

# Revenant Power Armor Mk III

“Revenant” power armor is a notorious power armor system designed by [Department Of Advanced Research And Development \(D.O.A.R.A.D.\)](#) for use by [Duskerian Legion power armor infantry](#) units. It has long been one of the most advanced power armor systems on the market, especially given its low cost, ease of maintenance, and battle proven prowess. While not as durable or survivable as Yamataian or some Nepleslian units, the mastery of its pilots and the advanced stealth technology allow a similar percentage of lethal hits versus far more powerful or widely used systems such as the Star Army of Yamatai's [Ke-M2-4 Series "Mindy" Armor](#) and [Kirie Thought Armor](#) or the Nepleslian Marine Corps's [NAM Terratech General Combat Armorsuit - “Hostile”](#) systems.

This updated battlesuit version of the Revenant system is planned to be applied beginning [YE 45](#), phasing out its [predecessor](#) in widespread use by the end of [YE 45](#), and was featured as a prototype during the Interstellar Relations Conference of [YE 44](#).

## History

The Revenant platform has been the longest in service power armor unit developed by the NDC, with continuous development and upgrades since [YE 38](#), and the first live launch of the [Revenant Power Armor R1-SPA](#) system in [YE 39](#) as a stealth strike power armor system. Over time, as threats become more hostile and military technology improved, the system recieved multiple upgrades until it branched into its new class.

The [Revenant Power Armor Mk II](#) was this armor, with development being primarily driven to offer better surviveability against modern threats, especially following the loss of ST technology access to the then Section Six division of the Osman Star Empire, which drove a new wave of development in the military technology sector.

This development continued with leadership changes in the DOARAD and multiple terror attacks on the group of refugees and colonists that became the New Dusk Conclave, culminating in an effort to demonopolize the NDC's weapons and power armor industries. This resulted in the near replacement of the Revenant II with the [BW-XA-1a E.A.S.E.](#) platform, though this was quickly found to be better suited to an armor and mecha infantry support role than the light infantry support role the Revenant has always excelled at. With changing leadership and doctrine, the Revenant project was revamped, resulting in early prototypes of the Revenant III system, which was originally intended, with the Prototype A series to be an updated “Revenant II-B”. However, enough modifications were made that the suits could no longer be considered the same generation and model, resulting in all II-B model prototypes recieving the REVIII-PT-A<sup>1)</sup> designation, followed by a serial number. Five were built for destructive testing.

The [Prototype B](#) stage came a few months later, with ten being built for field and destructive testing after cooperation from Osman Heavy Industries, alongside a number of weapons and technology developers across the New Dusk Conclave jumped in to invest in the project, earning themselves lucrative defense contracts in the process.

Prototype C (Current version) is still under construction and features improved armor and inertial

damping technology modeled after the graphene molecular circuit in the [S6-HAR1-1 Storm Rifle](#), corrections for long standing problems with Duskerian power armor, and a proper weaponization of the suit, with the AI copilot.

## Developmental Notes

However, multiple mock combat simulations, such as that in [TA56<sup>2\)</sup>](#) fire range against a [Ke-M2-4 Series "Mindy" Armor](#) operated by [Sadow Masami](#) against [Spark Pine](#) in Revenant III prototype B06, and the [prototype demonstration](#) at the International Relations conference of YE:44 with Spark Pine piloting Revenant III Prototype A04, highlighted major design flaws in the following areas, with fixes marked in the post notes.

- Electronic Warfare Suite was not able to prevent or disrupt near peer target locking and firing solutions

This was fixed with returned salvage of Kuvexian power armor from Glimmergold.

- “Squishy” abdominal hydraulics resulting in potential for pilot injury from even minor hits <sup>3)</sup>

Fixed by the righteous annoyance of an engineer who decided to go with a simpler, less advanced solution to correct a known issue. In turn, this allowed stability for other additions and repairs.

- Lack of ranged missile or heavy weapons support
- Lack of field variation, making the Revenant less modular than even Mindy or Daisy platforms and inflexible in combat role

With the abdominals fixed, DOARAD went ahead and added both a Hypershift rotary chaingun and two full cells of Kernel mini missiles, moving the smoke and chaff dispensers underneath the back weapon mounting points. This allows the Revenant III to fill the role of several different infantry specialties without returning to base for refit.

- Old Centurion shields cause deflection of rounds, which still have a hit chance and can injure troopers or armor behind the Revenant.
- SCALE controller, while useful for decoys, was not well enough equipped to be used to potential.

Both of these were fixed when the Centurion shields were replaced with SCALE reservoirs, adding an extra 100 SCALE modules to the unit and allowing more varied combat forms.

- Comm systems and ECW suite was vulnerable to EMP and scalar attacks.

Fixing that would require rethinking the entire antenna and physics relationship of both systems, which would cause the system to simply not work. Grounding the antennas through the hull and adding a self resetting breaker to the antenna signal line seems to have fixed the issue, but expect an EMP to reveal you for 3-5 seconds and knock out your comms for as long.

- No inertial damping, making the Revenant pilot vulnerable to kinetic transfer attacks such as high

explosive grenades or even the nonzero chance of a failure in the jump pack to arrest a fall.

