

Phalanx M1 Power Armor

Phoenix Armaments Corporation “Phalanx” Human Power Armor

Originally developed for the [Nerimian Defense Initiative](#) Spacy Marine Corps' Orbital Drop Shock Troops , the Phalanx Strike Battle Armor System is Phoenix Arms latest in advanced personal combat systems. It is designed for high-velocity insertion into the most hostile environments as well as the incredible rigors of space combat, much like [KFY's Lamia-series power](#) armors.

The Phalanx battle armor is slightly smaller than the Lamia Ki-M1 series, but boasts considerable protection for its pilot with a dual-redundancy barrier shield system and Neutronium-laced Andrium™ armor, which allows it to weather damage that would destroy most mecha. In terms of propulsion, it is equipped with Genesis Propulsion System's TK-008 gravimetric drives, which don't provide the raw speed of other engine systems, but provide excellent acceleration and maneuverability, which is at times more important.

The primary armament of the Phalanx battle armor is Phoenix Arms' EM-9 Suit-integrated assault rifle (SIAR), which has two distinct fire modes. It can fire powerful disruptor blasts that are exceptional at penetrating shields and damaging enemy armor or phased energy pulses that are good against unshielded/unarmored targets. The secondary armament is actually the most versatile weapons system of the Phalanx, which allows it to use the plasma generated by its reactor as a weapon. Plasma emitters in the palms, fingers, and along the forearms generate powerful magnetic fields that allow the user to shape and guide plasma blasts of varying shapes and magnitudes towards their target.

In response to high-demand in both the Nerimian Confederation and the [Yamatai Star Empire](#) for the new M1 PHALANX armor, Phoenix Corporation has developed several variations of the original design, hereby referred to as the M1-1A . There are two distinct variations upon the original M1-1A schematic designed to be tailored to any specific combat situation:

The first of these variations has been dubbed the M1-2A “Hotel” , the Heavy Launch version of the Phalanx. The M1-2A is somewhat slower than the original but packs a much heavier punch with the inclusion of Phoenix Arms' Mark III Energy Projector Array in replacement of the plasma projector, which is essentially a mecha-scale mauler device cannon that is ideal for heavy assault operations. The unit also receives a substantial upgrade in armor capabilities with Neutronium-laced Andrium alloy, providing added protection where your troops need it most.

The second of these variations has been dubbed the M1-2B “Romeo” , the Raider version of the Phalanx. Designed along the parameters of maximum stealth, the M1-2B is equipped with a fifth-dimensional distortion field generator that renders it all but invisible to even the most advanced of enemy sensors (the same stealth system utilized by our famed XF series starfighters!). Along with this, the Raider is equipped with sophisticated electronic warfare systems designed to jam and intercept enemy communications and sensors. Ideal for reconnaissance and attrition operations.

Like the original, these units are built around the user using Phoenix Corporation's trademark Quanta-Construct™ technology, ensuring a perfect fit every time! Upgrade your Quanta-Construct™ units with the Phalanx series design today!

Height: 7.56 feet Width: 3.45 feet Mass: 512 lbs.

Propulsion & Power Systems

Argus Millitech Indrid Series Hyperspace Tap Argus Millitech Type 84 Fusion Reactor Genesis Propulsion Systems Tk-008 Gravimetric Drives (2) Genesis Propulsion Systems IO-1 Hyperpulse Drive Genesis Propulsion Systems Ag-54 Gravimetric Maneuvering Drives (6) Genesis Propulsion Systems Y-42 Fold Booster (Optional Backpack Pod)

Speed (hyperpulse): ~500c Speed (sublight): .255c Speed (hyperspace): ~10,000c (if installed) Speed (atmospheric): Mach 2.5+ at 10,000 miles or below. *Not capable of reaching escape velocity without assistance.*

Weapons

Phoenix Arms EM-9 Suit-Integrated Assault Rifle (SIAR): Quickly becoming the standard for all new Phoenix-produced battle armors, the EM-9 SIAR is a vast improvement over its predecessor, which completely abandons ballistic ammunitions in favor of energy. The EM-9 has two distinct fire-modes: A high-powered disruptor that wreaks havoc on shielded and armored targets and a phased energy mode for use against softer targets.

- Primary Purpose: Assault
- Damage: Disruptor Mode - Damage is heavy against shielded and armored targets. Against unshielded or organic targets, the rapid rate of heating will cause a violent explosion that will likely blow the target apart. Pulse Cannon Mode - Damage is moderate against unshielded and armored targets. Not suitable for use against shielded or unarmored targets.
- Range: 65,000 miles/110,000 miles
- Rate of Fire: 600 shots/minute (disruptor); 1,200 shots/minute (pulse cannon)
- Payload Effectively unlimited. Will function as long as main generator is intact.

