

Aggressor Heavy Assault Armor

As with its cousin, the [NAM Terratech General Combat Armorsuit - "Hostile"](#), the Aggressor is an attempt to standardize and improve upon the multiple single-purpose armors to allow for more versatility in combat situations. While the [NAM Terratech General Combat Armorsuit - "Hostile"](#) is an impressive anti-personnel and anti-armor model, the Aggressor is meant to deal with swaths of smaller targets and present a very real threat against gun emplacements, mecha, small strike craft and, to a small degree, moderate-sized starships. Although the [Nerimium](#) composite armor and large amount of weapon systems on the Aggressor still make it slightly more cumbersome to handle when compared to the [NAM Terratech General Combat Armorsuit - "Hostile"](#), the addition of new propulsion methods have greatly assisted in rectifying this problem. [Neplesian Arms and Munitions](#) wanted to take no chances, as the closing of the Kennewes Offensive brought with it light of a newer, much more threatening foe.

The Aggressor borrows heavily from the original framework of the [EARTH](#), standing roughly twelve feet tall and sporting three compact fusion generators to support the enormous weapon load-out present on the armor. The Aggressor also sports its own versions of the more popular equipment pieces from the [FIRE](#), such as the powerful plasma weapons and powered weapon rack system. This powered armor is for use by soldiers wishing to specialize in the ability to withstand great amounts of battlefield stress, as well as dish favorable damage to larger targets beyond the scope of enemy PAs; the Aggressor's cousin, the [NAM Terratech General Combat Armorsuit - "Hostile"](#), is much better suited for dealing with those pesky enemy armors.

The main attributes of the Aggressor are, essentially, its durability, explosive ordinance, and powerful multi-target weaponry, while utilizing the latest and most effect elements of Neplesian technology.

Appearance

The helmet of the armor is a cylinder-shaped object with a slightly domed head, with an enormous transparent blood-red eye in the upper front and center. The eye protrudes out from the helmet slightly. The bottom of the cylindrical portion of the helmet ends a small mass of black nanomuscles, but these are covered by a half-moon plated collar that runs around the front of the face of the helmet. The collar's height stops a few inches below the red Monoeye on the faceplate.

The black nanomuscles around the neck lead on into a sleek chestplate with slightly softening angles. The upper chest is substantially more armored than the lower chest. The upper chestplate reaches towards the shoulders, cutting off an inch or so before the actual shoulder, revealing another small amount of black nanomuscles. The shoulders themselves are large and box-like, while still retaining a softer angular curve. The right arm is plated with more angular armor which grew thicker at broader areas, while subsiding and stopping at the joints leaving more black nanomuscles exposed. The left arm is visibly different in appearance, two large sections of thick plated shields covering the upper arm and lower arm. The plates are squarish, and the center of each convexes outward slightly. In-between the shoulders and the neck of the armor are two hefty-looking shoulder-mounted laser cannons, followed by two tube-like projections for the P/P system.

The backpack and rear areas of the armor are covered with most of the Aggressor's systems. The backpack itself is rather large, with two large thrusters integrated into the back of the pack itself. Below the backpack are two large cylinder-like objects, integrated into the armor along the spinal area. These are the three compact fusion generators.

The waist and legs are covered by two separate skirt-like flaps of thigh-protecting armor which reaches to the knees. The legs themselves are plated with the Nerimium composite, only breaking before and after the knee joint. The back of the calves have two smaller thrusters integrated onto them.

The armor is painted a dull mixture of greys, by default.



History and Background

Despite promising outlooks on the original [EARTH](#) ELEMENT powered armor, the juggernaut armor presented a number of problems the more it saw use during the Kennewes Offensive. Although the [EARTH](#) presented unparalleled defense and theoretically devastating weapons systems, in practice all of these functions fell slightly short due to the incredible mass given to it by the pure [Nerimium](#) plating. This made the armor very easy to target and pick off by determined foes, despite the efforts to increase

durability.

