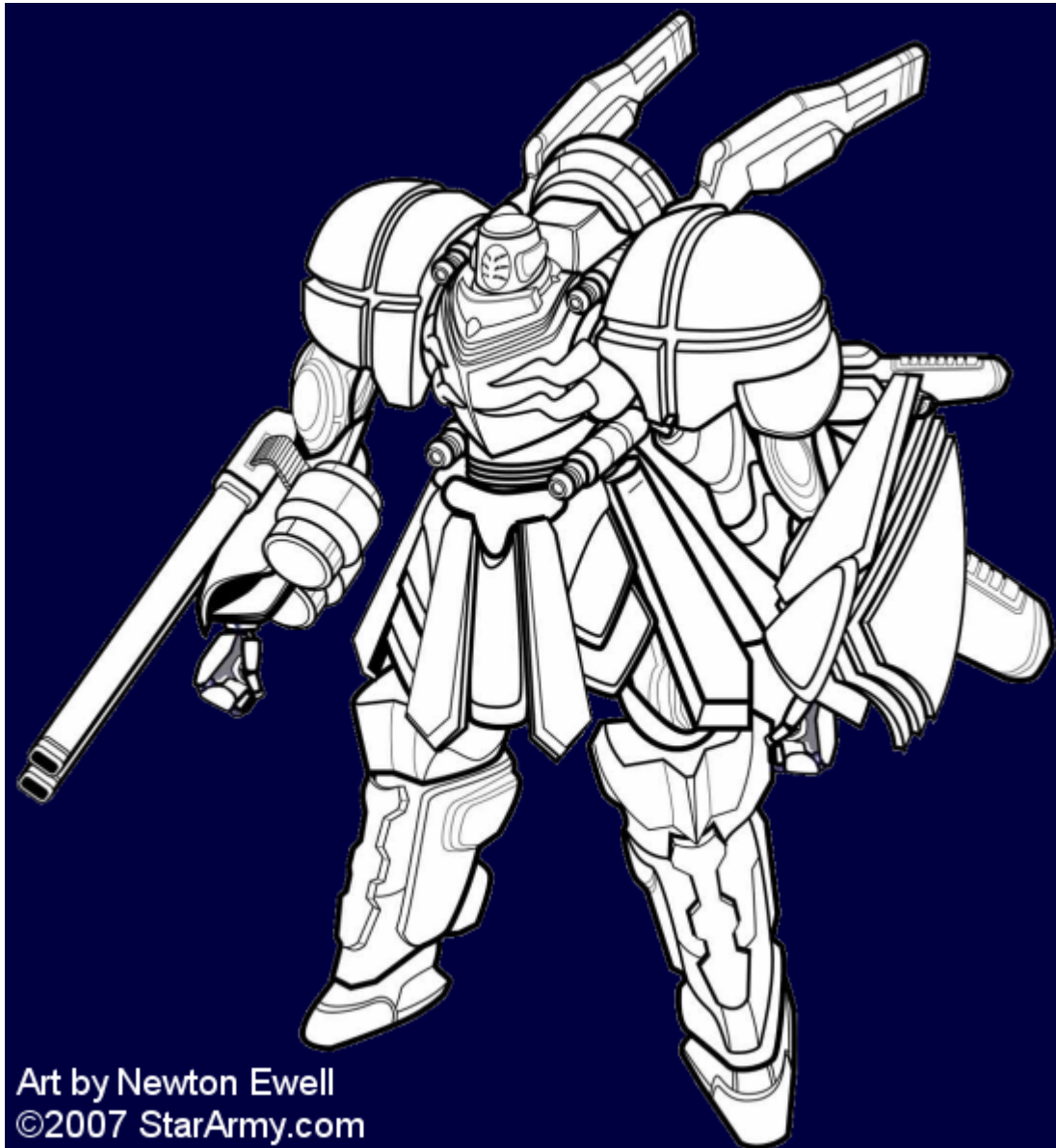


AIR



NAM Terratech Hi-Mo PA - "AIR2"

Note: This is the latest version of the "AIR" that is intended for [Star Army of Nepleslia](#)

History and Background

Although the initial version of the "AIR1" looked good on paper, in practice it garnered negative reviews. Conditions on the battlefield was not as "ideal" as it was tested by [NAM](#), thus even the less advanced [Red Dark Demon](#) was able to inflict damages upon NAM's mining operations. Luckily due to the shortage

of Power Armors within NAM to perform security detail, no “AIR” was sold to the public or military thus limiting embarrassment only to themselves.