Phoenix Arms Type V Plasma Projector: The Type V plasma projector allows the mecha to use the plasma by-product of its reactors to generate powerful blasts that are effective against all manners of targets. It is a more versatile weapons system in that the use of magnetic fields by the emitters along the arms and legs of the mecha can shape and actually guide the plasma to its target.

- Primary Purpose: Assault
- Damage: Moderate to Heavy. Plasma is moderately effective against shields and will at the very least ablate enemy armor if not melt it. Damage to unshielded and unarmored targets is extreme.
- Range: Indefinite.
- Rate of Fire: Varies.
- Payload At any given time, the suit produces enough plasma for 30 moderate-sized blasts. Once all plasma is used, it can take up to a full minute to build back up.

Systems Descriptions

Armor: The armor of all Confederate space mecha is a new development in low-mass composite materials Andrium™ plating that became standard for all NDI mecha after its application to the VF-28S Scorpion superiority fighter. Aside from the superb protection against projectiles, missiles, and other kinetic-impact weapons, this armor is also resistant to plasma globes (annihilation discs), lasers, and to a lesser extent, particle guns, owing to the fact that the armor can flake off and evaporate in layers under fire from such high-energy weapons, taking much of the weapon's energy and converting it to latent heat of sublimation of the armor. The armor stops all small-arms fire and provides moderate to excellent resistance to all mecha weapons.

Anti-Projectile Shields: Originally designed for the LAMIA series of KFY Power Armor, these 6-foot ellipsoid shields are also well suited to the Phalanx. The shield consists of an effectively invincible transparent Zesuaium center mounted in a gray Zesuaium-coated paintable frame. The “lens” of the shield itself is actually hollow inside (it contains a permanently-sealed vacuum), making the shield surprisingly light. The back of the shield contains flexible attachment straps for mounting on the forearm of the power armor, as well as six adjustable pouches along the inner frame for any storing ammunition, grenades, explosives, or batteries desired.

Auto-Pilot: The mecha is equipped with an auto-piloting system, allowing the pilot to relax or sleep during long voyages. The auto-pilot can be programmed with a single destination or a complex flight plan involving multiple speeds, directions, and destinations. The onboard computer will alert the pilot when the fighter is near its destination, and can also be set to automatically signal when sensors detect objects near the mecha. The auto-pilot was designed with long intra-system space journeys in mind.

Barrier Shield Generator: The mecha's personal barrier shield generates a powerful shield that deflects any and all manners of physical energy attacks, but can be depleted by multiple, powerful attacks. Given time (10 seconds avg.), a shield will recharge to full strength. In combat conditions, the shield can sustain operations after significant barrage from enemy mecha.

Damper Field Generator: A by-product of antigravity (repulsion) technology, the damper field has been heralded as the best defense against scalar electrogravitational pulse weaponry, which are notorious for their ability to destroy ammunition, electronics, and organic life forms. While scalar EM waves penetrate conventional shielding because they can travel wherever gravity can go, the damper field uses a low-power antigravity field that negates the force of gravity and consequently provides an effective shielding system against scalar EM weapons systems.

External Audio Pickup: Range: 300 ft (91.5 m). A sound amplification system that can pick up normal conversation up to 300 feet away.

Oracle Microsystems SS-4 Combat Computer: The mecha is equipped with a combat computer that can store and analyze data during combat with hostile forces. The computer is essentially a Class III AI system with the capability to display large amounts of data to the pilots and highlight enemies and attacks with overlaid graphics. Capable of interfacing directly with the pilot's brain, the graphics are presented to the pilot as a normal part of the pilot's vision. The computer tracks and identifies specific enemy targets and has an internal database based on SCRIBOL programming that can identify virtually every type of combat unit the Confederation and Draconian League has ever encountered. The computer

can identify and track up to 650 targets simultaneously.

Oracle Microsystems MS-17 Integrated Sensors Suite: The MS-17 integrated sensor suite (ISS) is a combination of multiple sensor systems that give the mecha a wide-spectrum of options when in the field. The primary system is the WydeSCAN GHX-44H hyperwave spherical pulse-Doppler radar, which provides medium-range (750,000 miles) detection of all targets at all altitudes. It is also equipped with special stealthy and passive modes. The ISS also comes with subspace mass sensors and aetheric field sensors that allow it to identify targets with their mass and imprint in the quintessent field of energy in space. The range of these passive sensors is thoroughly limited to just under 1,000 kilometers.

