

# AIR2 Lancer



Artwork by [Newton Ewell](#).

## General Information

Near the end of [YE 29](#), before the [Kennewes Offensive](#), several variants of the existing ELEMENTAL Power Armor series were proposed by both NAM scientists and SaoN engineers. These were mostly to find a purpose for the older models once the third generation units came out, and expand on the possibilities that could be achieved with only current generation technology. This variant was first thought of by NSS Alliance Tech Sentry Gyles Newman, and later refined by his father, Chevra Newman. Using captured and heavily modified concepts taken from the NRM Dark Demon, the AIR2 Lancer is a high velocity close quarters combat model ideal for both hit-and-run and skirmish tactics. However, the unit is too long to fit in closed spaces and should only be used in open areas. The AIR 2 Lancer was updated again in [YE 33](#), rounding out its armament and increasing its speed.

- Government: Nepleslian Empire
- Organization: Star Army of Nepleslia
- Type: High Mobility Assault Power Armor/Technology Testbed
- Class: Na-M1-02lan
- Designer: Gyles and Chevra Newman, NAM Terratech
- Manufacturer: Nepleslian Arms and Munitions
- Production: Full Mass Production
- Crew: 1
- Maximum Capacity: 1
- Length: 5.3 Feet
- Width: 3.6 Feet
- Height: 8 Feet
- Mass: 620 Pounds
- Speeds: Sublight: .365c
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mach 6.5, 6.7 if close to surface ( ie: Floors and Walls. Can accelerate much faster ), Mach 7.9 when boosting
- Range: 24 Hours Oxygen
- Lifespan: 5 Years

## Damage Capacity

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

- Hull: 13 SP (Armor scale)
  - Handheld Shield: 5 SP (Armor Scale)
- Shields: 13 SP (Threshold 3)

# Weapon Systems

## Main Weapons

The main weapon for the Air2 Lancer can be modified and changed to suit specific missions and user preferences, although the main weapon is always some kind of melee weapon, befitting the Lancer's role.

(1): NAM Kinetic & Fusion Lance KFL-01a The Lancer's namesake weapon, it resembles a long metallic pole, that ends in two parted halves of a large blade. The weapon has been combined with NAM's HFC and PPG devices, with the goal of creating a weapon that expanded on the combat potential of both systems. When the fusion cutter is activated, the recess between the two halves begins to glow, and a projector emits a potent plasma particle beam torch capable of effectively shearing armor substances like Nerimium and weaker materials in two. The Push Pull Suite uses the two bladed halves as Push Pull Rods and can perform all the functions expected of a PPG. The weapon is tethered to the right forearm by a durandium nanotube chord, coated in a layer of laser refractive polymers.

- Location: Held in Right Hand, Tied to Right Forearm
- Main Material: Nerimium
- Other Materials: Monomolecular Edge, Molecular Weave, Combi Mount (PPG, HFC)
- Primary Purpose: Melee Weapon
- Secondary Functions: Kinetic Force, Hull Cutter
- Damage: Basic: Tier 3, Heavy Anti-Personnel , Push-Pull-System: Tier 7, Heavy-Fusion-Cutter: Tier 9, Heavy Anti-Mecha
- Range: Basic: 11 Feet, PPS: 11 Feet or 200m Wave, HFC: 17 Feet (The last 6 feet are the actual Cutter beam.)
- Payload Basic: Unlimited, PPS: Unlimited, HFC: 240 Minutes

## Secondary Weapons

These weapons are always present on the armor, unless the user so chooses to neglect having them placed on the Lancer before combat scenarios.

(1): NAM Mass Driver Bulwark FMD-01b While the Lancer was designed specifically for melee combat charging tactics, but the unit still needed a way to keep it's viability in ranged combat. The FMD-1a posed certain problems, frequently colliding with the KFL weapon and misfiring. As a solution, they simply integrated the existing FMD system into the long shield the unit was slated to have. This proved to be fairly effective at rectifying this problem, and made the weapon system more durable. The FMD-01b uses [UMD \(Universal Mass Driver\) Canisters](#). Ammo is fed from the oversized container located on the side of and integrated into the left skirt armor with a nanotube ammo belt using peristaltic action, but can be manually reloaded if the user has specific shells in mind.

