

# NIGHT Stealth Armor

The NIGHT is a Nepleslian stealth armor not available until [YE 30](#).

## History and Background:

It was in [NAM's](#) original lineup to include a stealth armor since the very beginning. However the complexity of such armor has defeated the various divisions of NAM before it was eventually handed to the shadowy X-Tech division that even Melchoir has little sway over. The NIGHT was then never heard of again until YE30.

The long delay was largely due to the fact that X-Tech chose to halt developments on the NIGHT until after the release of the [S1-Hray Stealth Gunship](#). With the Gunship successfully produced, it was just a question of applying the Hray's state of the art cloaking systems onto the NIGHT.

Like the [hray](#), the X-Tech team strove to integrate style and functionality into one package. In this case, one of the functions was to have a negative psychological effect towards the immediate enemy: The Reds. To achieve this, X-Tech modeled the NIGHT to the race which killed billions of their fellow men: The Elysians. X-Tech is hoping that no enemy lives to tell about the unusual design of the armor and that the Elysians take an "Imitation is the highest form of flattery" view of the powered armor, should they ever discover the creation of the NIGHT.

## About the NAM Stealth Power Armor - NIGHT1

The NIGHT1 departs largely from Nepleslian Power Armor norms in terms of design and tech level. Small and sleek, touting a Gravitic Drive, state of the art stealth technology and intentionally looking like an Elysian not just for its psychological effects on Nepleslians who know of the plague but also for functionality reasons.

Performance wise it has a better limb flexibility, maneuverability and smaller profile compared to most NAM armors. It however has a weaker shield and armor compared to all NAM armors. Its lack in defense is made up in offense, carrying highly penetrating sniping weapons and a customized close range sword which when combined with the other systems into the "Angel of Death" maneuver will then truly strike terror into the enemies of Nepleslia.

The NIGHT itself is a highly-classified project. Nobody outside of X-Tech has any information on it, and the combination of the stealth capabilities and self-destruct mechanism ensure that the armor is never captured or found out to be of Nepleslian origin.

## Statistical Information:

- Government: [Democratic Imperium of Nepleslia](#)
- Organization: [Star Army of Nepleslia](#)
- Type: Stealth/ Special Operations Power Armor
- Class: Na-M4-01a
- Designer: Terra-Tech, X-Tech
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Specialized Squads/ Limited Issue as per Mission.
- Crew: 1
- Maximum Capacity: 1

## Appearance

Starting from the head, it looks like a full biker’s helmet with a [Nerimum](#) mask and a single stationary Monoeye over where the left eye should be. The neck is protected by a circular collar and a double layered breastplate covers the front. There is a small backpack to the back but most of the area is taken up by a large folded pair of wings. The wings appear to have [Zanarium](#) scales. The shoulders are round, with thin curved plates barely covering the Monoeye systems. Going down the arms are relatively thin armor plates with a small guard on the left forearm and ending in a gauntlet in both hands. Nanomuscles can be seen near the main joints.

At the main body Nanomuscles can be seen covering the waist. At the back of the waist is a single propellant tube strapped parallel with additional straps to store other weapons. The waist ends in a heavy metal belt but no skirt armor starts, instead the tight plating begin with the occasional Nanomuscles near the joints and groin area. Small slots are found on the sides of the legs to store ammo. A small pair of thrusters is integrated into the calf of the Power Armor. This armor is usually painted jet black.

- Length: 2.5 Feet
- Width: 2.0 Feet (+0.5 for Wings)
- Height: 7 Feet
- Mass: 1.3 Tons
- Speeds: Sublight: .30c (Ion Drives) .20c (Gravitic) .35 (Combined)
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mach 2.6 (no underwater functionality)
- Maintenance: After every mission, overhaul every YE.
- Lifespan: 5 Years

## Ship Resource Point Costs

NAM NIGHT PA	
Sublight Engine	30 (Ion Arrays)

