

IPG Britva Infantry Armor Suit

History and Background:

Sometimes, a Power Armor is just a little too extreme for a delicate combat operation, and sometimes a kevlar vest is just too little. The leadership of the IPG decided they needed a middle ground. Thus, they turned once again to the twisted geniuses of X-Tech. Shortly after the beginning of YE 30, they received exactly what they were asking for in the Britva.

About the Britva

The Britva is a high-performance infantry armor. Although not as strong as a full Powered armor, it's still a very potent armor, able of taking a large amount of punishment and allowing it's user to dish out a similar amount. The nanomuscle also allows it to enhance the soldier's mobility and strength substantially. A soldier using a Britva will be able to reach up to 65 km/h running speed. The Nanomuscle will allow for an Operator to lift around 700 kg more than without the armor.

Statistical Information:

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

A thick, tight black (or, if the operation requires it, camouflage) armor. The armor is painted entirely in non-reflective paints over a woven Durandium/ Zanarium layer of armor. The armor is built up on heavily on the shoulders, the front and especially the back of the torso (which contains a large amount of the armor's systems equipment, such as the primary battery and communications apparatus.), although there is still plenty on the arms and legs. The helmet is one-inch thick Durandium piece, with a stiff, molecular-weave enhanced D/Z Weave connecting it to the rest of the armor.

- 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

Britva Class Tactical Armor System A number of layers of material meant for the purpose of protecting the user from the various nasty means of resistance many would attempt to deploy against him.

1a. Nerimium Phosphorous Plates

Nerimium-Phosphorous Ablative Compound Only applied in a half-centimeter layer on the chest, shoulders, and helmet sections of the armor. This plating, while much less dense than pure Nerimium, is still quite heavy, but does not provide much protection against ballistic weapons. Rather, it is meant to ablate into a beam-disrupting cloud of dust when hit with energy weapons. The substance is packed quite densely onto the armor, meaning it can take several repeated hits to a single area before completely eroding away. To keep up with the stealth aspect of the armor, Zanarium is woven into this part of the armor as well, although the energy run through this area is generally kept low. *Damage Rating 4*

1b. Zanarium/Durandium Weave

Protective and Stealthing layer Using extremely small strands of Durandium and Zanarium, the developers at X-Tech have created an armor material quite suited to the purpose of the Britva. By weaving the small strands together and running a number of buckypaper-wrapped power conduits through the mesh, the weave is able to withstand a great deal of punishment from ballistics weapons, and with the application of energy, eliminate the silhouette of the Operator, making it a very effective camouflage. On joint and other areas that require more maneuverability, the weave is loosened somewhat to allow it. *Damage Rating 4 on most of the armor, 3 on joints and neck.*

1c. Ballistics Gell

Kinetic Absorption Gel Using a common gel substance that works to spread the kinetic energy of a ballistics impact over a much larger area, this layer of the Britva is effective at protecting the body of the user from the vast internal damage a heavy impact is capable of causing. However, this creates a great deal of heat within the gel, necessitating the use of a cooling system in the case of heavy fire. The gel is inserted in small packets of SynAraS with a molecular weave, to ensure against leaks. The packs are arranged over one another, to allow even more spreading of kinetic damage. There are small openings in the casing allowing for the Coolant Circulation System to enter and cool the packs.

1e. Coolant Circulation System

Co2 Ballistics Cooling System This system passes cold (-20 degrees C) Co2 through the Ballistics Gel packets lining the armor continuously. This is to prevent an over-heating within the containers, as the gel gains one degree Kelvin with most heavy hits. The coolant container and circulation pump are all located under the power plant in the rear section of the armor.

1f. 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. There is about half as much of this material as in most NAM Power Armor.

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.

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.

2c. Power Plant

The suit has a small, efficient Fusion reactor built into it's back. This supplies power to the nanomuscle layer, Zanarium weave, and the various other devices requiring energy to function. It, like most of the electronic devices, is surrounded by a thin layer of buckypaper to protect against EMP emissions and other nastiness, as well as adding extra durability.

2d. Helmet

The headpiece of the Britva is a bulky, Durandium combat helmet connected to a gasmask of the same material, with a number of small Zanarium plates built in. The gasmask is able to both filter atmosphere

for harmful agents. The eyepiece is a single wide visor constructed from thick duraplast. The outside of the visor is coated with an anti-reflective one-way paint, allowing the Operator to see out, but making it impossible to see in, which allows for the thick duraplast to contain a number of small electronic devices to create a HUD for displaying the suit's sensor read-outs, communications center, and whatever other useful bits of information are required.

The actual helmet contains the SavTech AI, neural probe, and the other computer-y bits required by the armor. These are protected by Buckypaper, as well as the Durandium plating. This is all mounted onto the same weave as the rest of the armor, but with a much thinner layer of Ballistics Gel and nano-muscle, due to the neck's need to move.

2e. Repair system

The Britva uses a nano-repair system much like that found on the hull of the [Hray gunship](#). A number of thin tubes run through the Zanarium/Durandium weave, able to carry a large load of a rather hard composite plastic and Zanarium to any part of the damaged weave extremely quickly. The system is programmed to use only small amounts in joint sections, however, as a large amount of it would become a terrible burden on mobility. The damaged area should be examined and repaired as soon as possible, as the mixture is meant far more as a temporary fix rather than a permanent solution.

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

The only weapon that is actually distributed with the suit is the combat knife. 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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