It also became obvious that both the [EARTH](#) and the [FIRE](#) powered armors both fulfilled the same role of long-range assault and support. As such, both of these powered armor designs were improved upon and clumped into a single model, which was given a name fitting of its purpose: The Aggressor.

Statistical Information

- Government: [Democratic Imperium of Nepleslia](#)
- Organization: [Star Army of Nepleslia](#)
- Type: Assault Powered Armorsuit
- Class: Na-M9-01a
- Designer: [Cirrus Research Station: Advanced Armaments Division](#), [NAM Terratech Division](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Production: Limited Production (1 Aggressor to every 4 [Hostiles](#))
- Crew: 1 [Nepleslian](#) or [ID-SOL](#)
- Maximum Capacity: 1 [Nepleslian](#) or [ID-SOL](#)

Speeds and Measurements

- Length: 7 ft
- Width: 5 ft (backpack makes up roughly 3 feet)
- Height: 13 ft
- Mass: 2.5 Tons
- Speeds: Sublight: .335c (Requires a short amount of time for acceleration)
- Speeds: Hyperspace: Nil
- Speeds: Hyperpulse: Nil
- Planetary: Mark 3.0
- Maintenance: After every mission, overhaul every YE.
- Lifespan: 5 Years

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 18 SP (Armor scale)
- Shields: 18 SP (Threshold 3)

Main Weapons

The main weapon for the Aggressor can be modified and changed to suit specific missions and user preferences. Most of the time, a multipurpose ammunition storage for the main weapon is attached to

the Right Hip hardpoint, which is fed into the weapon through different methods or holds extra ammunition for the main weapon. If a main weapon does not require the use of the multipurpose ammunition storage, the hardpoint may be used for something else, if the user so chooses.

NAM Assault Ordinance Projector AOP-01a

The [EARTH's](#) main weapon proved to be a very useful tool of destruction during initial testing and field use, and it soon became apparent that its use on the Aggressor would be equally beneficial. The menacing AOP-01a is a large, heavy looking weapon, about 6 feet in length. The ordinance is loaded into the AOP-01a through a large cylindrical canister-esque clip. Ordinance is propelled out of the main weapon via mass driver, while the missile itself houses the newest line of plasma impulse drives for continuous thrust. The combination of these propulsion methods puts the ordinance at super-luminal speeds for a short duration.

The ordinance itself is made of light materials, with a thin layer of Zanarium for stealth capabilities, and has shielding, tracking and dodging ability through on-board computer systems. The weapon itself is simple in design, yet effective none-the-less against intended targets.

This is the recommended weapon for general combat with the Aggressor.

- Location: Handheld, strapped to back when not in use
- Purpose: Anti-Armor, Anti-Small Craft
- Secondary Purpose: Anti-Ship System (when used in mass)
- Damage: Ranges from Tier 4, Light Anti-Armor to Tier 9, Heavy Anti-Mecha), depending on ordinance
- Range: 50,000m in atmosphere, 100,000m(controlled) to infinite(inertia) in space
- Muzzle Velocity: .85c (constant boosting makes the round lose fuel quickly)
- Rate of Fire: 1 rocket per 2 seconds
- Payload: A standard barrel clip for the AOP holds six rockets in the circular drum. Additional clips are attached an ammo-storage unit on the Aggressor's right hip hardpoint, but due to their size only five additional clips can be fitted onto any one Aggressor armor, running along the belt. Ordinance is the based on the basic Nepleslian charge system: White, solid tungsten charges, Red high-explosive charges, Blue EMP charges and Green antimatter charges.

Ammunition Notes

- WHITE tungsten cap - Tier 4, Light Anti-Armor
- RED high-explosive charge - Tier 7
- BLUE electromagnetic pulse charge - Tier 8 to armor-grade shields ONLY
- GREEN antimatter warhead - Tier 9, Heavy Anti-Mecha

NAM Assault Mass Repeater AMP-01a

In case an Aggressor armor is needed to fit a less-explosive-intensive role in combat, [Nepleslian Arms and Munitions](#) developed a large-scale chaingun to fill the area of anti-personnel and anti-armor roles.