We placed three inertial dampers from decommissioned SR1s behind the abdominal plates and expanded their field drivers. Results looked good, so we went ahead and integrated it as of REVIII-B08.

Prototype C series is under construction as of [44.6.8](#) and is projected to be ready for live field testing YE 44.7.18 with the completion of REVIII-C01. All in all, we're still well ahead of schedule!

## About the Armor

The Duskerian Legion's ever changing battlefield tactics and doctrine requires constant updates. Currently, the NDC's ground forces rely on stealth and hard, precision strikes against hostile targets, alongside baseline defense.

While the modular design of the MK II revenant lended itself well to this idea, it did not offer the level of protection required to handle the wildlife of Sirris, most notably the [Pack Roach](#) native to that world. Many dozens of power armor infantry troopers were quickly torn apart in efforts to capture and study these creatures.

With advancements made by the capture of abandoned Mishhu power armors discovered on the surface of the worlds in the Sanctum system, advancements in Hyperspace Fuel Tap technology, and technology acquired from Yamataian allies, DORAD eventually settled on a Geist neuromuscular repeater to interpret motion signals directly from the brain of Geist equipped personnel and Operators, alongside a single piece armor unit that completely negated the necessary use of assistance and the Revenant undersuit to armor up<sup>4</sup>.

With the obsolescence of some core structural components, updates have been made to include a main structure endoskeleton, improving the lifespan of the armor significantly and allowing a higher physical strength.

Other upgrades included complete redesign of the hand and boot, new computers, updated electronic stealth system, and a completely overhauled medical system. The nanite cloud cloaking system of the mk 1 and 2 Revenant system were also distinctly prone to being washed or blown away by rain and high wind environments, making the armor nearly impossible to cloak except in ideal conditions.

Enter an all new team of engineers, a mix of the brightest minds and the most seasoned veterans to improve safety, survivability, and a combat edge over the dangers of the universe.

## Statistics & Performance

Here is the manufacturing data on the Mk III Revenant.

- Class: BW-PA-3A
- Name: ARMOR, POWERED, GENERAL PURPOSE TACTICAL CBRN, GENERATION 3
- Designers: [Department Of Advanced Research And Development \(D.O.A.R.A.D.\)](#) in cooperation with [Osman Heavy Industries](#)

- Manufacturer: Assembled by [Department Of Engineering](#), components by [Black Wing Enterprises](#), [Noval Heavy Industries](#), [Shasta No Sekai](#), [Galactic Horizon](#), [Exodus Fleet](#)
- Fielded by: [New Dusk Conclave](#)
- Range: 2 months
  - Maintenance Cycle: Preferably after every mission, but 2 months if in extended use.
- Lifespan: 10 years
- Doctrine: One power armor fireteam per platoon in a power armor infantry company, specify variant on expected mission parameters. Train and qualify all soldiers in a power armor infantry platoon on both power armor and infantry tactics. Light and medium power armor supports infantry, does not replace it.
  - HHC Platoon: Medics<sup>5)</sup>, Logistics/Clerks, Mechanics<sup>6)</sup>, Command<sup>7)</sup>,
  - Artillery Platoon: Mortarmen/snipers/demolitions<sup>8)</sup>, Forward Observers<sup>9)</sup>
  - Infantry Platoon: Infantry<sup>10)</sup>
  - Mounted Platoon: Vehicle Operators, Mechanics(Recovery specialists)<sup>11)</sup>

<b>Price (3A base model):</b>	25,000	<a href="#">KS</a>	50,000	<a href="#">DA</a>
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## Appearance



Shown in base color with parade lighting. Also available in unit specialty colors shown below, such as

Bravo Strike Prototype Test Force blue, Biohazard Rapid Response Force yellow, and Duskerian Legion Exchange/Special Forces red



### New art by Chilflame123

The Revenant III power armor is visually similar to the Revenant II in many ways, however, has a few visible upgrades, such as a 360° rotatable wrist to allow for increased flexibility and mobility in line of fire. As such, it has several notable components.

### Undersuit

The Revenant Undersuit is a long standing piece of technology that allows cross compatibility across most Duskerian armor systems, appearing as a thick black body suit that covers the user nearly completely, with a neck seal that grips to the hairline and throat, just below the chin.

With many parts of the body not actually moving, many portions of the suit are marked as “lines of nonextension,” bearing a hexagonal pattern that shows where the sensor panels that attach to the upper layers of the power armor are. These are also normally backed with a metal plate that allows for solid, constant contact. One can find these at the trapezius, parts of the inside upper back, upper chest, triceps, thighs, shins, etc. The rest of the suit has a smooth texture of ballistic weave and usonium reinforced neoprene foam. This layer also holds the endomuscular and primary medical subsystems. The undersuit also heavily utilizes soft ballistic armor except at the points of nonextension, making it very difficult to penetrate. Most of the lines of nonextension, along with the vertebral column uses hardened plates to offer additional protection. The undersuit is useable as a [heavy body armor](#) system<sup>12)</sup>.



## Endoskeleton

After consultation with executives and engineers from [Osman Heavy Industries](#), the Revenant III features a completely redesigned superstructure based on the mecha skeletomuscular systems used on many of the NDC's more famous mecha and variable frames.

