

NAM Terratech Heavy Assault Armorsuit - "Devastator"

Designed in [YE 35](#) but only put into full production the next [year](#), the Na-M11-01a Devastator is a Heavy Assault developed by [Nepleslian Arms and Munitions](#) for the [Star Military of the Democratic Imperium of Nepleslia](#). It is the answer to the limitations of the earlier [Aggressor Heavy Assault Armorsuit](#), a similar model intended for assaults that excelled in long range combat but lacked capability in the close range attack.

About the Armor

As a platform, the Devastator is essentially a second attempt at a heavy assault armorsuit, but coming from a different direction. Where the Aggressor focuses on long ranged fire with heavy ordinance as an assault platform, the Devastator relies on direct medium to close ranged fires. Its armament, light on mini missiles and other indirect weaponry, but heavy on the direct fire weaponry and with even tougher armor, proves this.

Sacrifices did have to be made in order to create a fearsome close range combatant like the Devastator: For all of its armament and armor, it lacks speed and mobility. This isn't quite as much of an issue as it seems, however, given the Devastator's role as a close assault unit: any enemies will be in entrenched positions where speed and agility become less important.

In the realm of armaments, the Devastator is well off. Besides the handheld plasma cannon, pulse laser arrays, sidearms, knife, and mini missiles; the unit has a number of optional equipment sets that only increase its killing power. The backpack unit is interchangeable, allowing the Devastator to mount twin plasma cannons, twin railguns, or twin gatling cannons. Additionally, its left arm has a modular mount that can be used to equip a tower shield or additional melee weaponry.

Finally, the Devastator has a secondary role as an engineering unit, being able to swap out various pieces of equipment in order to attach engineering and repair tools. Given the history of engineering units being used as close assault troops, this seemed only fitting.

Statistics & Performance

- Class: Na-M11-1a
- Designers: [NAM Terratech Division](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Fielded by: [Star Army of Nepleslia](#)
- Maintenance Cycle: After every mission, overhaul every YE.
- Lifespan: 8 Years of regular use.
- Production: Limited Production
- Crew: 1 [Nepleslian](#)

- Maximum Capacity: 1 [Nepleslian](#)

Appearance



The Devastator is a big and bulky armorsuit that forgoes the three usual [Monoeyes](#) in favor of a single one, heavily protected by its armored helmet. Similar appearance to the VOID and Aggressor; the Devastator is bulky, heavily armed and armored, and bristling with direct-fire weapons: most notably the pair of large backpack weapons that extend over the Devastator between the helmet and shoulders.

History

The genesis of the Devastator lies in the design limitations of the [Aggressor Heavy Assault Armor](#). Despite being labeled as an assault unit, the Aggressor was found by the marines who used it to fit more into the long range fire support role given its abundance of long-ranged weaponry and lack of close ranged options. Terratech initially chose to ignore the problem, given the penchant of marines to improvise.

That changed with the [Rok'Veru Offensive](#). Large scale offensive operations, especially the cramped street fighting seen there, were simply the absolute worst kind of scenario for the Aggressors; many of its primary weapons simply couldn't be used due to their nature threatening to harm marines as much as the enemy. The fighting on [SC-4](#) by the [Star Military of the Democratic Imperium of Nepleslia 3rd Marine Shaik "Thunder Chiefs"](#) only further proved how ill-suited the Aggressor was to functioning as a fire support and front-line assault armor at the same time.

The Devastator is the result of a program to develop a unit to fill that gap: a medium to close ranged combat unit intended to compliment existing armorsuits in a specialized role, while also introducing new

systems that would later be fitted onto upgraded Hostiles and Aggressors.

List of Models

The Devastator has been produced in several subtypes to fit the various species of Nepleslia

Model Number	Production Dates	Notes
Na-M11-1a	YE 36 -present	Original Model, intended for pure humanoid body types

Advantages

- The Devastator is heavily armored, able to survive and handle incoming power armor and infantry scale firepower.
- The Devastator is an excellent direct fire support platform, with a number of heavy hitting options to lay fire on enemy positions
- With a few modifications, the Devastator becomes the SMDION's top of the line combat engineering platform.