However these faults has to be corrected. Using and improving upon new, existing and captured military technology. The “AIR1” was taken back to the drawing board to be redesigned as part of the NAM United Maintenance Plan of YE30.

About the NAM “AIR2” Hi-Mobility Power Armor

A top of the range [Nepleslian](#) PA with a crazy emphasis on top speed, mobility and dueling. In addition to the Calf and Firefly Ion Drives, propulsion is provided by the Tractor and Repulsion Fields, whose whole idea is to push away or pull towards surfaces for more fun. “AIR”s are to be treated like Calvary, long range support and against single targets. “AIR”s are weak against ambushes, attacks by more than one target and EMP weapons. Version 2 brings about some advancements and ease of use in technology.

“More thrust, more speed baby!”

Statistical Information:

- Government: [Democratic Imperium of Nepleslia](#)
- Organization: [Star Army of Nepleslia](#)
- Type: High Mobility Power Armor
- Class: Na-M1-02a
- Designer: Melchoir Vel Steyr And the guys.
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Full Mass Production

- Crew: 1
- Maximum Capacity: 1
- Length: 3.2 Feet
- Width: 3.5 Feet
- Height: 8 Feet
- Mass: 500 Pounds
- Speeds: Sublight: .3c, .325c if close to surface(le: Capital Ship Hulls and Asteroids. Can accelerate much faster)
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mach 2.2, 2.6 if close to surface (le: Floors and Walls. Can accelerate much faster)
- Range: 24 Hours Oxygen
- Lifespan: 5 Years

Ship Resource Point Costs

NAM AIR PA	
FTL Engine	0
Hyperspace Drive	0
Sublight Engine	55 (Ion Arrays)
Main Starship Super-weapon	0
Main Gun Battery	200-300 (Standard issue FMD-01a with varying charge loadouts) 150 (per replacement FLR-01b) 125 (per replacement Zen Arms Type 1)
Secondary Guns	220 (Standard issue (2) RDL-02a, VCS-01a, PPF-01a package) 60 (per replacement VCS-01a/VCL-01a) 50 (per replacement RDL-02a) 50 (per replacement RAL-01a)
Point Defense Guns	6 (shoulder pulse cannons, 3 each)
Main Generator	400 (UCF-3u)
Secondary Generators	100 (Push/Pull Tractor/Repulsion System generators)
Environmental Systems	1 (Pilot suite)
Computer	100 (Combat Savtech)
Armor	1250 (5 sections, Andrium, 250 each)
Stealth Armor	200 (Mass Mesher System)
Sensor System	100 (Monoeye suite)
Shield Systems	400 (CPS-3a)
Nanotech systems	0
Total	3062 per 10 armors, Customizations may vary

Weapons Systems

(1): NAM Forearm Mass Driver FMD-01a Requiring a tactical weapon capable of dealing a punch, the Terratech engineers created a 3ft dual barreled mass driver launcher, the FMD uses magnetic rails to propel the charges at supersonic speeds. Each charge is the size of a soda can, and comes in WHITE (Tungsten Shell), RED (High Explosive), BLACK (Zanarium Sniper Shell), BLUE (EMP Shell) and GREEN (Antimatter Buckshot/Slug). Ammo is fed from the oversized right skirt armor with a nanotube ammo belt using peristaltic action, but can be manually reloaded if the user has specific shells in mind.

- Location: Attached to the right forearm. A portion extends beyond the elbow.
- Primary Purpose: Tactical shooting
- Damage: RED moderate damage on hit and is splash damage, BLACK and WHITE does heavy damage on unshielded targets and small on shielded. BLUE does heavy damage on shielded targets and screws some systems on unshielded. GREEN is expensive and limited, but does heavy damage on hit, and can be preset to spray over an area like Buckshot for a higher hitting chance.
- Range: Effectively unlimited in space.
- Rate of Fire: 1.5 Seconds
- Payload: 40 Varying shells in Store, 2 in barrel and 2 in chamber.

(1): NAM Rapid DART Launcher RDL-02a 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. Instead, they explode in fine charged particles, screwing up sensors momentarily and damaging shields. The enemy's momentary weakness is best followed up with a UMD shell or a swift melee attack while they are unshielded and blinded.