Connecting directly to the lines of nonextension in the undersuit is a large exoskeleton that includes the primary superstructure and several layers of hull seal to further seal the inside of the suit against hostile environments. This endoskeleton supports the primary musculature of the Revenant, the spinal computer, main batteries, and other systems such as the waste recycling and the entire sensor suite. In the chest plate of the suit is a sternum like armor support superstructure that acts as the hinges for ingress and egress. This endoskeleton is primarily composed of Madite-S molecularly bonded to shaped steel cable, making these components unusually light for their strength and flexibility.

The musculature of the armor is a hybrid hydraulic and pneumatic system, built around the endoskeletal superstructure, which allows for surprising speed and strength, especially at high loads.

## Armoring layer

Visually similar to the venerated Revenant II, the exterior armoring layer of the Revenant III is a high density Usonium/Madite-M tungsten titanium laminate armoring plates in a combined plate and lamellar system that allows great flexibility with very few weak points and a high modularity that allows for the fast moving, near invisible brawler known and loved by the Duskerian Legion's Power Armor Infantry.

The helmet, uniquely, opens along the facial seals, with several visor screens on the inside of the helmet providing 360 degree visual coverage with the help of cameras on the front, back, and sides of the helmet. Unlike other power armors, the helmet does not come off and allow the unit to be compromised, in stead splitting at the three faceplate panels and lifting back and away, attached to the spine by a series of hydraulic rams.

To fix the Revenant I and II abdominal structure issues, the production and late prototype models of the Revenant III were equipped with a series of vertical abdominal plates to cover two large hydraulic rams that help support and balance the chest plate, along with several smaller rams that keep the plates equidistant from each other, providing the same coverage and overlap no matter the angle. This new design offers similar rotational and compressional flexibility as the old synthetic muscle design, while improving the overall protection.

However, two layers of lamellar styled miniature armor plates are still necessary to cover the oblique muscular groups due to the flexibility concerns of the hip and side.

## Advantages

Over previous generations, the Revenant Mk III has improved survivability, durability, and physical strength, allowing heavier armor and a more intuitive control schema. The integration of graphene liquid suspension computers allow for either dumb AI support on board, or for an advanced inphomorph, even

remote copilot support.

This also allows the armor to remove a wounded pilot from the battlefield, or to approach a suitable replacement pilot in the field, or salvage the mind of the previous pilot to act as a copilot to a new user.

With these advances in computer technology come improvements in stealth and survivability, such as utilization of a broad spectrum holographic or volumetric cloak, scattering light and working in combination with an Origin Industries smart coating and a Madite-C primer paint to hide the Revenant from many common sensors, including infrared, radar, visual light, UV, thermal imaging, and even browning motion.

Soft and hard kill anti-missile systems neutralize inbound projectiles while the long standing conformal bubble shield augments the armor to stop dead all but the most mighty of anti-armor kinetic weapons.

Strength augmentations have also been improved, giving the Revenant capability to carry the whole platoon in a conflict by adding a ruck sack of supplies and ammo, medical equipment, or anything needed. Without blowing out our heroes' backs and knees!

## Drawbacks

Pilot/copilot pairs must be constantly observed to prevent codependency, mental fusion, or dangerous injuries caused by incompatible or too compatible pilots.

Shielding and armor has not been extensively tested against energy weapons or all known kinetic hybrid weapons.

Active camouflage does not protect against detection by magnetic resonance sensor systems.

Shield cloak will automatically shut down after five minutes. Recommended running time thirty seconds or less due to power requirements.

## Mobility

The armor is designed to provide heavy protection, so as such it's bulkier. However, the improved jump packs and use of inertial damping technology allow it to be significantly faster than previous models.

- Ground Speed (Running): 55mph (Dead sprint)
- Max. Atmospheric Speed: 105mph cruise<sup>13)</sup>, full burn Mach 1.4<sup>14)</sup>
- Max. Sublight: 0.1c (Advanced slow space flight)

## Armor Size

All armor dimensions are based on the user, and while it is significantly bulkier than other comparable



armors, it is significantly lighter.

Height	Due to relative thickness of the armor and the size of the armor, the suit adds approximately 2.75 foot to user height
Width	The armor adds about two feet to the width of the pilot
Length	The armor adds approximately 18 inches to the pilot's anterior-posterior thorascic length.
Weight	670lb standalone weight

## Damage Capacity Stats

See [Damage Rating \(Version 3\)](#) for a guide to damage ratings to include.

- Body: Medium power armor, Heavily Armored (DRv3 tier 5)
- Shield System: Conformal shields rated for medium power armor (DRv3 rated tier 5)

## Getting In and Out

The armor is typically stored in the “open” configuration, legs locked straight and both hands on the ground in a fist. In this configuration, the chest compresses into a concave shape and splits the back open along the spine, allowing the user to extricate themselves like an instect molting. This configuration is triggered by a mental command, though can be overridden by a safety feature in case of combat or severe pilot injury. In these cases, use of the emergency release system is necessary.

To enter the armor, simply climb up onto the back, slide both legs into the armor and lay down on the chest, sliding your hands into the controls. When ready, close both hands into fists and kick a knee forward. Pull back with the fists and roll your shoulders back to pull the dorsal halves of the armor together and it will latch the spine together, sealing the armor.