Drawbacks

- Because of its heavy armor and firepower, the Devastator is slow and clumsy.
- The armorsuit likewise lacks long ranged indirect-fire weapons.

Mobility

- Ground Movement
 - Running Speed: 35 Kilometers per hour give or take, depending on the ability of the user.
- Flight (With Plasma Impulse Drives Active)
 - Maximum atmospheric speed (for earth-like worlds): 1729 kph (1074 mph), Mach 1.4 at sea level
 - Maximum space speed : .275c (Maximum Acceleration of 10 G)
- Flight (Gravimetric Drives)
 - Max STL in atmosphere: 95 kph (59 mph)
 - Max STL in space: .275c (instantaneous acceleration)

Armor Size

Height	User's height + 46cm ^{1)}
Width	137cm ^{2)}
Length	92cm ^{3)} without Backpack Modules, 213cm ^{4)} with Backpack Modules
Mass	2.5 Tons

Damage Capacity Stats

For [Damage Rating \(Version 3\)](#):

- Tier 7: Light Anti-Mecha
 - Leptonium alloy is capable of limited self repair.
- Shields: [VSP System](#) - The Devastator can project up to three (3) shield walls. It has four omni-directional projectors, one on each shoulder and one on each hip.

Getting In and Out

The Devastator can be accessed by climbing into the armor when the front end is opened and exposed. A password is then recognized by the Armor and then the top opens up with the head and shoulder's tipping over to open a widening cavity for the pilot to jump in. The suit then closes itself and adjusts its structure to the pilot's physique and clamps the straps on.

Controlling the Armor

Non-invasive Neural Probe

The Devastator is controlled using a non invasive neural probe built into the inner layer of the armor. All movements used by the armor are detected using short range nerve activity detectors which scan the pilot's brain patterns, which are combined with force amplification and negative haptic feedback to move the armor. In short, the pilot doesn't think about moving in the armor, he just wills himself to move and the armor moves; if he wants to fly the armor will fly, and so on.

Display Visor HUD-03a

The Devastator's visor is held in the helmet, directly in front of the pilot's field of vision. The visor itself consists of a high-definition display supplemented by short range volumetric imaging software, with the HUD displaying battlefield data typical to all other NAM armors.

The battlefield data displayed includes, but is not limited to: readouts of the pilot's life signs; indicators for squad members in close proximity; status reports of the armor's own status; communications; and ammo.

Systems

The sub-components in this armor include:

- WEAPONS
- [Na-M11-E3500 ACE Combat Executive](#)
- [Na-M11-E3501 Brainspammer Electronic Warfare Suite](#)

- [Na-M11-E3502 Monoeye Sensor Suite](#)
- [Na-M11-E3503 OmniEye Sensor Suite](#)
- [Na-M11-E4104 "Chatterbox" Communications Array](#)
- [Na-M11-V3500 Internal Medical System](#)
- [Na-M11-X3500 MEC Type H](#)
- [Na-M11-M3500 Snakeskin" Pigmentation Coat](#)
- [Na-M11-F3500 Diamond Nanotube Chassis](#)
- [Na-M11-F3501 Nanomuscle Layer](#)
- [Na-M11-F3502 \[Nerimium\]\(#\) Reinforced \[meridium\]\(#\) Armor](#)
- [Na-M11-M3501 Nano Constructor System](#)
- [Na-M11-G3500 Triple Ultra Compact Fusion Generator Systems](#)
- [Na-M11-S3500Combined Shield System CPS-05s with \[technology:nepleslia:conformal_barrier\]\(#\)](#)
- [Na-M11-S3501 VSP System](#)
- [Na-M11-R3500 Compact Gravimetric Drive CGD-01a](#)
- [Na-M11-R3501 PPG Push Pull Guard](#)
- [Na-M11-P3500 Variable Impulse Magneto-Plasma Drive System PID-01a](#)
- [Na-M11-P3501 Ionized Hydrogen Tank](#)

Weapons

[Devastator Modules](#): The Devastator is capable of mounting one of three optional backpack weapons units, which mount a pair of heavy weapons at the expense of reducing the armor's speed and agility.