The while the technology behind the AMP-01a is simple, tried and true, the weapon itself still holds up quite well. Although one may argue the redundancy of having both the AMP-01a and the PCT-02a's present on the shoulders of the Aggressor, few can argue against the sheer amount of fire the combined systems can lay down in the wake of the Aggressor's foes.

This is a good alternative to atmospheric-based combat for more anti-personnel and anti-armor roles.

- Location: Handheld, strapped to back when not in use
- Purpose: Anti-Armor
- Secondary Purpose: Anti-Personnel
- Damage: Tier 5
- Range: 5,000m
- Muzzle Velocity: .85c
- Rate of Fire: 72 rounds per second
- Payload: Roughly 5,000 contained in a built-in drum canister

Secondary Weapons

These weapons are always present on the armor, unless the user so chooses to neglect having them placed on the Aggressor before combat scenarios.

NAM Light Submachine Pistol LSP-01b

A rather simple chemical-fired submachine sidearm, roughly 3 feet in length. There would always be a chance that the main weapon could be either unusable or lost during combat, and as such a secondary weapon was necessary to ensure maximum combat efficiency during strenuous situations. The LSP fires armor-piercing depleted uranium rounds. Additional ammunition cartridges can be attached to the underside of the skirt armor. The weapon is slightly larger to compensate the size difference between the [NAM Terratech General Combat Armorsuit - "Hostile"](#) and the Aggressor.

- Location: Handheld, attached to hip
- Purpose: Anti-Armor
- Secondary Purpose: Anti-Personnel
- Damage: Tier 2, Medium Anti-Personnel
- Range: 2,000m in atmosphere, theoretically unlimited in space
- Muzzle Velocity: 4,000 m/s
- Rate of Fire: 600 rounds per minute
- Payload: LSP magazine holds 200 rounds, Hostile can carry 5 extra LSP magazines at a time

NAM Plasma Chaingun Turret PCT-01b

Derived from the same technology present aboard the [FIRE's](#) main weapon systems, these twin chaingun turrets draw superheated plasma from their own ammunition storages and magnetically accelerates each

plasma bolt out through a five-barreled rotational chaingun. One turret is located each area between the neck and shoulder, and are mounted in a manner that covers both the left and right sides of the powered armor, each turret holding a full 180 degree line of fire. The weapon is semi-automated and requires a mooneye lock for accurate fire.

- Location: Between the shoulders and neck
- Primary Purpose: Anti-Armor.
- Secondary Purpose: Suppressive fire
- Damage: Tier 5
- Range: 2,000m in atmosphere
- Rate of Fire: 300RPM
- Payload: 6,000

NAM VCBS Vibrosaw Knife VCS-03b

A reliable, yet markedly old throwback to early Nepleslian technology, the VCS-02b is a knife-like weapon, roughly one and a half feet long. The inside of the weapon itself is hollowed slightly, and fitted with a rotating chain of gnashing teeth that run on a small internal motor built into the hilt. The internal devices, as a final measure of lethality, emit fine vibrations into the blade of the weapon, increasing its cutting power. However, the use of this weapon against the more advanced alloys and armors of most technologically advanced foes is only recommended as a last measure of defense, when all other options have been expended. Despite the relative weakness of the weapon, it was included anyway for its multipurpose and reliable use, and the lack of requirement of external power sources for use.

- Location: Strapped, hilt-down, across the left chest.
- Purpose: Cutting enemies up
- Secondary Purpose: Precise, non-melting cutting tool
- Damage: Tier 2, Medium Anti-Personnel, Tier 4, Light Anti-Armor (relatively same effects on both armor and unarmored)
- Range: Melee
- Rate of Fire: Constant
- Payload: Unlimited

Weapon Case Systems

The [Nepleslian Arms and Munitions](#) weapon-cases made first debut on the [FIRE](#), and were quickly adapted to the new Aggressor model for both their versatility and usefulness in most situations. The hardpoints for two weapon cases can be found on the left and right side of the Aggressors backpack. These have to be attached prior to the mission; they cannot be replaced or reloaded without proper armory equipment.