Emergency release can be accomplished in two ways, both initiated by the same control. At the lower dorsal plate of the armor is a six inch round panel, pressure fit into the armor. By suction, magnetics, or impact, knock this access panel free. Beneath each panel on either side of the spine is a handle. Grip firmly, depressing the triggers on the inside of the handle. Pull out, and the handle will move approximately three inches. When it stops, rotate the handles outwards. 90 degrees will disengage the spine latches. 180 degrees will eject the armoring layer and allow disassembly of the armor.

When your selection has been made, press in on the handles, keeping the triggers depressed until the handles stop moving. When it stops, release the triggers and you will hear a thunk, indicating release of either the armoring layer or the spine clamps. If at 90 degrees, reposition your hands and use the handles to pry apart the armor and force it into the open configuration to extract the trooper inside.

## Controlling the Armor

The Revenant PA platform has always used a hybrid system, where non Geist equipped personnel can control the armor through a haptic feedback system, moving inside the armor as though it were an extension of themselves, with several switches near the toes controlling auxilary systems such as lighting

and stealth.

This new model carries over many of the original system's controls and control schema, allowing almost zero training time between Revenant II and III systems, and is backwards compatible with older Geist implants. However, the new model does come with an interlink with the motor control centers of the user's brain, hardlinking the armor's power systems and updates by observing and utilizing the pilot body's own autonomous nervous system to help regulate its own systems. The conscious portion of motor control is used to drive the exterior musculature and interface with secondary systems, allowing instinctive mental commands to be used to operate the armor's various functions and features.

Primarily, sensors, targeting, onboard weapons, and auxiliary systems are actually controlled by the AI copilot, allowing the armor to learn from its pilot and develop a form of personality. This also leaves the pilot to focus on not getting shot, rather than devoting more focus than absolutely necessary to the aiming and firing of missiles or the subtleties of operating a shield and SCALE system.

## Systems

### Propulsion

The back of the torso armor, as well as the back of the leg armor, is equipped with integrated thruster modules. They do not allow sustained flight for more than ten seconds. The pair included on the back are high output, while the units in the back of the legs are low output. These allow for high jump heights, accelerated scaling of walls/cliffs, high altitude landing, increased forward movement speed, short evasive maneuvers, as well greater mobility in dealing with obstructions and obstacles.

Unlike the Revenant Mk I and Revenant Mk II, the Revenant Mk III is equipped with [Magnetohydrodynamic Drives](#), which produce no plasma contrails and no detectable exhaust, with significantly improved performance over the original mini plasma rockets used by the Mk 1 and 2, especially when combined with use of inertial damping technology.

- Separa: Back units are larger, and the tail shell has thrust units along its length.
- Elysian: Back units are replaced by the wing slots, and instead, a single large thruster is located on the center of the upper back.

### Armor

The armoring layer of the Revenant system has long been based around large plates of solid material or laminate held together with graphene based plastics. In the case of the Revenant III, the armor layer is based on this concept, as well, using a lamellar like ballistic mesh in flexible portions to allow the joints to move with minimal loss of protection.

The larger plates on the chest, shoulder points, upper and lower arms, groin cover plate, and legs are made up of heavier, thicker laminates that offer improved protection against directed energy, plasma,

and kinetic weaponry.

Armoring is achieved by sandwiching titanium fiber reinforced Madite-S with graphene radiovoltaic, ultra high density ceramics and standard hyperdense Madite together, and plating the whole suit in a very thin layer of Madite-C to prevent Radar and infrared detection.

## Point Defense and Electronic Countermeasures

The Revenant III uses several systems for the detection and neutralization of incoming firepower such as mortars, missiles, rocket propelled grenades, and thrown or launched grenades. These include hard kill systems such as two [Meso Lasers](#) on the points of the shoulders, hung under the pauldron with a rotating mirror lens to rapidly engage and destroy inbound top-down engaging targets or horizontal engaging missiles, RPGs, and even some light plasma shots, two forearm mounted SCALE reservoirs defaulting to the “buckler” form, and the skill and accuracy of the shooter.

Also included are several soft kill defenses such as chaff, smoke, and sensor spoofs.

Updates were made after Glimmergold salvage missions returned several intact or partially intact examples of [Interstellar Kingdom Of Kuvexia](#) equipment, most notably small craft such as fighters and [Kuvexian Navy Power Armor](#). Study of these systems allowed for updates to the Revenant's cyberwarfare and stealth systems to disrupt or prevent a target lock, and to evade detection by near peer enemies of allies such as the Star Army of Yamatai or the Democratic Imperium of Nepleslia.

## Anticapture system

In emerging concerns about disassembly and reverse engineering, a simple relay switch was put into place. Attempting to open the armoring layer without first setting the suit to maintenance mode and activating the relay will shunt raw voltage from the hyperspace taps whilst spooling them to full power. This will cause the electronics to overload and melt down, whilst simultaneously utilizing the cliftonite in the paint as an electromagnet core, resulting in a massive EMP that will destroy the armor and any unshielded electronics within 100 meters. This anticapture system allows a pilot to preemptively slag their armor, or even allow it to be captured to use as a sort of “tech bomb” that prevents further development based on captured technology from any given facility. However, this practice does prevent a captured pilot from reclaiming their armor and using it to escape capture, and will kill the AI copilot.