NAM NIGHT PA	
Main Gun Battery	150 ((1) MPR-01a) 150 (per replacement LBR-00pnc) 150 (per replacement UMD-00pnc)
Secondary Guns	240 (Standard Issue EXD-01a/PLA-01a/VCS-01a/FEG-01a package)
Point Defense Guns	3 (shoulder pulse cannons, 3 each)
Main Generator	400 (UCF-4nc)
Secondary Generators	0
Environmental Systems	1 (Pilot suite)
Computer	100 (Combat Savtech)
Armor	1250 (5 sections, <a href="#">Andrium</a> , 250 each)
Stealth Armor	1000 (5 sections, <a href="#">Zanarium</a> , 200 each) 200 (Mass Mesher System)
Sensor System	100 (Monoeye suite)
Shield Systems	400 (CPS-04anc)
Nanotech systems	0
Total	3689 per 10 armors, Customizations may vary

## Weapons Systems:

(1): NAM Extended DARTs EXD-01a: DARTs are small missiles that require little external locking solutions, allowing many of them to be fired at once. Extended DARTs function just like their smaller cousins, the only difference is that their propulsion are two-phased, its extended portion discarding as it nears its target (Thus becoming an ordinary DART). Due to the small amounts of DARTs carried by the NIGHT1, these missiles should only be held back till the opportune moment as there is only enough for one salvo.

- Location: Flat case hanging from the left and right waist.
- Warhead: High Explosives + Chaff Payload
- Purpose: Damages shields, Disables sensors and tracking
- Damage: Very Light (3) to shields and armor in salvo of 8.
- Range: 10KM in atmosphere, 100KM in space
- Rate of Fire: 8 in 1 second.
- Payload: 4 in each case.

(1): NAM Multi Phase Rifle MPR-01a: [multiphase\\_rifle](#)

(1): NAM Pulse Laser Array PLA-01a. this consists of a small single high precision high power laser mounted above both chests. The Laser projector is capable of turning on an axis to fire to the front, back and above the NIGHT1.

- Location: Above the left chest.
- Purpose: Knocking out incoming enemy warheads.
- Secondary Purpose: Killing unarmored targets without wasting limited ammunitions.
- Damage: Very Light (3)
- Range: 50 KM in atmosphere, 250 KM in space.
- Rate of Fire: Constant
- Payload: Unlimited

(1): NAM Forearm EMP Guard FEG-01a This is a small sturdy rectangular forearm guard. A small ZPE capacitor under it channels energy from the generator into the left palm to function as a power port for the NIGHT1's weapon or as a close range disabling EMP attack.

- Location: Worn over the left forearm
- Purpose: Shield penetration, frying electronics, powering weapons.
- Damage: Heavy (6) (To Shields and electronics only)
- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited

(1): NAM VBCS NIGHT Custom VCS-02nc. this rather wicked 2.5ft weapon is mainly composed out of tough Durandium. It consists of a Vibroblade tip and chainsaw edges and makes a noisy whirring sound when turned on. The NIGHT custom version conducts the EMP charge released from the left hand.

- Location: Vertically strapped to left chest,
- Purpose: Sawing through armor.
- Damage: Heavy (6)
- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited

## Swap Outs/ Unique Optionals

NAM Long Beam Rifle (NIGHT Custom) LBR-00pnc This weapon is a cross between the 00p AIR1 version that has an internal antimatter storage and the 02a [WATER2](#) version which is handheld. This 4ft rifle-like weapon excites antimatter into positrons and accelerates them at close to light speed, it is recommended for NIGHT1s to use this weapon during space combat.

- Location: Held in hand (Left hand must be grasping forward handhold), strapped to the back of waist when not in use.
- Purpose: Anti- Everything
- Damage: Heavy (6)
- Range: 10,000 KM, 50 KM in atmosphere.
- Rate of Fire: Every 3 seconds
- Payload 20 Shots.

NAM Universal Mass Driver UMD-01anc 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 has to be manually reloaded in the absence of skirt armor.

- 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 medium (5) damage on hit and is splash damage, BLACK does heavy (6) damage on

unshielded targets and small on shielded. BLUE does heavy (6) damage on shielded targets and screws some systems on unshielded. GREEN is expensive and limited, but does heavy (6) 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 20 Varying shells strapped to legs, 3 in chamber.