Oracle Microsystems MS-11 Integrated Communications Suite: The MS-11 integrated communications suite (ICS) is a combination of multiple communications systems that give the mecha a wide-spectrum of options in the field. The primary method of communication are hyperwave communications, which provides FTL communications in the heat of battle. These transmissions are heavily encrypted and authentication protocols are updated several million times per second to make it hard for enemy electronic warfare to tap into friendly transmissions. Standard radio communications allow for a much more inefficient (albeit reliable) communication method, but is often limited because of its practicality in space. A more secure method is the directional laser communications, which is the hardest to hack, but cannot transmit a high load of data (usually limited to text or low-quality audio).

Ichigeki Electronics "Blackout" Countermeasures Suite: Quickly becoming the standard electronic countermeasures system of Confederate mecha, the Blackout suite is an active sensor jammer that is effective against enemy radar and other EMS systems. With its own dedicated sub-processor in the mecha's internal combat computer, the Blackout system serves as a formidable ECM system for such a small mecha.

Oracle Microsystems OP-50 "Deadeye" Optical Sensor Cluster: High-resolution optical/UV/IR sensor in the head unit of the mecha allow the mecha exceptional passive sensor capability. The optical sensor cluster also includes a high-powered flashlight in the head unit.

Radiation Shielding: Special shielding prevents the penetration of life-threatening heat and radiation. A radiation detection and alarm system are linked with the shields and will sound an alarm if there is a rupture in the shields and what levels of radiation have penetrated. Also, the shields will prevent damage from conventional electromagnetic pulse weapons.

Homing Signal: The mecha is equipped with a homing device that enables rescue teams to locate a disabled craft. The range of the signal is is roughly 30 light-years with its low-power hyperpulse transmitter.

Loudspeaker: A loudspeaker system is built into the craft, which can be used to amplify the pilot's voice up to 110 decibels.

Squad Level Integrated Countermeasures System: The SLICS was a complex system of squad level LOS and indirect networking among the high performance tactical computers that were part of each MI battledress. The SquadNet integrated each individual MI battledress equipped soldier into a operational unit and doctrine solution that was greater than the sum of its individual parts. Utilizing SLICS, an entire squad of battledress equipped soldiers could function as one greater effective unit, instead of as many lesser effective individual units. What one soldier knew or could see, sense, smell, detect, the entire

squad knew equally well. All information from one suit or soldier was instantly available to every other member of the squad. SLICS also worked to integrate the EMS of the squad into one homogenous source, working to blend the squad into the background and 'phase' it out of enemy targeting systems reach. Suit emissions were carefully monitored by the SLICS and individuals were electromagnetically 'bled' selectively to match their backgrounds at a constant rate, monitored both locally by the individual suits which 'buddy checked' each other several hundred times a second, to the remote tactical drones which did 'removed' views of the squad to make sure that no EMS spikes were readily visible to the enemy. Target reference and engagement, target spotting, and integration into the mass of data which made up the 21CB became the norm. The entire squad worked flawlessly and seamlessly as one mobile unit, pooling resources and operating on a squad level instead of a individual level as had been the case before SLICS

Stim-Injector: The suit is automatically patched into the pilot's vital signals and will intervene with a variety of chemicals to stabilize the pilot in the event of injury or to enhance combat performance. Combat stimulants like "White Tear" and painkillers like morphine are commonly used with this system. Also, to provide nourishment, a concentrated sugary fruit juice is available to the pilot in the field to keep his blood sugar levels normal.

Tactical Drones: In order to spread out the mecha's presence, three RPV drones are stored on the backpack 'hangar' of the mecha and are used to facilitate LOS sensor, communications, and countermeasures capability for the mecha.

Tactical Life Support System: The mecha's internal environment is pressurized, and also provides additional air feeds to the pilot's flight suit that provides him with pressurized breathing. In emergencies, the system can recycle the available air supplies long enough to allow the pilot to survive up to 36 hours.

Ri-63D LOTUS Attack Drones (5): Phoenix Arms' Light Orbital Tactical Unit System is a series of five fast-attack drones with a dual-function plasma cannon/shield. In attack mode, each drone can deliver rapid-fire plasma charges; in defense mode, each drone can generate a personal shield similar to the lightning fields of Confederate warships. All five drones are stored on the backpack hangar of the mecha and can operate for 30 minutes at full combat capacity before recharging.

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