Exterior medics disassembling the armor should use a Geist interface with the armor to remove the combat mode condition before rotating emergency release handles to eject the armoring layer.

## Camouflage

The Revenant 1 and 2 used a nanite cloud-based stealth system weak against large volumes of water or high velocity wind. The Mark III, however, did away with the nanite swarm in exchange for a [Sensory Smart Coating](#) base layer augmentable with a holographic cloak embedded in the shield system. This combination makes the user nearly invisible to the naked eye even without the shields being active.

However, due to power needs, the secondary cloak is only active when the shield is online. This happens when activated by the pilot.

## Life Support

The suit features life support, temperature control, and emergency medical systems located in the back section of the torso armor. Life support can sustain a person in space, or hazardous environments for at least three weeks. Temperature control systems ensure the user is kept in comfortable temperature conditions for harder temperature climates and to ease exhaustion from physically demanding activity.

Oxygen reclamation systems can automatically recharge the onboard liquid oxygen tanks to provide twenty three house of air in CBRN, hostile atmosphere, or vacuum environments, while feeding exterior atmosphere through the containment of the power cells to heat and atomically separate airborne chemical agents and separate out oxygen.

## Emergency Medical

Emergency medical systems include the administration of coagulants and sealants to wherever needed in the suit through delivery tubes that run throughout the base suit. These tubes generally contain a mix of medical nanoes, biofoam, and synthetic blood.

A module on the back of the torso is also capable of administering pain medication and combat stimulants by utilization of direct injection sites throughout the armor, most notably in the jugular vein and corotid artery of the pilot, allowing for an active toxin filtration system to be utilized. Additionally, a small defibrillation unit is built into the chest area of the armor, for use if the user registers as flatlining or fribulating as detected by the armor's medical system.

In case of emergency removal of the armor, the release system can be engaged by opening two panels in the lower portion of the back plate on either side of the spine. Once these panels are off, a medic can grab the handles, pull out, twist, and push in to disengage the latching mechanisms, and then use the handles as a grab point to force the armor apart and release the pilot.

## Power Systems

The back of the Torso armor module contains two custom built OHI micro (Class 0.5) sized [Hyperspace Fuel Generators](#) providing, in total, approximately 400 kilowatts to power the full suit with emergency power packs that can be recharged through thermal and kinetic energy conversion, and the base suit uses the user's body's own bio-electric discharge, kinetic energy from movement, and thermal energy which is given off by the user to provide what little energy is needed to power the base suit.

Additionally waste hydrogen from the fuel tap is stored in micro hydrogen fuel cells, and can be released as propellant or fuel for various plasma weapons, or provide power for up to four hours in silent running

mode.

## Sensors and Communications

The helmet is equipped with a full suite of optical, IR, UV, and low light sensors, with seismic sensors located in the boots. Communications include Satellite (if available), video, suit to suit relay, tight beam (limited to the direction of the beam), and standard radio. There is also a small emergency beacon powered by a cobalt-doped graphene molecular circuit, giving a range of about 30 light-minutes.

Sattelite uplink, video, standard radio, tight beam, and suit relays are handled by a quarter-sized device mounted in the helmet. This device is a molecular circuit based noncollinear phased array designed by [Sera Cerulius](#), [Rose Ironhart-Pine](#), and Aster Blake, based on the technology present on the [Eye II](#) fleet in Section 6's possession. This particular unit is a mere 1200 elements, delivering a 200 watt simulated signal, or about 5-watt average, with almost three gigabytes per second of bandwidth. However, as with all microwave transmitters, there are significant drawbacks, most of which aren't notable in combat.

Maximum range is approximately 1-1.5 light minutes, with a 90-second latency, or signal delay for a one-way trip. This means three minutes minimum between radio bursts. Due to extreme signal degradation, this is not recommended.

The optimal range is between 160 km and 42200 kilometers, giving a minimum of near instantaneous communications at low orbit, or about half a second latency for geosynchronous orbit on average worlds. While not suitable for instantaneous control, the maximum optimal range is primarily used for artillery or orbital combat support with much higher power or different classes of transmitters being used to relay the signal to nearby NDC vessels.

Other included sensor systems include a Radar and Lidar system, and an advanced [magnetic field detection](#) system that actively monitors the field strength of the planetary or shipboard magnetic field in order to detect field changes caused by aether tap, hyperspace tap, or fusion reactor containment systems. Alternatively, it can use the magnetic distortion of the suit's weapons and reactors to create the necessary baseline reading.

## Weapons

The Revenant III, even without a hand carried individual weapon system, is still a highly lethal armor system with a variety of available tools to engage personnel scale to even several scales above itself, when used in its role as a fireteam based infantry power armor. One of these features is two thirteen inch deployable “zealot sword” punching blades<sup>15)</sup> on the forearms, used for climbing, punching, and peeling apart armor. These blades are wide and taper to a sharp point, designed specifically for finding weak points between armor plates and splitting chain maille, lamellar, or molecular weave style soft armor or armor mounting.

However, these blades are more often used to latch onto vertical surfaces or rapidly dig out foxholes and trenches.