Note: The Prototype NIGHT0 uses this weapon instead of the MPR-01a

## Systems Descriptions

### 1. Hull

*Zanarium Coated Lightweight Durandium in a Diamond Nanotube Frame* This is a thin basic under layer with 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 and face which is devoid of details. New to the NIGHT1 is the relative thinness of the armor, the circular nature of the shoulder Monoeye domes, curvature of the plates (As opposed to blocky on the other ELEMENTALS) and some kind of aesthetic detail to reflect its Elysian muse. The movement of the armor is fluid and unhindered.

### 2. Power

*Ultra Compact Fusion Generator UCF-4nc* The UCF-4a is an improvement of the UCFs present in all previous [NAM](#) armors. It boasts a higher output and safety, capable of powering a [FIRE1](#) single-handedly and would rarely go nova even when critically damaged. However the UCF-4's advent also meant that [NAM](#) has approached the limits of Fusion technology and all future UCFs can only be variants of this installment. This version has been compacted to fit into the NIGHT1's small frame and a modification to make the generator easier to self destruct upon pilot death. The UCF is found on the backpack.

### 3. Emergency

*None* A very important thing to note is that the NIGHT1 does not carry an MEC. Firstly due to the size issue of mounting it into this lithe armor and a more devious reason is so the pilot will not survive to be interrogated. When the onboard computer believes that the integrity of the pilot and armor is about to be breached, the NIGHT will self-destruct the UCF, instantly destroying any possible evidence or traces of origin from the armor.

### 4. Life Support

*Basic Pilot Suite* The lining of the armor is made out of cushioned material and that there is a catheter,

the similarities to the other NAM armors end there. There are no straps because the lining is already tightly pressed against the pilot's body. Assembly of the armor is done by snapping the front and back pieces of each section. Tiny hydraulics will adjust themselves to the pilot to ensure a perfect fit (However this has its limits, thus the NIGHT1 comes in S, M and L Sizes). Oxygen is provided via a mask in the helmet and an automatic drugpack is present on the left shoulder. Overall the whole suit is ambient radiation protected. Pilots are advised to enter either in their undergarments (Naked works too) or in a tight fitting bodysuit.

## 5. Propulsion

*NAM Gravitic Drive NGD-01a* Gravitic Drives creates distortions in space time to provide an acceleration and mobility far greater than armors using traditional means of propulsion. An important byproduct of this means of propulsion is that the effect of inertia is also negated. The entry level Gravitic Drives of the NIGHT1 is the start of plans to implement this system into future updates of the ELEMENTAL line. Generator is in the backpack.

*W Ion Array WIA-01a* While traditional, the Ion Arrays on the NIGHT1 serves to provide top speed to the NIGHT1. Ion Drives ionize a gas (Xenon in this case) and accelerates it to near light speed providing a decent acceleration. The thrusters are inbuilt into the sides of the wings as inconspicuous slits and the usual main calf-knee boosters present in most other NAM armors. The single tube containing the compressed gasses is located behind the NIGHT1s waist.

## 6. Shields

*Combined Shielding CPS-04anc* The NAM Combined Shielding Systems are a combination of standard Energy, Deflection, Distortion, Repulsion and Anti-Gravity. Distortion serves to soften most attacks and ward off interphased weapons. Deflection and Repulsion bounces away energy and solid weaponry respectively but will weaken with each successive hit. The last line of defense, the energy barrier will absorb any resulting attacks that made it past the above fields. Combined with the armors separate Anti-Grav fields against scalar attacks, the NIGHT1 pretty much has all the bases covered. If only the combined strength of all the shields is stronger than that of the [AIR2](#)... Found in the backpack.

## 7. Basic

*Antigravity* The antigravity generator onboard the NIGHT1 is separate from that of the CPS, thus destruction of the CPS will not affect the strength of the antigravity field. Antigravity serves to reduce the weight of the armor and to prevent damage from notorious scalar weapons.

## 8. Sensors

*Monoeye* These sensors are placed on the left and right shoulders where it gives a 180° view on both sides (Therefore a full 360° total). The NIGHT1 carries an extra non-rotational Monoeye on its head. On

passive mode these sensors emit low key RADAR, LADAR and receive data on a wide spectrum.