- Location: Fixed to Left Forearm
- Primary Purpose: Tactical Shooting

- Damage: See [UMD \(Universal Mass Driver\) Canisters](#)
- Range: Effectively unlimited in space.
- Rate of Fire: Reloading from ammo stores takes 1.5 Seconds, rounds in chamber can be fired immediately after the rounds in the barrel
- Payload 40 Varying shells in Store, 2 in barrel and 2 in chamber.

(1): NAM Light Submachine Pistol LSP-01a: A rather simple chemical-fired submachine sidearm, roughly 3 feet in length. There would always be a chance that the main weapon could be either unusable or lost during combat, and as such a secondary weapon was necessary to ensure maximum combat efficiency during strenuous situations. The LSP fires armor-piercing depleted uranium rounds. Additional ammunition cartridges can be attached to the underside of the shield carried by the lancer.

- Location: Handheld, attached to hip
- Purpose: Anti-Armor
- Secondary Purpose: Anti-Personnel
- Damage: Tier 2, Medium Anti-Personnel
- Range: 2,000m in atmosphere, theoretically unlimited in space
- Muzzle Velocity: 3,000 m/s
- Rate of Fire: 600 rounds per minute
- Payload: LSP magazine holds 200 rounds, Lancer can carry 2 extra LSP magazines at a time

(2): NAM Push Pull Greave PPG-03lan: The PPG is a weaponized version of the P/P propulsion system. Built into the legs of the armor, the PPGs can be used to push or pull any object they are pointed towards. Charged up however, the PPGs can release a tight wave of force that can easily knock down an opposing Power Armor up to 10 meters away, or kill at point blank through blunt trauma.

- Location: Left&Right Legs
- Purpose: Melee, utility
- Damage: (GM's discretion)
- Range: Melee or 10m
- Rate of Fire: 5 sec recharge time
- Payload: Unlimited

(2): NAM Pulse Laser Array PLA-02a This consists of a small single high precision low power laser mounted above both chests. They fire in a cone in front of the Power Armor. The AIR was given two PLA's for maximum evasion during flight; with another additional cannon, more incoming warheads and targets can be assaulted without losing velocity.

- Location: Above the left and right chest.
- Purpose: Knocking out incoming enemy warheads.
- Secondary Purpose: Hitting unarmored targets.
- Damage: Tier 2, Medium Anti-Personnel
- Range: 5 KM in Atmosphere, 100KM in space.
- Rate of Fire: Constant
- Payload Unlimited

(1): NAM VCBS Vibrosaw Knife VCS-03a: A reliable, yet markedly old throwback to early Nepleslian technology, the VCS-02a is a knife-like weapon, roughly one foot long. The inside of the weapon itself is

hollowed slightly, and fitted with a rotating chain of gnashing teeth that run on a small internal motor built into the hilt. The internal devices, as a final measure of lethality, emit fine vibrations into the blade of the weapon, increasing its cutting power. However, the use of this weapon against the more advanced alloys and armors of most technologically advanced foes is only recommended as a last measure of defense, when all other options have been expended. Despite the relative weakness of the weapon, it was included anyway for its multipurpose and reliable use, and the lack of requirement of external power sources for use.

- Location: Strapped, hilt-down, across the left chest.
- Purpose: Cutting enemies up
- Secondary Purpose: Precise, non-melting cutting tool
- Damage: Tier 2, Medium Anti-Personnel, Tier 4, Light Anti-Armor (relatively same effects on both armor and unarmored)
- Range: Melee
- Rate of Fire: Constant
- Payload: Its a Knife

(1): NAM Condensed Fusion Cutter CFC-01a Unlike previous variants of this weapon, which employed loosely contained plasma streams to create a coherent beam weapon, the Condensed Fusion Cutter, or CFC, generates a miniature fusion reaction within the generator suite and extends it several feet outwards via the use of high energy distortion fields. While similar on concept, the intensity of the CFC is vastly increased for a weapon of it's size, easily inflicting fatal damage on powered armor employing common alloys such as Durandium for protection or shoddy shield systems. The distortive properties of the containment field also allow it to breach conventional distortion-based shields with some ease, though not on the same level as subspace detonation weapons.