Additionally, the Revenant III is capable of launching guided missiles and engaging entrenched killboxes

without exposing most of itself with its twin back mounted [Kernel Mini Missile System](#) cells and its modified, AI controlled [Hyper-Shift Rotary Chaingun](#) firing either energy or kinetic rounds as mission dictates. Additionally, the [NH-M-M1 "SCALE"](#) units are capable of forming weapons, shields, and other tools for use in melee or in mid range engagements. These are mounted on the back and forearms, with the capability of maneuvering to support each other.

Most pilots, however, prefer to carry their assigned handheld weapons according to [loadouts](#) and specialization doctrine. These will almost always be stored on a sling in the lower back and a holster on the right hip, and are mission specific.

- Primary Weapon: [Storm Rifle II](#)
- Secondary Weapon: [Mekir've Variable Plasma Sidearm](#)

It should be noted, however, that the multirole design of the Revenant III would theoretically allow a fireteam to cover the capability and firepower of multiple different classes of infantry squads, and swap between them on the fly. Combined with its flight capability (Albeit slow) allows the Revenant to engage targets below the detection ceiling before calling in backup from other fireteams and less stealth capable forces.

## Known Variants and Support Infrastructure

- **BW-PA-3T** or “Casper” is the training variant, with all systems “demilitarized” or notional to perform training exercises. This version also uses a slightly modified sensor suite to detect and respond to notional hits from training weaponry. This suit is usually painted either orange or green as opposed to “live” variants' black default to assist in training cadre keeping track of their troops. Color is selected in high visibility shades specifically to visually clash and stand out from the foliage of the training environment. Notably, this is the version currently approved to export to allied faction units with a Duskerian trainer on loan.
- **BW-PA-3S** or “Medusa” is the Separa'shan species specific variant, with the tail offering folding plates and rubber bottoms to assist with movement over most terrain. The thruster pack on this unit is divided into several tail mounted microthrusters with an improved overall efficiency, allowing surprising speed for its size. This designation is applied to any Revenant 3 that has used an “S-Kit,” or was constructed specifically for the variant.
- **BW-PA-3E** or “Gargoyle” is the Elysian/ Winged Humanoid specific unit, with armored wing covers that have to be assembled around the wings. While these come in several varieties and are custom fitted to the user, they do offer the same level of protection. The wing units are meant to fold naturally with the wing, and come with the back mounted thrusters relocated to the mid wing to allow the secondary weapons mountings to be relatively unchanged. This also allows the Revenant 3-E to fly much more efficiently than the base or the -S versions, offering longer range and higher loiter times, alongside aerial engagement capability. With some modifications, the 3A-E variant can carry a human pilot, but would require the AI copilot to run the wings.<sup>16)</sup> This designation is applied to any Revenant 3 that has used an “E-Kit,” or was constructed specifically for the variant.
- **BW-PA-3D**, or “Haunt” is the Arsenal Reload Module equipped variant, wherein all typically AI controlled weapons systems<sup>17)</sup> are replaced with one larger drone and racks for ammunition and supplies, designed specifically as a support unit to reload weapons systems of other Revenant kits



in the field, and usually carries three(3) boxes of RCG-50 ammunition and four (4) cell reloads of Kernel Mini Missiles, plus one EEK.

- **BW-PA-3F**, or “Dullahan” is a variant of Revenant III that trades both heavy weapons systems for two high powered energy shield generators with independent power supplies, operating as a mobile fallback point and deployable shield cover. Additionally featuring significantly upgraded communications equipment and sensors, this suit makes up for its lack of offensive options with its significantly improved support capability and combat awareness, allowing it to operate well as a command and control center for several fireteams, or mixed unit tactics.
- **BW-PA-3G**, or “Banshee” replaces the Kernel Mini Missile system with an AI copilot controlled belt fed 40mm automatic grenade launcher, and the Hypershift Rotary Chaingun with a HAR1-2B piped into a field reloadable 6400 round bin magazine. This unit is specialized for short to medium range heavy fire support and anti-air capability. For higher viability, please deploy with at least one 3D variant.
- **BW-PA-3H** or “Phantom” is a COB equipped Revenant specialized into the long range fire support role, often used in conjunction with the 3I variant
- **BW-PA-3I** or “Ghost” is a stripped down, lighter armored, minimally armed Revenant III with upgraded stealth capabilities, speed, and focus on melee combat, designed for infiltration, precision scouting, and small target neutralization. This unit can operate independently for 36 hours without resupply, as it is purely hydrogen fuel cell based, and cannot self refuel via an onboard fuel tap. It also uses a different RADAR absorbing paint, negating the ability for magnetic resonance sensors to detect it, but slightly enlarging its RADAR cross section to approximately the size of a baseball. Often used as forward observers for the 3H variant. <sup>18)</sup>
- **BW-PA-3J** or “Poltergeist” is a medical/field triage and repair specific Revenant III model, designed to rapidly diagnose and treat combat injuries and repair crippling battle damage. It trades most offensive options for deployable cover, combined with upgraded life support and medical systems, expanded to support up to two other suits simultaneously. This armor also features a full autonomous medical suite and Anima recovery antenna, acting in a similar manner to a Star Army Soul Savior Pod to digitally transfer the pilot/copilot pair's minds to a secure storage medium that can be easier evacuated from the combat area, while the armor itself is restored to combat functionality to seek a new pilot. This medical system can be used to execute field repairs to damaged armor with the aid of a 3D variant.

