Revenant Power Armor Mk II

Or also known as “Revenant” power armor, It is an upgraded model designed by Section 6 in YE 40 for use by S.A.B.E.R. units, a special forces department of Section 6. The armor is a basic tri-layered suit, with attachable armor units, and secondary systems. It is meant to provide maximum protection against various weapon types and has advanced stealth technology, but still allows the user as much flexibility as possible.

While initially intended for limited use, the MK II was adopted as the standard-issue power armor for the NDC's armed forces in YE 43, phasing out its predecessor in widespread use.

About the Armor

Designed to provide S.A.B.E.R. members with durability, heavy protection, and stealth capabilities for operation in dangerous environments behind enemy lines. the armor is also modular, allowing for ease of repair and upgrading. S.A.B.E.R. teams need to be able to move with decent speed, strike decisively, and be able to withstand a prolonged firefight when the situation requires. The R1-SPA fills all these criteria.

- Elysians: Armored sheath that articulate with the under suite providing similar for wings. Thrusters are one large unit located at the center of the upper back.
- Separa: The lower half of the armor is replaced with an articulating plate armored shell, with integrated thrust units along its length. This goes over the undersuit tail sheath. Thrusters are enlarged.

Statistics & Performance

Here is the manufacturing data on the Mk II.

- Class: BW-PA-2A
- Designers: Department Of Advanced Research And Development (D.O.A.R.A.D.)
- Manufacturer:Department Of Engineering, Black Wing Enterprises
- Fielded by: New Dusk Conclave
- Range: 2 months
    - Maintenance Cycle: Preferably after every mission, but 2 months if in extended use.
- Lifespan: 10 years

Price:	20,000KS	40,000DA	80,000DS

Appearance



The base suit looks like a sort of thick black body suit that covers the user from the chin down and the

lower back of the head, with visible patches where the armor is attached. these patches are smooth compared to the hexagonal texture of the rest of the suit, and there is an upside-down “Y” shaped seam that is on the front of the torso where the suit opens to allow the user to get in and out. the suit seals and unseals through a control located on the suit's wrist. There are seal locks on the edge of the suit that comes up to the wears chin, where the helmet seals after being put on for protection against environmental hazards. The hands and feet look like they are covered in a segmented carapace like version of the same material of the rest of the suit. Finally on the back of the suit is what appears to be an almost looks like a flattened metal spine hugging along the user's spine, which has small lights in between each “vertebrae”.

The torso armor is very convex in design in the front, almost like a hexagonal hump. It is not rounded, but edged in shape, with six visible sides to the chest area. It stops above 3 inches from the waist, where the back section of the armor stops above 4 inches. The back has two large diagonally oriented thruster units built into the back, with a sort of vertical hump in between them that contains the power source, life support, and an additional shielding unit. A visible clamp is under each arm, and over both shoulders, which is how the armor is fastened on, and an armored plate moves from the top of the armored back to cover the back of user's neck. This model also keeps armor closer to the vital area of the neck.

The arm armor consists of the gauntlets which look like armored gloves which are thicker on the back of the hand due to built-in kinetic buffers, and there are armored segments magnetically attached to the back of the fingers and palm. The forearm armor is a shell that conforms to the user's forearm that is split in two that magnetically clasp together, with an edged six-sided elbow guard similar in appearance as that of the torso armor. Finally, the upper arm is likewise covered in a cased armor shell, but with a reinforced pauldron with a built-in kinetic buffer.

The leg armor includes the thigh pieces, lower leg, and boots. The thigh pieces similarly like the arm armor is shaped to the suit with only small gaps to not hinder the plate system. The lower leg piece is edged instead of rounded, with a sort of vertical rectangular shape that looks like a has been shaped to fit a humanoid leg. flat and slightly bent to fit the shape of a leg, with the sides rounded. The knee guard looks like a hexagon with a three-sided piece removed from the top side. Finally, the boots are armored plates in the shape of the front of a boot and the back of the heel. Two reinforced armor plates that are shaped like to halves of a metal boot cover the sides, leaving only a strip of the front armored plate visible. when not worn, the plates are exploded out and retract to enclose the users suited feet when stepped into.