- Twin Plasma Lance Cannon
 - Primary Purpose: Anti-Armor.
 - Secondary Purpose: Suppressive fire
 - [Damage Tier](#): Tier 9 Heavy Anti-Mecha from each barrel
 - Range: 2km in atmosphere, 100km in space
 - Rate of Fire: 6 per minute
 - Payload: Infinite as long as power is supplied.
- Twin 12.7mm Chainguns
 - Purpose: Anti-Armor
 - Secondary Purpose: Anti-Personnel
 - Damage: Varies depending on the [ammunition](#).
 - Range: 750m in Atmosphere, Nearly Unlimited in Space
 - Rate of Fire: Up to 750 RPM
 - Payload: Roughly 2,500 rounds contained in a built-in box magazine
- Twin 55mm Railguns
 - Purpose: Anti-Armor
 - Secondary Purpose: Anti-Personnel
 - Damage: [Variable](#)
 - Range: 2.5 KM in Atmosphere, Nearly Unlimited in Space
 - Rate of Fire: 12 RPM
 - Payload: 42 Rounds in box magazine
- Na-TK17 Toolkit: The [Na-TK17 Engineer Toolkit](#) replaces and prevents the use of the offensive backpack modules. It is an engineering tool to support Nepleslian Marines in a different fashion and meant for use by engineers rather than assault-oriented units.

Integrated Left Hand Weapon Mount: The Devastator has a modular left hand weapon mount, that can be used to take one of two weapons systems.

- **NAM Condensed Fusion Cutter CFC-01a**
 - Purpose: Anti-armor Close Combat
 - Secondary Purpose: Hull Cutting
 - Range: 1.7m
 - Rate of Fire: Constant
 - Damage: Tier 8, Medium Anti-Mecha
 - Payload: Unlimited, can only run for 20 minutes. If maximum run time is reached, there is a cooldown of 45 minutes.
- **NAM Power Armor Tower Shield**
 - **Defense Tier:** Tier 7 Light Anti-Mecha
 - Weapon: 12.7mm Stubby Chaingun
 - Purpose: Anti-Armor
 - Secondary Purpose: Anti-Personnel
 - Damage: Varies depending on the **ammunition**
 - Range: 500m in Atmosphere, Nearly Unlimited in Space
 - Rate of Fire: Up to 750 RPM
 - Payload: 250 rounds contained in a box magazine
- **Engineer Arm:** The **Engineer Arm** is a more mobile, though more limited, tool for use on the Devastator by Marine engineers.

Integrated Secondary Weapons:

- **1 PPG Push Pull Guard**, mounted in the right forearm
 - Purpose: Kinetic Attack
 - Secondary Purpose: Extra Protection
 - Damage: Tier 3, Heavy Anti-Personnel
 - Range: Melee
 - Rate of Fire: 2 second charge, 4 second cooldown
 - Payload: Unlimited
- **2 Pulse Laser Arrays**, Along the collar, to each side of the neck
 - Purpose: Knocking out incoming enemy warheads
 - Secondary Purpose: Killing unarmored targets
 - Damage: Tier 2, Medium Anti-Personnel
 - Range: 1000m in Atmosphere, 3000m in space.
 - Rate of Fire: Constant
 - Payload: Unlimited

Standard Handheld Weapons:

- **1 Light Submachine Pistol** stored on waist
 - Purpose: Anti-Armor
 - Secondary Purpose: Anti-Personnel
 - Damage: Tier 3, Heavy 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: 200 Round Magazine, 3 extra magazines in waist ammo holsters.
- 1 [NAM VCBS Vibrosaw Knife VCS-03a](#) stored on hip
 - Purpose: Personal Defense
 - Secondary Purpose: Utility
 - Damage: Tier 2, Medium Anti-Personnel, Tier 4, Light Anti-Armor (same effect on armored and unarmored)
 - Range: Melee
 - Rate of Fire: Constant

Weapon Case System: The Devastator's calves mount one hardpoint on each leg for the same type of weapons cases used on the Aggressor, which can be used to store additional ammo for larger weapons or to mount the [NAM Extended Rack Missile System](#). These cases or the ERS have to be mounted prior to a mission, and cannot be replaced or reloaded without proper armory equipment.

When used to mount the Extended Rack System, each calf hardpoint carries three launchers with accompanying magazine. Each Launcher can carry 6 DARTS, or 4 ARROWS, or 3 BOLTS. This means that the Devastator can carry up to 36 DARTS, 24 ARROWS, or 18 BOLTS, or a mixture.

- [DART Minimissile](#)
 - Primary Purpose: Anti-Shields, Anti-Sensors
 - Secondary Purpose: Disabling small-grade electronics
 - Damage: Tier 1, Light Anti-Personnel; Tier 5, Medium Anti-Armor to armor-class shields
 - Range: 500m in atmosphere, 1,000m in space
 - Rate of Fire: 36 per second.
- [ARROW Minimissile](#)
 - Location: Torso
 - Primary Purpose: Anti-Armor
 - Damage: Tier 4, Light Anti-Armor
 - Range: 500m in atmosphere, 1,000m in space
 - Rate of Fire: 36 per second
- [BOLT Minimissile](#)
 - Primary Purpose: Anti-Armor
 - Damage: Tier 6 Heavy Anti-Armor
 - Range: 500m in atmosphere, 1,000m in space
 - Rate of Fire: 36 per second

Primary Weapons

The Devastator can use almost any Nepleslian Armorsuit Weapon, including but not limited to:

- [Na-W/P-AAMD-01a "Pitbull" Anti-Armor Mass Driver](#), with 40 UMD canisters stored in a waist container.
- [NAM "Wolfhound" Heavy Multipurpose Railgun HMR-01a](#), with four additional magazines attached to the armor's waist.
- [NAM HPAR-01a Heavy Penetrating Assault Rifle - "The Money Shot"](#), with two additional ammo drums attached to the armor's waist.

- [Na-W/P-RFMD-02b "BULLDOG" Rapid Fire Mass Driver](#) - Uses the second weapon slot to carry the ammo container.
- [NAM Light Plasma Autocannon LPA-01b](#), two backup batteries are stored on the armor's waist.
- [AS4GS](#), with 40 additional shells stored in a waist container.
- [NAM-W/P-HPMC-01a "Gatecrasher" Heavy Penetrating Machine Cannon](#), with a 2100 round ammo drum attached to the armor's waist.
- [Doorbreaker Plasma Cannon](#)
- [Na-w3301 Scout Cannon](#)
- [12.7mm Medium Chain Gun](#), with two ammo drums containing 650 rounds each attached to the armor's waist.
- [NAM Light Coil Autocannon](#), with 8 additional magazines attached to the armor's waist.
- [NAM Power Armor Tower Shield](#), with 4 additional box magazines attached to the armor's waist.
- [Assault Ordinance Projector AOP-01a](#) - Hand Carried- five additional ammo clips are stored in one of the weapons cases.
- [Assault Mass Repeater AMP-01a](#) - Uses one of the Weapons Cases to carry the ammo drum.
- [Light Submachine Pistol](#), with 8 additional magazines attached to the armor's waist.
- [A Hyper-Induction Axe HIA-01A](#)
- A standalone reloadable launcher for 1 [Eel Seeker Missile](#), with 3 reloads carried in place of a second weapon.
- A standalone reloadable launcher for 1 [Marline Penetrator Missile](#), with 3 reloads carried in place of a second weapon.
- A standalone reloadable launcher for 1 [Pufferfish Airburst Missile](#), with 1 reload carried in place of a second weapon.