## Support infrastructure

- **BW-PA-3A-WK** is an arming kit for the Revenant 3T model, allowing training units to arm and deploy their training model Revenant suits as live combat units within a day's work<sup>19)</sup>. This is considered an emergency kit, and requires command authorization to be deployed. While extensively tested, their application is extremely limited, requiring that a training unit be under threat of attack with no assistance coming from better armed units.
- **BW-PA-3T-WK** is a “dummy” or training weaponization kit is the tools and parts kit for training mechanics, technicians, and armorers on the emergency conversion of a 3A-T to a 3A suit.
- **BW-PA-3A-SK**, or “S-Kit” is the Separa'Shan conversion kit for the Revenant 3A base or 3T base model. This allows the Revenant 3 to be converted from the 3A to the 3A-S variant for Separa'Shan or other serpentine centaurid. It includes all special tools and necessary parts.
- **BW-PA-3A-EK**, or “E-kit” is the winged humanoid conversion kit for the Revenant 3A or 3T base models, allowing conversion to an E variant. It includes all necessary parts and special tools, including tooling to produce armor plates.

- **BW-PA-3A-RK**, or “R-Kit” is the kit to return any species specific variant to the 3A or 3T base model. It includes all special tools and necessary parts.
- **BW-PA-3T-SK** is the training version of the “S-kit”, designed to train mechanics, technicians, and armorers on the installation of an S-kit, and includes additional manuals and a troubleshooting workbook over the standard kit, though all parts are of a reduced quality for keeping costs down, with the expectation that the completed armor would not be used.<sup>20)</sup>
- **BW-PA-3T-EK** is the training version of the “E-kit”, designed to train mechanics, technicians, and armorers on the installation of an E-kit, and includes additional manuals and a troubleshooting workbook over the standard kit, though all parts are of a reduced quality for keeping costs down, with the expectation that the completed armor would not be used.<sup>21)</sup>
- **BW-PA-3T-RK** is the training version of the “R-kit”, designed to train mechanics, technicians, and armorers on the installation of an R-kit, and includes additional manuals and a troubleshooting workbook over the standard kit, though all parts are of a reduced quality for keeping costs down, with the expectation that the completed armor would not be used.<sup>22)</sup>
- **BW-PA-H1**, or “Falstaff” is a simple power armor hoist and stand, used to lift any suit of power armor off the ground to work on it. It includes various computer hookups, safeties, and climb points, and lifts the armor by two chains and a central bar on a single gear reducing chain hoist.
- **BW-PA-3A-ASK** is the Annual Service and Rebuild kit, including necessary parts and consumables for an annual service.
- **BW-PA-H1M**, or “Falstaff Reclamator” is the mobile Falstaff armor recovery variant, featuring two 50 meter cable winches and shackle equipment. This version of the Falstaff is mounted on recovery vehicles.
- **BW-PA-H1G**, or “Falstaff Armorer” is an AI driven power armor hoist, stand, and technician's assistant, used repair and modify power armor under garrison conditions, including training environments. It includes various computer hookups, safeties, climb points, and robotic assist arms to assist in repairs, refits, armament, or other major tasks, and can be automated or inhabited by an infomorphic technician or trainer. Typically hoists the armor by two hydraulic winches in the overhead boom, and allows faster turnaround of such modifications or major repairs.
- **BW-PA-H1S**, or “Bardolph” is a significantly stripped down and streamlined version of the Falstaff kit, typically found on ships, used to load and unload power armor into shipboard racks, wield large or heavy tools, and other maintenance tasks which would normally require robotic assistance. While not as robust as a Falstaff, it is far more compact, lending itself well to any environment where power armor is used \*and\* space is at a premium. In garrison environments, both the Bardolph and Falstaff Armorer may be used to significantly decrease power armor turnaround time, as the inhabiting AI tend to be complimentary.<sup>23)</sup>
- **BW-PA-3A-BDAR** is the Battle Damage Assessment and Repair kit and contains armor patches, hydraulic patches, and other equipment for quick and dirty field repairs for common battle damages to keep the armor operational in a combat environment.
- **BW-PA-3A-SPK** is the Spare Parts Kit, containing commonly damaged components, such as chestplates, light lenses, and helmet facings, used to repair a suit of Revenant armor after a combat engagement.
- **Duskerian Legion Power Armor Toolkits** are a standard toolbox containing the all necessary specialized tools for most power armor maintenance across all currently used platforms.
- **Duskerian Legion Power Armor Fitting kit** is a standardized tool kit designed specifically for adjusting the fit of a suit of power armor for a specific user.
- **DL-PA-EEK** or “EEK” Emergency Energy Kit is a fuelling and jumpstarter kit used to restore power

temporarily to between one and three downed Duskerian Legion power armor systems at the same time, dependant on power armor size, class, and the nature of power system failure. It consists of a high energy plasma battery designed to kickstart HFTs, and an injection of hydrogen for the fuel cells.