A CFC weapon is attached to the right forearm of the armor. While the KFL-01a is in use, the OS prohibits using the forearm cutter. Like the Cutters first equipped on the early production model, this has a limited runtime due to heat issues. When activated, the resulting blade is an almost unnaturally clean stream of glowing orange plasma, entirely unlike the unruly weapons produced on earlier designs.

- Location: Right Forearm, below the KFL-01a attachment chord
- Purpose: Anti-armor Close Combat
- Secondary Purpose: Hull Cutting
- Range: 1.2m
- Rate of Fire: Constant
- Damage: MDR 5, can disrupt Distortion Shields
- Payload: Unlimited, can only run for 20 minutes. If maximum runtime is reached, there is a cooldown of 45 minutes.

## Minimissile Systems

The [Nepleslian Arms and Munitions](#) mini-missile launcher subsystems are compact and independent enough to be modular for the Skirt hardpoints of the Hostile, located on the front of the left and right skirt armor.

(1): NAM Rapid BOLT Launcher RBL-01a: The new, more lethal brother of the ARROW and DART mini-

missile lines, the BOLT is a small, agile missile that requires little external locking solutions, hence can be released en masse. Each missile carries a small payload of antimatter material which, upon detonation, causes a matter-antimatter explosion in a small area around the missile. The newer launchers and missile ordinance are larger to compensate the increased capabilities. Mini-missile launchers can be located on either the Left or Right Skirt Armor hardpoint.

- Location: Left or Right Skirt Armor
- Primary Purpose: Anti-Armor
- Damage: Tier 6
- Range: 500m in atmosphere, 1,000m in space
- Rate of Fire: 10 per second.
- Payload: 70 per launcher pod

(1): NAM Rapid DART Launcher RDL-03a: DARTS are small missiles that require very little external locking solutions. Usually the DARTS will self lock and streak toward the target like a cloud of angry bees. They are always fired en masse to guarantee a chance of hitting but their damage is small compared to the heavier version of the mini-missile pods. Instead of antimatter explosions or conventional high-explosive warheads, they explode in fine charged particles, screwing up sensors momentarily and damaging shields. Useful as a non-lethal measure of attacking or disabling foes. The newest version has a slightly increased range, but it is still recommended to be fairly close to the target to ensure successful deployment. Mini-missile launchers can be located on either the Left or Right Skirt Armor hardpoint.

- Location: Left or Right Skirt Armor
- Primary Purpose: Anti-Shields, Anti-Sensors
- Secondary Purpose: Disabling small-grade electronics
- Damage: Tier 1, Light Anti-Personnel, Tier 6 to armor-class shields ONLY
- Range: 500m in atmosphere, 1,000m in space
- Rate of Fire: 10 per second.
- Payload: 70 per launcher pod

(1): NAM Rapid ARROW Launcher RAL-02a: A distant cousin and predecessor to the RBL-01a, the newest version of the Rapid ARROW Launcher mini-missile pod deploys conventional high-explosive charges in each mini-missile. The small self-locking ARROWS are not as effective at killing a target as the BOLT is, but the damage is meant to bridge the gap between the 'over-kill' BOLT and the 'non-lethal' DART. Thus, the RAL-02a is the preferred mini-missile pod for those looking to not totally obliterate a target, but would still prefer the foe to be damaged none-the-less. Mini-missile launchers can be located on either the Left or Right Skirt Armor hardpoint.

- Location: Left or Right Skirt Armor
- Primary Purpose: Anti-Armor
- Damage: Tier 4, Light Anti-Armor
- Range: 500m in atmosphere, 1,000m in space
- Rate of Fire: 10 per second.
- Payload: 70 per launcher pod

# Systems Descriptions

## 1. Hull

*Lightweight Durandium in a Diamond Nanotube frame* Composed out of a thin basic under layer with thick sectioned plates outside. The structure of the plates is designed to absorb the maximum amount of damage with the drawback that whole sections shatter immediately if hit at the same spot. The most prominent pieces of armor are the head, which cannot move at all and whose face is devoid of details (Leading to some creative decorations). In second place is the side skirt armors, which are larger than normal to store ammo. They start from the waist all the way down to the knees and don't bend at all. Lastly is the left arm, which is more heavily armored than the right arm, as statistics prove that the stances adopted when firing the main weapon and melee make the left arm much more prominent than the rest of the body. In all this PA is not very flexible, motor wise.