On active mode, a single mono-directional emitter located within the sensors will rotate to face the target and glow brightly. These "Monoeyes" furiously emits subspace particles at a specific target, providing extremely detailed and instantaneous data. The con's of this system is that it can only lock on at one target at a time, making battlefield support and coordination integral to the NIGHT1. Also, going Active mode nearly always betrays your own presence and position.

The NIGHT1's Monoeye Drivers are of the latest version (V.3.00). It is now able to track up to three targets simultaneously in active mode. The drawback is that the single eyes can only detect the target itself (For firing solutions) or things leaving the target (For autododge). Pilots should also consider the implications of drawing the attention of three enemy targets at once.

## 9. Control

*Neural Probe* Due to the complex nature of propulsion and the fact that the pilot's hands are tied, 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 NIGHT1. The probe repeatedly scans and interprets the brainwaves of the pilot to move the Armor. Although one can just "Think" their Power Armor into moving, it is advised to supplement this by also moving real limbs.

## 10. Strength and Flexibility

*Nanomuscles* The reaction time and strength of the pilot is increased 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 Neuroprobe.

## 11. Heads Up Display

*Display visor HUD-03a* The last space on the NIGHT1's head is now taken up by the display visor, which provides battle data and communication relays to the pilot. The visor will adjust itself to where the pilot is looking if he/she turns his head.

## 12. Computer

*Combat Savtech* A specialized computer system for sorting battle data received from the Monoeyes of all squad machines. Thanks to the detailed trajectories 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 NIGHT1, 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 are more preferred by the pilot, and the pilot accustoms himself to the Savtech's automatic dodging.

It is recommended that pilots save their battle data in the event of machine switching or destruction.

## 13. Communications

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

## 15. Electronic Warfare

*NAM Noisemaker* The NAM "Noisemaker" excels at jamming all forms of radar, tachyon, neutrino, and quantum-based sensors. When turned on it would become rather obvious that the NIGHT1 is in the area but that would be all they know. This system is located at the base of the wings. Note that it may cause adverse effects to the power armor, especially when used for an extended amount of time.

## 16. Cloaking

*Mass Mesher Device:* The device creates a field that filters the non-visible electromagnetic emissions of the armor to match that of the immediate surrounding area. Should the NIGHT1 be near an object three times its size, it becomes radar/sensor invisible. The armor can successfully hide in dense foliage, near large boulders or lying flat on the ground. If near other units with the same device, they will appear as one unidentified unit on enemy radar. Firing a weapon and over boosting cancels this. This device is found at the base of the wings.

*Signal and Imagery Projection:* Using visual data, sounds and sensor signals received from the Monoeyes, small projectors on the wings project whatever signals, sounds and images that has been absorbed by the NIGHT1s Zanarium armor and sends it through the other side of the PA and wingspan, as though it has passed through empty space. As a result, the outstretched wings can envelop an enemy, while at the same time replacing the foes outgoing signals with its own version...which usually will last much longer than those of the enemy. This, in essence, gives off the appearance that there is nothing wrong with the enemy under attack by the NIGHT...a handy feature for a pure-stealth specialist armor.

With outstretched wings, the NIGHT1 can cover an additional friendly Power Armor to the left and right of it. (Note: This system also masks the sounds made by the NIGHT1 by emitting a precise counter-sound to nullify each other)

*Signature move, silent kill: "Angel of Death"* This is a chain of actions that will ensure a completely silent kill by the NIGHT1. Moving within 5 meters of the target, the NIGHT1 will invert its deflector shields to bounce electromagnetic signals emitted by both parties towards the NIGHT1's (now) unfurled wings. Spreading the wings provides a larger surface area and field for the signals to be absorbed and also enables the use of the Signal/Imagery Projection system on the target.



The target now unable to call for assistance, the NIGHT1 can now close the range between the armors and deal with the enemy accordingly. A favored method was to draw its VBCS. The EMP charged blade penetrates shielding easily and upon contact will attempt to disable the targets circuitry. It is then entirely up to the pilot if he wishes to finish the enemy or leave it, unable to act, and continue with the mission.

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