¹⁾ Average Width: 2'2"-2'4" ²⁾ Mass: 94kg, 102kg Fully Loaded.

Range: Limited by User Lifespan: 5 Years

Speeds

Ground speed (Running): 45 km/h

Damage Capacity

Hull: 5 Shields: 3 (1)

Weapons Systems

Handheld Weapons

Note: One weapon is typically used at a time. A maximum of two ranged weapons per suit in addition to the sidearm.

(1) Dj-DEC-01a Enhaed Carbine

[Djahet Enhaed Carbine](#)

Location: Handheld Purpose: Anti-Personnel Secondary Purpose: Suppression Fire Damage:

- 5.56mmR FMJ: Tier 2, Medium Anti-Personnel
- 5.56mmR HPA: Tier 2, Medium Anti-Personnel

Range: 582 Meters Rate of Fire: 650-675 RPM Muzzle Velocity: 694 m/s

System Description

Hull and Hull Integrated Systems

Hull and Chassis

[Conformal Sodira Plating](#)

Djahet Artificial Muscle System The ARMA relies more upon [nanomuscle sheets](#) then strength augmenting systems. These sheets allow the suit to supplement a wearer's speed and agility significantly.

Carbon Fiber Exoskeleton A lightweight exoskeleton built into the suit. This exoskeleton is utilized to bear the weight of lifting heavy objects or to help relieve the strain on the body during long bursts of running at speeds in excess of the norm. While it is not as durable as other types it provides adequate reinforcement to the ARMA.

Life Support

Air Purification and Storage The ARMA utilizes a similar albeit simpler concept then starship grade versions. It has an on board compressed air supply lasting for upwards of 12 hours. Due to the small size of the air capsule more cannot be held. But can be refilled via built in air scrubbers that purify and remove harmful substances with the assistance of the external suit ventilation.

Note: The air supply is not to be used unless in environments where necessary. Otherwise the suit will instead use built in air filtration systems and pump in air from the outside.

Shields

- [Dj-KM1-S1275 Electrostatic Shield Module](#)

Power Generation

- [Huelmu Supercapacitor](#)

The Huelmu was chosen early on in the design phase as the fusion bottle generated substantial amounts of neutrons which could be detected. While the fusion bottle provided more power generation the simple fact that the bottle did this was enough to deter further consideration in using it. The supercapacitor itself still provides a modest power output which compliments the ARMA as it is also has the capacity to be recharged and has zero neutron or thermal emissions.

Electronics

Computer Systems

- [Replicant Array](#)

The Replicant Gelsphere Array runs in banks of eight within the ARMA. Used to process incoming information as well as provide a computational system for the suit. Should one array become compromised the others can be re purposed to adequately pickup the “slack” at reduced output.

Communications Systems

- [Dj-KM1-E1328 Recon Suit-Type Communications Package](#)

Location: Backpack

Includes:

- Radio
- Laser

Sensors

- [Dj-KM1-E1328 Recon Suit-Type Sensors Package](#)

Includes:

- RADAR
- Thermal Sensors
- LADAR
- [PSIDAR](#) ³⁾

Stealth and Countermeasures

¹⁾ , ²⁾

Suits can be modified for size

³⁾

Note, Due to power and size constraints the range is severely limited. Range is Aprox: 160km

From:
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=faction:iromakuanhe:sahaad:arma_recon_suit

Last update: **2023/12/27 14:38**