The groin armor is a reinforced utility belt with additional protective plates for attaching pouches or other containers for ammo and items, and a curved piece of armor running from the front to the back between the legs, and a cushioned armor plate covering the rear.

The helmet a three-sided curved top, with a full face visor, two armor plates that are rhombus shaped that are bent around the sides which are moved to cover most of the visor making it look Y shaped in appearance for combat. The mouth or lower face section of the front of the helmet is covered with a stretched trapezoid shaped extension that has vents where the mouth would be. Finally, the back of the helmet includes a data jack port and a slot for chips and data modules, and the helmet does not cover the lower back of the head itself. The armored casing has been extended down and made thicker, improving the survivability of headshots, and against decapitation.

Advantages

The R1-SPA provides strong heavy protection and increased strength, while also able to carry more gear.

Drawbacks

To provide such protection, this variants mobility has been significantly reduced.

Mobility

The armor is designed to provide heavy protection, so as such it's bulkier. Therefore this model of Revenant is slower.

- Ground Speed (Running): 30mph
- Ground Speed (Hovering): none
- Max. Atmospheric Speed: 45mph
- Max. Sublight: 0.075c

Armor Size

Height	7 feet or 2.3 meters (subject to user's height)
Width	3 feet or 1 meter
Length	1 foot or 1/3 meter
Weight	460 lb

Damage Capacity Stats

See Damage Rating (Version 3) for a guide to damage ratings to include.

- Body: Medium power armor, Heavily Armored (DRv3 tier 5)
- Shield System: Conformal shields rated for medium power armor (DRv3 rated tier 5)

Getting In and Out

The torso seal of the base suit splits opens to allow the user to slip into the suit, the synthetic muscles then stimulate conforming the suit to the user's body. Then the armor pieces are easily magnetically attached on with or without mechanical assistance. Finally just picking up the helmet and putting it on and activating its seals to complete full equipment of the suit.

Controlling the Armor

Movement and use of the suit are stimulated by the slight movements of the user's body. Sealing, unsealing, and removal of the armor pieces can be activated by a control located on the base suit's wrist.

History

Jack Pine met with his engineering and weapons division to come up with a specialized suit of power armor that would fit the extremely hazardous conditions they would have to deal with on operations. And thus the R1-SPA was designed and developed in Section 6 labs and workshops, and had proven very effective.

In late YE40 however, firefights were beginning to grow more intense with recent engagements. So the lab boys went back to the drawing board and redesigned the MkI to have additional armor, and include hardpoints. Thus the Revenant MkII was created.

Systems

Propulsion

The back of the torso armor, as well as the back of the leg armor, is equipped with integrated thruster modules. They do not allow sustained flight for more than ten seconds. The pair included on the back are high output, while the units in the back of the legs are low output. These allow for high jump heights, accelerated scaling of walls/cliffs, high altitude landing, increased forward movement speed, short evasive maneuvers, as well greater mobility in dealing with obstructions and obstacles.

- Separa: Back units are larger, and the tail shell has thrust units along its length.
- Elysian: Back units are replaced by the wing slots, and instead, a single large thruster is located on the center of the upper back.

Armor

The base suit is composed of three layers, a layer of synthetic muscle in between two layers of kinetic, and energy resistant gel. In between each layer and the exterior are thin layers of nano weaved Usonium. This provides complete protection from pistols, shotguns, SMGs, and fragmentation explosives. It is resistant to energy weapons, and rifles, anything large will not be stopped by the suit.

The armor components that are magnetically attached to the base suit are made of Aegium with embedded layers of nano-weaved Usonium. Unlike the MkI, the armor pieces for this version are full plates, and do not have the gaps for mobility the previous version had. The plates are also thicker this time around, combined with the sturdier Aegium used, provides significantly increased protection.

