

IPG Britva Observatsia Surveillance Armor

History and Background:

The Britva MK. II is an extremely useful tool for the IPG, giving Operators an alternative to bulky power armor while still giving them substantial survivability in combat missions. The Britva Observatsia was developed for [Field Intelligence Officers](#) as opposed to Operators. Due to the abbreviation of O for Observatsia, it's often referred to as the Britva Zero.

About the Britva Observatsia

The new Britva armor has had many of its combat capabilities cut substantially to reduce weight and profile, as well as leave more room for new electronics. Running speed is still substantially higher than regular human capabilities, but only 45 mph as opposed to the Britva MK. II's 80.

Statistical Information:

- Government: [Democratic Imperium of Nepleslia](#)
- Organization: [Intelligence and Pacification Group](#)
- Type: Infantry Armor Suit
- Class: NaX-A-2A Britva MK II
- Designer: [NAM X-tech](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Limited Mass production
- Crew: 1 Humanoid
- Maximum Capacity: 1 Humanoid
- Appearance:

The armor is slimmer than either previous incarnation by quite a bit. It's painted in either black or camouflage. The only areas that have substantial cosmetic difference are the back and thighs, which are thicker.

- Maintenance: The Britva is required to be examined after every mission, and it is recommended to give it full maintenance, as well. If damaged, the armor should be given a major refit.
- Lifespan: Theoretically ten years with good maintenance.

Systems Descriptions

1. Armor Plating

1a. Durandium Woven Armor

Protective layer The woven durandium that has provided protection for the entire Britva is cut down slightly. Although it still provides ample protection, it's much less than the regular armor. It can withstand a fair amount of small armor, and some lower powered energy weapons. However, any weapon impact will certainly be felt due to the removal of the ballistic gel layer. *DR 3 (personnel)*

1b. Nanomuscle layer

NAM Nanomuscle Layer Improves the reaction time and strength of the pilot by lining the insides of the suit with nanomuscles. These muscles are composed of many strands of nanochains which contract upon receiving an electric shock of the correct frequency. These nanomuscles contract and retract faster than organic muscles based on the signals received by the neuro probe. The amount of muscle present in the Britva Zero is about 25% less than that of the Britva MK. II.

1c. Stealth plating

A thin layer of zanarium has been placed over the entire Britva, with the exception of the joints, providing ample signal masking.

1d. Backpack

The Britva Zero's backpack has been expanded somewhat from previous models, with substantially more electronic systems and a replacement of the fusion generator with a number of powerful batteries to provide a less noticeable power source.

1e. Scalar protection

The anti-gravity damper field has been scaled down from the Britva MK. II. It's almost always off, as gravitic distortions are very noticeable on sensors. It provides enough protection to see the suit through low-level scalar fields.

2. Computer and Electronics

2a. SavTech JANE AI

Modified Combat Computer This is essentially the same Savtech AI used in most NAM ELEMENT series

power armors, although modified to work more efficiently with the more limited systems available to the Britva. It is also tied into the IPG.DroogNET Combat Communications Network. This system is essentially unchanged from the MK II armor.

2a. CNN Uplink

The IPG.DroogNET network is a massive communications system that links together the combat computers of all Operator-controlled Power Armors. The network takes all of this data, organizes it, and files it in the IPG central databanks. It can also be viewed at any time by select personnel at IPG Headquarters, and can be extended temporarily to other SAoN computer systems, both with or without their knowledge. This system is essentially unchanged from the MK II armor.

2b. Batteries

The fusion reactor of the MK II has been replaced with six very powerful batteries, each capable of sustaining the Britva Zero for 24 hours at full operational capacity. They can be replaced in the field, and have a built-in self-destruct mechanism which can create a low-level explosion equivalent to 10 pounds of standard plastic explosives. Four are located in the backpack, and two on each thigh.

2c. Helmet

The Zero's helmet has a slightly smaller profile than its previous incarnation's, but still retains the same basic design and layout, with the exception of two short, thick antennae cropping from helmet's right temple. It retains the same gasmask-style facemask of the MK. I and II, and the same light blue HUD for the pilot. The electronics are protected by the same buckypaper and durandium as the previous models.

2d. Stealth Systems

NAM Volumetric Projection Array While the [Britva MK I](#) was quiet stealthed against sensors, it was still visible to the naked eye. In the MK II, this problem is remedied with a scaled-down volumetric projection array, much like that found on the IPG's [NaX-SC-01a Malchick Stealth Corvette](#). The array is capable of producing images in any direction for ten meters, and can be used to mimic either the armor's surroundings (making the user invisible) or various other images. It is controlled by the armor's SAVtech unit. This system is unchanged from the previous incarnation.

2e. Shielding

NAM Electrostatic Shields The Britva Zero's shield suite has been cut down substantially. It can ward off minor weapons, but is mostly used to save air in the event of a suit breach in an inhospitable environment. It's almost always off. *DR 3 (personnel)*

2f. Microphone

Audio Surveillance System The Britva Zero has been equipped with several powerful directional microphones (One in the helmet, one in the left wrist), as well as capabilities for recording footage into onboard memory banks or streaming it realtime to the IPG network.

2g. Camera

Video Surveillance System

Life Support Systems

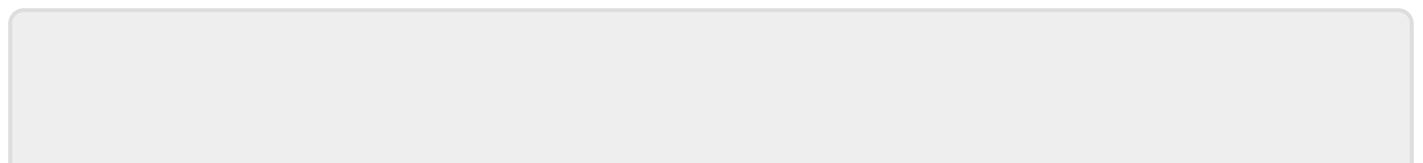
The Britva uses the same life support system as most NAM armors, with Oxygen and Sucrose being supplied to the user when the environment does not provide suitable conditions. Due to limited space for these two things and the tendency for Operator missions to be in rather mundane locations, however, it is not used often, and the gas mask assembly in the face plate is used instead. This can be switched instantly, either by the user, or by automatic detection by the suit AI.

Weapons Systems

Combat Knife (1)

Making a reappearance on the Britva MK II is the standard combat knife from the old model. The weapon is a mostly Durandium vibroblade with a ten inch blade and carbon-coated grip fitted to the slightly enlarged hands of the Britva. The edge of the blade itself is made of extremely sharp Nerimium. To balance out the blade's coating, a small amount was also added to the core of the grip, heightening durability. While the quantity of Nerimium used is quite minimal (One eighth of a centimeter at any location on the blade, and only a sliver in the grip), it still increases the weight considerably, to the point where it is not advisable for someone not using an armor to handle it.

- Primary Role: Anti-personnel, general purposes
- Secondary Role: Anti-armor
- Damage Rating Value: Heavy
- Range: Melee
- Rate of Fire: N/A
- Payload Unlimited



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