NAM Extended BOLT Rack EBR-01a

The new, more lethal brother of the ARROW and DART mini-missile lines, the BOLT is a small, agile

missile that requires little external locking solutions, hence can be released en masse. Each missile carries a small payload of antimatter material which, upon detonation, causes a matter-antimatter explosion in a small area around the missile. The newer rack and missile ordinance is larger to compensate for the increased range of each individual BOLT. The missile racks can be loaded into either the Left or Right Pack Hardpoint, located on the sides of the Aggressor's backpack. The EBR-01a's rack is a direct upgrade from previous racks present on the [FIRE](#), the larger size made in correlation to the Aggressors increased size.

- Location: Left or Right Pack Hardpoint
- Primary Purpose: Anti-Armor
- Damage: Tier 6
- Range: 500m in atmosphere, 1,000m in space
- Rate of Fire: 15, 30 or 60 per 3 seconds
- Payload: 240 per rack

NAM Extended DART Rack EDR-02a:

The "Flying Flashbang" DART minimissile remains relatively unchanged from its years of service. Each self-guiding, self-propelled mini-missile contained a large amounts of finely-charged particles which excel at disrupting most electronic systems caught in the detonation area. Nepleslian minimissile systems are meant to work in mass...and the EDR-02a is no different, relying on swarming tactics to land sufficient payloads on enemies. This missile rack can be loaded onto either the Left or Right Pack Hardpoint. The EDR-02a's rack is a direct upgrade from previous racks present on the [FIRE](#), the larger size made in correlation to the Aggressors increased size.

- Location: Left or Right Pack Hardpoint
- Primary Purpose: Anti-Shields, Anti-Sensors
- Secondary Purpose: Disabling small-grade electronics
- Damage: Tier 1, Light Anti-Personnel, Tier 5 to armor-class shields ONLY
- Range: 500m in atmosphere, 1,000m in space
- Rate of Fire: 15, 30 or 60 per 3 seconds
- Payload: 240 per rack

NAM Extended ARROW Rack EAR-02a

Made to bridge the gap between the rather harmless DART and the somewhat overkill BOLT, the ARROW is a standard minimissile loaded with small high-explosive payload. While not the most effective at outright killing an opponent as the BOLT, each minimissile still packs quite an impressive punch when landed successfully, and the EAR-02a is able to carry more payloads of miniature missiles than the EBR-01a due to the BOLT minimissiles increased size. The EAR-02a's rack is a direct upgrade from previous racks present on the [FIRE](#), the larger size made in correlation to the Aggressors increased size.

- Location: Left or Right Pack Hardpoint
- Primary Purpose: Anti-Armor
- Damage: Tier 4, Light Anti-Armor

- Range: 500m in atmosphere, 1,000m in space
- Rate of Fire: 15, 30 or 60 per 3 seconds
- Payload: 240 per rack

Miscellaneous Equipment

Extra equipment that is usually carried with the armor, but is not mandatory or necessary.

NAM Observation Probe

These small recon drones are released before battle and monitors the vicinity around the pilot who released them. Fully automated and has a pair of Ion Arrays, as well as a small antigravity generator for hovering. Has a single Monoeye on its head and is cheap to manufacture. When un-deployed it looks like the Aggressor is carrying a violin case.

- Location: Handheld before deployment
- Purpose: Providing operations with more data
- Secondary Purpose: Providing R&D team with more data

Systems Descriptions

1. Hull

Durandium, reinforced with layered Nerimium on a Diamond Nanotube frame

While the initial use of Nerimium on the [FIRE ELEMENT](#) powered armor model gave it unprecedented amounts of physical endurance, it also made the armor exponentially heavy, to the point where piloting it without antigravity in atmospheric conditions was nigh impossible. This issue was corrected in both the [NAM Terratech General Combat Armorsuit - "Hostile"](#) and Aggressor powered armorsuits.