- Location: Left skirt armor, armor panel pulls away to reveal the honeycomb of missiles.
- Warhead: High Explosive Dirty Payload
- Purpose: Damages shields, Disables sensors and tracking
- Damage: Moderate to shields and Small to armor in a salvo of 15
- Range: 3 KM in Atmosphere, 50KM in Space
- Rate of Fire: 15, 30 or 60 in 3 Seconds.
- Payload: 60

(2): NAM Pulse Laser Array PLA-01a 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: Small
- Range: 5 KM in Atmosphere, 100KM in space.
- Rate of Fire: Constant
- Payload: unlimited

(1): NAM Push Pull Guard PPG-01a A sturdy small rectangular forearm shield. Hidden under it however is a Push/Pull Rod which allows the "AIR" to direct its Push/Pull system at longer ranges in a cone in front of it. A favorite melee attack is to charge the PPG and release a "Push" at point blank of a target, releasing a tight wave of force that would kill the opposing pilot via blunt trauma.

- Location: Worn over left forearm
- Purpose: Pure kinetic force
- Damage: Heavy
- Range: Melee, 200m Wave
- Rate of Fire: 2 Second Charge, 5 Second Cooldown
- Payload: Unlimited

(1): NAM Observation Probe This is released before battle and floats near the fringes all by itself. Fully automated and has a pair of Firefly Ion Arrays. Has a single monoeye on its head and is cheap to manufacture. When un-deployed it looks like the AIR is carrying a violin case.

- Location: Handheld
- Purpose: Providing operators with more data

Optional Swap-Outs

(1): Zen Armaments Type 1 Rifle A simple, yet reliable weapon, the rifle is probably the best-built part of the armor. The rifle consists of a three-barreled 35mm chain gun, with an underside 40mm grenade launcher. Note: Modified to use straps and hydraulics, This swaps out UMD-01a.

- Purpose: Anti-personnel
- Damage: Moderate to Heavy
- Range: 2000 meters for rifle, 450 meters for grenades.
- Rate of Fire: 1800 rounds a minute,
- Payload: 3600 round magazine, 3 grenades in grenade bay. Additional ammo stored right skirt armor.

(1): NAM Long Forearm Rifle LFR-01b Face it, lightspeed weapons are the way to go in space. Thus for space operations many pilots opt to use the LFR instead of the FMD. The LFR is similar in shape to the FMD albeit single barreled. This gun fires highly damaging positron beams at extreme ranges and speeds. Unlike the Long Beam Rifle in which it was adapted from, it was not unwieldy at close ranges and can be swung about freely.

- Location: Attached to the right forearm.
- Purpose: Anti- Everything
- Damage: Heavy
- Range: 10,000 KM
- Rate of Fire: Every 3 seconds
- Payload: 40 Shots before a 40 second cooldown without non-Ion Propulsion. Capacitors swap out ammo stores in the right skirt armor.

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

“AIR1” 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 “AIR2”. 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 “AIR2” 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 "AIR2" 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, ladar 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 (Ie: 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 "AIR2". 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 "AIR2"'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 "AIR2", 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 disappear. The MMD is actually a reversed engineered and refined version of the NRM's Dark Demon C-1 Cloaking device. Should the "AIR2" 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.

NAM Terratech Hi-Mo PA - "AIR" Version 1

Note: This is an outdated version of the AIR that was never released outside of NAM. This section of the article is not compulsory reading.

History and Background

"Melchoir, [Zen](#) and [Geshrinari](#) pulled out and we have a civil war going on so WHERE ARE THE DAMMED NEW GUNS!?" Said Admiral Davis.

After designing a multitude of non-combat technologies to find its own footing, [NAM](#) has finally decided (However only after some serious goading from the Grand Admiral, see above) to break into the super competitive [power_armor](#) market with this high performance suit (Nepleslia wise).

This PA would be named "AIR", an eternal design that would serve the empire to the bitter end.

About the NAM "AIR" Hi-Mobility Power Armor

A top of the range [Nepleslian](#) PA with a crazy emphasis on top speed, mobility and dueling. In addition to the Calf and Firefly Ion Drives, propulsion is provided by the Tractor and Repulsion Fields, whose whole idea is to push away or pull towards surfaces for more fun. "AIR"s are to be treated like Calvary, long range support and against single targets. "AIR"s are weak against ambushes, attacks by more than one target and EMP weapons.

"More thrust, more speed baby!"

Due to the multitudes of parts on the AIR, putting one on would mean being swallowed by a specialized AIR assembly cube measuring 12x12x12 which assembles the AIR on the pilot via the spare parts stored on it. Similar in concept to the Nerimian Nano-Constructor but much bulkier and less technologically

advanced. It is the same with taking it off.