The Devastator is capable of carrying, if not using, two weapons at the same time in most situations. While the currently used weapon is held in the hand, the secondary weapon is attached to a clamp on the rear skirt armor that keeps it secure and out of the way of the operator.

Additional ammo is carried on waist slots for smaller weapons, or in the Armored Weapons Cases for larger weapons.

Armor

In order to meet its design purpose of a survivable close assault unit, the Devastator required the heaviest armor possible. Thus, Terratech improved the Devastator's armor above and beyond what was previously mounted. The new armor is composed of a base of lightweight [Meridium](#) mounted to a diamond nanotube internal frame, reinforced with layered [Nerimium](#). The increased armor density and thickness provides greater resistance to energy and kinetic attacks, as well as ensuring that the pilot has a greater chance to return alive.

Additionally, the Devastator can mount non-explosive reactive armor plates to various locations, though these increase the armor's weight and reduce its mobility accordingly.

Life Support

The Devastator's life support system is the same as that used on previous Nepleslian Armorsuits, consisting of cushioning inner layer filled with atmosphere, and all the equipment necessary to keep the pilot alive, fed, and their waste taken care of. It also includes an auto-injector for drugs and nutrients, joint locks to protect the user from impacts and falls, an auto-tourniquet system to staunch blood loss, and heating pads to warm the pilot.

If the armor is badly damaged and the pilot can not escape in time, the armor's Medical Emergency Cryofreezer automatically beheads the pilot and freezes their head, jettisoning it backwards in a neat case to preserve the pilot's brain and genetic materials to be placed in a cloned body if their cerebral chip is malfunctioning.

Propulsion

Like with other Nepleslian armors, the Devastator mounts the reliable CGD and PID drive systems. The CGD provides anti-gravity and omnidirectional acceleration, while the PID provides most of the motive power.

There are two pairs of PID thrusters present across the Devastator: the two primary thrusters are located on the back; while the two secondary ones are integrated into the calves, behind and below the mini-missile packs.

The Devastator is also capable of using the Push-Pull Guard integrated into its arm to pull itself towards or push itself away from an object.

Self Repair

NCS Repair System

The Devastator includes robust self repair capabilities in the form of the Nano Constructor System it includes. The NCS system is capable of making field repairs to the armor and its systems, but this is only a stop gap to improve and extend operational time. It is not a replacement for actual repairs.

Computing, Sensors, Electronic Warfare, & Communications

The Devastator uses the [ACE Combat Executive](#) as its primary computer system to assist the pilot in controlling the armor. The Computer handles the more complicated functions of the armor, leaving the pilot to simply fight.

For sensors, the Devastator combines the [Monoeye Suite](#) located in its head with an [OmniEye Suite](#) complimenting it in numerous locations across the body. The Monoeye acts as a broad range sensor system, capable of focusing on a single target for targeting purposes; the OmniEye adds in all around passive and active sensors.

The sensors includes:

- Passive Monoeye LIDAR
- Active Monoeye Subspace emitters and receivers
- Passive Electromagnetic detectors
- Passive & Active Gravimetric sensors
- Active OmniEye Radar and LIDAR
- Passive Aetheric detectors
- A passive Threat Acquisition Detector, which detects when the user has been targeted by an active sensor system

The Devastator also incorporates the [Na-M/V-E3600 Brainspammer](#) ECM suite, which combines active and passive sensor jamming with a robust cyberwarfare package.

Communications are handled by the armorsuit's AI, and transmitted utilizing the Chatterbox communications suite. Monoeye's subspace emitters.

The Slayer is capable of communicating using

- Encrypted long and short wave radio
- Direction Laser Communication
- Audio/Visual Subspace Communications.

The combined range of the communications suite is roughly 1,000,000 km.

OOC Notes

[Firebrand](#) recreated this article on 2019/09/01 23:45.

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