Camouflage

Like its predecessor, the MkII features Section 6 stealth technology. Nanoes are released from vents to bend light around the user and draw localized atmosphere into the armor's intake system to mix with cool air. Effectively hiding the unit from IR sensors, as well as optics. Electronic Camouflage System

Life Support

The suit features life support, temperature control, and emergency medical systems located in the back section of the torso armor. Life support can sustain a person in space, or hazardous environments for at least three weeks. Temperature control systems ensure the user is kept in comfortable temperature conditions for harder temperature climates and to ease exhaustion from physically demanding activity.

Emergency Medical

Emergency medical systems include the administering of coagulants and sealants to where ever needed in the suit through administration tubes that run throughout the base suit. This module of the torso back section is also capable of administering pain medication if needed. Also, a small defibrillation unit is built into the chest area of the armor, for use if the user registers as flatlining. Finally, an experimental technology is being researched to allow the suit to put the user in a stasis-like state upon major critical injury.

Power Systems

The back of the Torso armor module contains two Aether taps providing approximately 200 kilowatts to power the full suit with emergency power packs that can be recharged through thermal and kinetic energy conversion, and the base suit uses the user's body's own bio-electric discharge, kinetic energy from movement, and thermal energy which is given off by the user to provide what little energy is needed by the base suit.

Sensors and Communications

The helmet is equipped with a full suite of optical, IR, UV, and Low light sensors, with seismic sensors located in the boots. Communications include Satellite(if available), video, suit to suit relay, tight beam(limited to the direction of the beam), and standard radio. There is also a small emergency beacon powered by a cobalt doped graphene molecular circuit, giving a range of about 30 light-minutes.

Sattelite uplink, video, standard radio, tight beam, and suit relays are handled by a quarter-sized device mounted in the helmet. This device is a molecular circuit based noncollinear phased array designed by Sera Cerulius, Rose Ironhart-Pine, and Aster Blake, based on the technology present on the Eye II fleet in

Section 6's possession. This particular unit is a mere 1200 elements, delivering a 200 watt simulated signal, or about 5-watt average, with almost three gigabytes per second of bandwidth. However, as with all microwave transmitters, there are significant drawbacks, most of which aren't notable in combat.

Maximum range is approximately 1-1.5 light minutes, with a 90-second latency, or signal delay for a one-way trip, This means three minutes minimum between radio bursts. Due to extreme signal degradation, this is not recommended.

The optimal range is between 160 km and 42200 kilometers, giving a minimum of near instantaneous communications at low orbit, or about half a second latency for geosynchronous orbit on average worlds. While not suitable for instantaneous control, the maximum optimal range is primarily used for artillery or orbital combat support with much higher power or different classes of transmitters being used to relay the signal to nearby Section 6 vessels.

Weapons

Weapon systems currently are limited to standard hand weapons carried by un-powered armor personnel, as well as normal PA carried hand weapons.

Hardpoints

Locatiin	**Armor**
Head	MkII Helmet
Torso	MkII Torso
R Arm	MkII Arm
L Arm	MkII Arm
R Leg	MkII Leg
L Leg	MkII Leg

Location	**Weapon Type**[1)]
R Hip[2)]	Tactical equipment
L Hip[3)]	Tactical equipment
R Thigh[4)]	Pistol, SMG
L Thigh[5)]	Pistol, SMG
R Shoulder	Small-Medium weapons
L Shoulder	Small-Medium weapons
Back[6)]	Hand weapons\Backpack
Back waist[7)]	Buttpack/Tactical equipment
Strap rigging	Ammo, Supplies, Knife

OOC Notes

Jack Pine created this article on 2018/10/01 04:25.

Approved Here.

Art by banzz

1)

Size attachable.
2) , 3) , 4) , 5) , 6) , 7)

carry only

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=faction:ndc:armor:revenant_power_armor_mk_ii

Last update: **2023/12/21 04:23**