Statistical Information

- Government: Nepleslia
- Organization: [Star Army of Nepleslia](#)
- Type: High Mobility Power Armor
- Class: Na-M1-01a
- Designer: Melchoir Vel Steyr And the guys.
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Full Mass Production
- Crew: 1
- Maximum Capacity: 1
- Appearance: Grey bulky machine with a large backpack.
- Length: 3.2 Feet
- Width: 3.5 Feet
- Height: 8 Feet
- Mass: 500 Pounds

Speeds

- Sublight: .3c , .325c if close to surface(ie: Capital Ship Hulls and Asteroids. Can accelerate much faster)
- Hyperspace: Nil
- Hyperpulse: Nil
- Planetary: Mark 2.2, 2.6 if close to surface (ie: Floors and Walls. Can accelerate much faster)
- Range: 12 Hours Oxygen
- Lifespan: 5 Years

Weapons Systems

NAM Universal Mass Driver UMD-01a Requiring a tactical weapon capable of fielding all roles, the Terratech engineers created a 4ft standard mass driver launcher, the UMD uses magnetic rails to propel the charges at Mark 14. There are 3 different charges in a revolver chamber. Each charge is the size of a soda can, and comes in RED (High Explosive), BLACK (Zanarium Sniper Shell), BLUE (EMP Shell) and GREEN (Antimatter Buckshot/Slug). Ammo is fed from the oversized right skirt armor with a nanotube ammo belt using peristaltic action. Muzzle break, Digital Scope and Bipod optional.

- Location: Vertically strapped to the right chest, Lowers to horizontal when in use. This is controlled by both the PA's arms and hydraulic straps.
- Primary Purpose: Tactical shooting
- Damage: RED moderate damage on hit and is splash damage, BLACK does heavy damage on unshielded targets and small on shielded. BLUE does heavy damage on shielded targets and

screws some systems on unshielded. GREEN is expensive and limited, but does heavy damage on hit, and can be preset to spray over an area like Buckshot for a higher hitting chance.

- Range: Effectively unlimited in space.
- Rate of Fire: 1.5 Seconds
- Payload: 40 Varying shells in Store, 3 in chamber.

NAM Rapid DART Launcher RDL-01a 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. Instead, they explode in fine charged particles, screwing up sensors momentarily and damaging shields. The enemy's momentary weakness is best followed up with a UMD shell or a swift melee attack while they are unshielded and blinded.

- Location: Left skirt armor, armor panel pulls away to reveal the honeycomb of missiles.
- Warhead: High Explosive Dirty Payload
- Purpose: Damages shields, Disables sensors and tracking
- Damage: Moderate to shields and Small to armor in a salvo of 15
- Range: 3 KM (Preferably 1 KM for higher hitting chance)
- Rate of Fire: 15, 30 or 60 in 3 Seconds.
- Payload: 60

NAM Vulcan Array VUA-01a This consists of four small chain linked vulcans for infighting needs.

- Location: Above the left chest.
- Purpose: Peppering targets and ground strafing
- Secondary Purpose: Knocking out incoming enemy warheads
- Damage: Small
- Range: 1 KM
- Rate of Fire: 40 Bullets a second (Whole Array)
- Payload: 6000 Bullets.

NAM Guard Powerknuckle GPK-01a A small rectangular forearm shield that ends in a hydraulic and repulsion powered spiked knuckle. Simply line up your .55c (or Mach 2.6) Nerimium fist to your enemy and then tractor him into position. Even better if said fist is holding on to a CSS-01a — Double Combo!

- Location: Worn over left forearm and fist.
- Purpose: Pure kinetic force
- Damage: Heavy
- Range: Melee
- Rate of Fire: Repulsion and Hydraulics charge in 5 seconds.
- Payload: Unlimited

NAM Chainsword-Short CSS-01a This rather wicked 2.5ft weapon is composed out of durandium and the saw blades made of diamond nanotubes. This is Normally used to perform open heart surgeries (Without anesthetics).

- Location: Vertically strapped to left chest, drawn out when in use.
- Purpose: Sawing through anything
- Damage: Heavy

- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited.

NAM Observation Probe This is released before battle and floats near the fringes all by itself. Fully automated and has a pair of Firefly Ion Arrays. Has a single monoeye on its head and is cheap to manufacture. When un-deployed it looks like the AIR is carrying a violin case.

- Location: Handheld
- Purpose: Providing operators with more data
- Secondary Purpose: Providing Melchoir with more data for the AIR MK2

Optional Swap-Outs

Zen Armaments Type 1 Rifle A simple, yet reliable weapon, the rifle is probably the best-built part of the armor. The rifle consists of a three-barreled 35mm chain gun, with an underside 40mm grenade launcher. Note: Modified to use straps and hydraulics, This swaps out UMD-01a.