## Modules and add-ons

- **BW-PA-3-SBM** is a shield booster module, a self contained conformal shield and power system designed to assist a Revenant III in surviving sustained engagements where stealth is not an option. <sup>24)</sup>
- **BW-PA-3-COB**, or “Combat Ordinance Booster” is an add-on for the Kernel mini-missile system that replaces the dorsal chaingun with a secondary two cells of Kernel Mini missiles, alongside a significantly upgraded targeting array mounted to the helmet. This equipment doubles missile capacity and enhances capability of long range or indirect fire locks, alongside programming updates to allow the Kernel mini missiles to enter a ballistic mode to far exceed standard ranges. With a “dumb” AI targeting computer added on, this turns a Revenant III into a walking missile platform capable of extreme long range precision engagements and is typically paired with the Black Rose Anti-material rifle for use in a long range sniper or anti-armor role. Additionally, collaboration between AI copilots allows the COB to slave all kernel mini missiles to the same targeting computer, maximizing missile availability and allowing decentralized fire control, though only in non-radio silent operations.
- **BW-PA-3-ACM**, called the “Leviathan” or “Additional Crew Module” is a standalone secondary AI copilot computer framework mounted to replace the primary handheld weapon storage rack, designed specifically to add a second infomorphic copilot to reduce total workload across the system with focus on finer control of the NH-M-M1 SCALE unit. <sup>25)</sup>
- **BW-PA-3-ARM**, or “Poins” is the Arsenal Reload Module, which replaces secondary AI controlled weapons with a back mounted pair of robotic arms and a series of racks by which to attach ammunition containers such as Kernel mini missile cells, RCG ammo boxes, or SRIIB flechette bins. It can also equip BDAR kits and SPKs to assist in field repairs of armor.

## Loadout sheet

Below shows the standard loadout and layout of all integrated systems of the Revenant III-A

Left Dorsal	Dorsal Center	Right Dorsal
Kernel Mini Missile System, two cells <sup>26)</sup>	Life Support, Medical, <a href="#">SCALE contoller</a> , +100 <a href="#">SCALE units with microgravitic engines</a> , Copilot Anima antenna	<a href="#">Hyper-Shift Rotary Chaingun</a>
Left Shoulder	Paint job	Right Shoulder
<a href="#">Meso Laser</a> hard kill antimissile system <sup>27)</sup>	<a href="#">Sensory Smart Coating</a> base layer	<a href="#">Meso Laser</a> hard kill antimissile system <sup>28)</sup>
Left Pectoral	Center Chest	Right Pectoral
Combat knife	Shield/projected cloak	Grenade harness or spare ammunition for sidearm
Left Hip	Forearms	Right hip

Left Dorsal	Dorsal Center	Right Dorsal
Ammunition storage harness	SCALE unit reservoirs <sup>29)</sup> , Deployable blades	Sidearm holster
Left Thigh	Lower Back	Right Thigh
Ammunition storage harness (main weapon, holds 8 SR magazines)	Main weapon storage clamp+ spare parts for main weapon	Mission Dependant (most often 40mm grenade storage x6

# OOC Notes

Madi Harper created this article on 2022/08/29 13:36.

This article was approved by Andrew in this thread.

If used as a GM enemy:

Revenant pilots NEVER roll alone. Expect fireteams sized between five and ten. Especially if variants other than A variant are confirmed.

1)  
(Revenant, Generation 3, Prototype Alpha

2)  
Green zone training area, range 56 power armor training area

3)  
Engineer's note: HOW HAVE WE NOT FIXED THIS?! ARE THERE NO BETTER OPTIONS?!

4)  
The Revenant undersuit is still recommended for actual combat, rather than rapid or emergency deployment uses

5)  
Poltergeist

6)  
Haunts

7)  
Dullahans

8)  
Phantoms

9)  
Ghasts

10)  
Revenants

11)  
No power armor

12)  
Tier 3

13)  
Flight time 3 hours at 2.1 G thrust

14)  
Flight time 10 seconds, max thrust 5 G

15)

Heavily inspired by Star Craft Zealot's Psy blades or Edward Elric's modification to his Automail arm for combat

16)

WARNING! This unit has lowered weaponry outfitting options due to weight restrictions, specifically moving the Kernel mini missiles to the dorsal center, removing one cell, and completely eliminating the chaingun and SCALE units.

17)

SCALE, Chaingun, Missiles

18)

This variant removes all weapons systems (Aside wrist blades and handheld weapons) and is classified as a light power armor as opposed to other variants' medium classification, trading armor for stealth and speed.

19)

As designed, actual refit time may vary by training and staffing limitations

20) 21) 22)

Note: Manuals, troubleshooting guides, and workbooks are for the armor. Please direct any pilot issues to command staff.

23)

Command note: Do not use to replace your maintenance department's organics. AI are not perfect, nor are your men. Team work makes the dream work, and we need our boys in there and doing their jobs. Whether flesh or digital. This goes double for replacing all your pilots with infomorphs. We know you have thought of trying this before.

24)

Replaces Dorsal SCALE controller, and allows constant active shield, disables silent running mode.

25)

PROTOTYPE: Current issues include but are not limited to: Difficulty finding pilot/copilot trios, unarmored exterior computer hardware, increased reactor draw, decreased stealth functionality, and increased probability of cascade failures potentially lethal to all crew. Potential benefits, however, continue to drive development. Currently only one stable prototype exists in Bravo Strike Group. Currently nondeployable.

26)

YE 45 update doubles the range

27) 28)

Heavily modified

29)

Deployable as forearm shields or energy weapons

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