## 2. Power

*Ultra Compact Fusion Generator UCF-3a* This is an upgrade from the fusion generator of the original "Air 1" with higher power output rate and endurance. The Generator is located inside the back of the PA for maximum security.

## 3. Emergency

*MEC Type C* When critical damage is recorded, the MEC automatically beheads and cyrofreezes the pilot's head and jettisons it with a JAM bottle. This is located behind the PA's helmet.

## 4. Life Support

The inside of the armor is made out of cushioned material, with hard straps near jointed areas. Oxygen and Sucrose solution is provided through a mask in the helmet and a catheter is present down below. Constriction bands placed above the straps, and an automatic drug applier is near the neck (What it applies is up to the pilot). Due to the positioning of the generator, a lead sheet is placed against the pilot's back, making it harder to slouch but generally the whole suit is natural radiation shielded. In all, it is not very comfortable.

Since nearly everything has been provided by the "Air 2". Pilots are to get inside in their undergarments. No flight suit necessary.

## 5. Propulsion

*V Ion Array VIA-01a* The Firefly Ion Array proved to be underutilized and complicated for the Nepleslian pilots. Due to this, the Ion Propulsion system was completely scrapped and redesigned. Now there are

only two Ion Array wings at the back of the Power Armor and smaller vernier thrusters located at the back of the arms and all around the skirt armor. While still providing good maneuverability it lacked in raw power output, which is rectified by two large non-arrayed Ion Boosters located behind the calf of the pilot. All Ion drives in the "Air 2" is capable of short 5 second boosting with a 10 second cool down.

## 6. Propulsion

*Tractor Field* The highlight of the "Air"s. The idea is to send out a tractor beam towards a larger (and immovable) object, making the puller move closer to the pulled due to mass differences. Thus this system drastically improves mobility, acceleration and top speed (But not flexibility) with an effective range of 100m (20m is optimum). In combat, pilots have also learned to tug at each other during flybys (Increasing speed) and to slow down the enemy. Two tube like projectors are located where the neck meets the shoulder, and two more on the sides of the waist above the skirt providing a full 360° sphere. The generator is a large disk on the upper back.

## 7. Propulsion and Defense

*Repulsion Field* Supplementing the Tractor field is the Repulsion field. Primarily used to ward off small arms and space dust (and that wall you are tractoring yourself against). More experienced pilots learn how to push off larger objects and off each other, increasing speed and acceleration. This field can be overcharged for 30 seconds against larger projectiles. Uses the same projector tubes as the Tractor field. Its generator is a disk on the back.

## 8. Basic

*Antigravity* Due to the strength of the Ion Drives and the fields, antigravity here is not as strong, it is just here to lower the weight, g- forces and inertia acting on the mecha and pilot (Due to the sudden changes of direction and high speed of the mecha, he needs it). Generator is a small disk on the lower back.

## 9. Sensors

*Monoeye* Considering the fact that the "Air 2" will be traveling at high speeds with sudden changes, Aerotech needed strong sensors on this machine. But there are many problems, mainly the head area which is the tallest point of the suit is already overloaded, that most of the suit has already been taken up, and depth perception. As a result, the sensors are placed on the left and right shoulders where it still gives a 180° view on both sides (Therefore a full 360° total) and due to the dual positioning some degree of depth perception exists. On passive mode these sensors emit low key radar, lidar and receive data on a wide spectrum.

On active mode, a pair of monodirectional emitters located within the sensors will glow. These "Monoeyes" furiously emits subspace particles at a specific target, providing extremely detailed and instantaneous data on the target including things leaving it (I.e: Projectiles and Sensor Pings). The con's of



this system is that it can only lock on at one target at a time, making battlefield support integral to the "Air 2". Also going Active mode nearly always betrays your own presence and position.

## 10. Control

*Neural Probe* Due to the complex nature of propulsion and the fact that the pilot's hands are tied coupled with its high speed nature, it is integral that control comes directly from the brain. Experienced in neurotechnology, Savtech has put a neuroprobe with no invasive needles in the head of the "Air". But the large size of the probe has contributed to the immobility of the head. Although one can just "Think" their Power Armor into moving, it is advised to supplement this by also moving your real limbs.