- Purpose: Anti-personnel
- Damage: Moderate to Heavy
- Range: 2000 meters for rifle, 450 meters for grenades.
- Rate of Fire: 1800 rounds a minute,
- Payload: 3600 round magazine, 3 grenades in grenade bay. Additional ammo stored right skirt armor.

NAM Long Beam Rifle LBR-00p Not anticipating the weaknesses of slower than light weapons in space, NAM rushed out a late 4ft prototype Positron firing rifle as a replacement to the UMD. The LBR was originally slated to be released with the "BREEZE", and thus had some features cut out from it. NAM is banking on the fact that the energy eating Tractor and Repulsion Propulsion are less in use in space due to the lack of surfaces, thus more energy from the reactor can be diverted to the LBR. Note: Swaps out the UMD, and right skirt is converted to another DART Launcher.

- Location: Vertically strapped to right chest, lowers to horizontal when used.
- Purpose: Anti- Everything
- Damage: Heavy
- Range: 10,000 KM
- Rate of Fire: Every 3 seconds
- Payload: 20 Shots if non-Ion propulsion is active.

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-2a This is an upgrade from the fusion generator of the Firefly 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.

5. Propulsion

Combat Firefly Ion Array Flushed with the success of the radical Hi-Mo Firefly, Aerotech was keen on duplicating it on the "AIR". However due to the fact that the pilot already has his own arms and legs to worry about plus very large wings tend to be better combat targets, Aerotech created an automated single jointed (as opposed to double on the Firefly) short version, placed in an X formation on the backpack. 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" is capable of short 5 second boosting with a 10 second cool down.

6. Propulsion

Tractor Field The highlight of the “AIR”. 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. Crazy expert pilots also learn to modify the trajectory of the UMD shells as they leave the barrel, making it harder to predict (And thus, dodge). 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. Crazy expert pilots trigger the repulsion as the bullet leaves the barrel, increasing bullet speed. This field can be overcharged for 30 seconds against larger projectiles. Uses the same projector tubes as the Tractor field plus a smaller one on the left forearm and 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” 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. Sensor range are in a wide spectrum, but not sensitive enough for precise optical high speed targeting. Thus Savtech has placed a single set of moveable focused sensors on each shoulder (The monoeye's), which looks like a large red dot as it travels around the semi transparent shoulder. 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”.

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.

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 and Laser 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"s high dodge rate. It takes a small amount of damage before needing a 15 second recharge. Generator is a small disk on the right forearm.

15. Computer

Combat Savtech A specialized computer system for calculating trajectories and sorting battle data. Insert a JANE for saving aforementioned data and for uploading personal statistics. This system is located somewhere near the head.

16. Propellant/ Prop

Firefly Subtype Similar to the Fireflies, 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.

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.

Comparisons Between Version 1 and 2

1. *Assembler Removed.* – Although the Assembler helps in repairing armors quickly, the need for pilots to pass through the assembler to put their Armors on takes too long. This is a lethal mistake during events like ambushes. Also the need for an assembler means that “AIR”s cannot operate independantly and must rely on bases and ships. The Enginners Union also voiced concern for the need of Assemblers when there are many unemployed engenners and almost every Power Armor pilot is already trained in Repair and Mantainence.

2. *UMD Replaced with FMD.* – The UMD's firing arc was too small to be used effectively in close combat. Also concerns about its overall firepower and vulnerable positioning (Front of the Power Armor) was raised. Although the FMD may be less precise than the UMD, it is much more battle worthy than its cousin and its precision problem was pretty much solved by the advances in monoeye and savtech technology.

3. *Vulcan Array Replaced with Pulse Laser.* – In the Aether age these archaic weapons were simply taking too much space in the design. Thus they were removed and replaced with a smaller and more effecient Anti-Missile Pulse Laser. The energy drain from this weapon was rectified by an expanded Fusion Generator where the ammo storage was. The removal of the array also provided some structural space where the armor can be opened up to allow pilot access.

4. *Powerknuckle Replaced with Push/Pull* – On many occasions where the powerknuckle was utilized, 1/3 times it broke into pieces due to the force of it impacting its target. Terratech simply replaced the Powerknuckle with the “AIR”s trademark Push/Pull system.

5. *Addition of Subspace communications.* – Of all the faults above, this one was simply criminal. As units sent on patrol could hardly contact their motherships untill pickup time due to the lack of a faster than light communications device. Since Subspace communicators were so easily available, many “AIR1” pilots retrofitted them by themselves.

6. V Array, Monoeye and Savtech advances.

7. Addition of Mass Mesher Device.

8. Extended oxygen.

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Last update: **2023/12/21 04:23**