## 11. Strength and Flexibility

*Nanomuscle* Improves the reaction time and strength of the pilot by lining the insides of the suit with nanomuscles. These nanomuscles contract and retract faster than organic muscles based on the signals received by the neuro probe.

## 12. Heads up

*Display visor* The last uncovered part of the pilot's head is now taken up by the display visor, which provides battle data and communication relays to the pilot. The visor compensates for the suit's inability to turn its head with a very wide view compacted into its screen, causing some degree of nausea for new pilots.

## 13. Communications

*Encrypted Radio, Laser and subspace* Emitters are on the shoulders and a single antenna on the back. Very traditional.

## 14. Defense

*Barrier Shield* A normal energy shield for keeping out projectiles and energy bolts that make it through the "Air 2"s high dodge rate. It takes a moderate amount of damage before needing a 15 second recharge. Generator is somewhere in the backpack.

## 15. Computer

*Combat Savtech* A specialized computer system for sorting battle data received from the Monoeyes of all squad machines. Thanks to the detailed trajectorial data from the Monoeye sensor system, the Savtech can perform high accuracy shots by manipulating the nanomuscles on the arms. All the pilot has to do is

point the gun at the enemy and the Savtech will fine tune the aim.

Should the Savtech determine that a shot is approaching the "Air 2", it will instantly perform evasive maneuvers. This may be quite jarring to the pilot who should be the one in control of his machine, thus practices should be in order so that the Savtech learns moves that is more preferred by the pilot, and the pilot accustoms itself to the Savtech's automatic dodging.

It is recommended to save your battle data in the event of machine switching or destruction.

## 16. Propellant/ Prop

*Firefly Subtype* Similar to the Fireflies, This is a long tube which contains the Xenon Ions for powering the Ion Drives. except its secondary usage this time is a prop for standing up, plus it is better armored. One pair located behind the waist. Each tube lasts for a day of patrol or 2 hours of frantic fighting.

## 17. Countermeasures

*Chaff and flare* No jamming on its own, but carries chaff and flare dispensers against missiles and weak lock ons. The dispenser is stuck on the propellant tanks.

## 18. Cloaking

*Mass Mesher Device MMD-01a* It is easier to hide behind something than to completely dissapear. The MMD is actually a reversed engineered and refined version of the NRM's Dark Demon C-1 Cloaking device. Should the "Air 2" be near an object four times its size, it becomes radar/sensor invisible. Four or more Power Armors equipped with his device and flying in a formation will still appear on radar, but their numbers cannot be determined. Firing a weapon and overboosting cancels this.

# Additional or Modified Systems

## 1. Armor

*(Additional) NAM Long Bulwark Shield* The unit's long shield, bonded to the left forearm, is designed specifically for protection from laser and heavier kinetic weapons. It is composed of a fairly heavy duty Durandium frame and shell, the outside coated with a 1inch layer of highly reflective polymer. This layer still gets worn down quickly enough, but can easily around one hundred to two hundred shots from a fairly powerful laser, but is ineffective against high-frequency radiation beams, such as grasers or xasers. but can still resist masers, due to shield's construction. Additionally, these components are made to be strong enough to resist a few heavy strikes from kinetic weapons and explosives.

Armor Rating: 5 (7 vs Lasers)

## 2. Propulsion

*(Additional) NAM Heavy Ion Boosters* A highly refined and modified version reverse engineered from the NRM Dark Demon, the Heavy Ion Boosters empower the unit with insane amounts of speed and incredible acceleration. Each of the two boosters are mounted on each side of the Ion Arrays, pointed down at a roughly 45 degree angle. Thrust can be vectored with a series of moving fins in the booster's cone for almost complete upwards or forwards thrust, but is always about 10 degrees short of complete upwards thrust. When boosting, the unit can only turn at a rate of about 15 degrees every 20 feet.

## 3. Propellant/ Prop

*(Modified) Firefly Subtype B* Similar to the Fireflies, This is a long tube which contains the Xenon Ions for powering the Ion Drives. Except its secondary usage this time is a prop for standing up, plus it is better armored. One pair located behind the waist, as well as a third, larger tank integrated into the Ion Booster's housing. Each tube has been increased in size by an additional 50%, as the boosters would inevitably consume much more propellant. Each tube lasts for a day of patrol or 2 hours of frantic fighting.

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