The first layer of the armor is made of [Durandium](#), its relatively light weight and remarkable hardness for such weight making it a mainstay in armor construction. Then, on top of these layers of durandium, extra plating consisting of a [Nerimium](#)-Durandium composite alloy are fixed over the vital areas of the armor. This consists of most of the front and back of the armor, centered on the chest, torso, head, backpack and thighs. This provides a slightly increased durability to these vital areas, while still maintaining a moderate, manageable mass.

The result is a powered armor of medium mass, very durable in most circumstances while still being light enough to still remain agile and mobile in most conditions. The Aggressor sports nearly 40% more plating than its cousin, mostly centers around the upper and lower torso.

2. Power

Three Ultra Compact Fusion Generators UCF-4a

With the limit nearly reached to the precision and power of the NAM Compact Fusion Generator, new measures had to be taken to increase the power output on a single powered armor. Instead of spending countless time and resources developing a new way to generate power, however, the Aggressor utilizes three state-of-the-art UCF-4a generators to provide ample power to the armor systems, as well as substantially increase the endurance of the shielding.

3. Emergency

MEC Type H

When critical damage is recorded, the MEC automatically beheads and cyrofreezes the pilot's head and jettisons it with a JAM bottle. This is located behind the PA's helmet. To purpose of this system is to preserve the noggin of the soldier in hope that genetic material and a working brain can still be salvaged from the dead body, just in case this particular soldier held some meaningful knowledge before his or her death.

4. Life Support

The newest line of powered armors sports a newer, improved life-support system. The inner portion of the armor where the soldier rests is padded by a series of gel-filled cushions. Oxygen is pumped into the interior of the armor from a storage in the backpack. A catheter is present in the lower portion of the armor, and may be attached at the marines' leisure when needed. Drug appliers are present in a small cavity near the neck of the armor. There is an extra layer of protection in the areas that separate the two fusion generators and the pilot himself, which provide ambient radiation protection. The comfort is a step up from older NAM models...but it's still not exactly "walking on sunshine" comfortable.

The Powered Armor 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.

5. Propulsion

Compact Gravimetric Drive CGD-01a

Using similar design techniques as those utilized in NDI gravimetric drives, NAMs version allows for high acceleration with almost no inertia. However, due to the smaller reactor size, the drive is not quite as potent as those found in NDI armors, but is still quite fast and very efficient. The normal antigravity method has been integrated into the CGD-01a, and now remains the mainstay of antigravity methods for

the Hostile powered armor. These gravimetric drives are mostly used for acceleration methods, however, and not top-speed. The PID-01a is meant for that department.

Variable Impulse Magneto-Plasma Drive System PID-01a

The NAM Plasma Impulse Drive PID-01a utilizes rather ordinary technology to generate a powerful propulsion system. Drawing ionized hydrogen into a magnetized chamber, the ionized Hydrogen is then super-heated using microwave radiation. At the same time, Radio waves are passed through the plasma to impart a very powerful charge. Shortly after, it is expelled through a nozzle using a magnetic channeling system. It should be noted that the plasma expelled from the armor is extremely hot, and may cause heavy damage or death to those in close contact to the device. When combined with the gravimetric drives present on the Aggressor, this makes acceleration and top speed substantially higher than what has been seen so far on [Nepleslian](#) armor technology.

There are two pairs of thrusters present on the Aggressor: two heavier models, located on the backpack, and two smaller-grade thrusters integrated into the calves.

6. Shields

Combined Shield System CPS-05h

The shields of the Aggressor carries the standard CPS but with two new features: distortion shielding and antigravity shielding, in addition to the standard physical and distortion-based shielding systems.

The distortion shields defeats transphased weaponry and attempts to dissipate energy based weapons. Stronger beams may be only partially dissipated and would impact upon the energy shields. Should the energy shields be lost, the resultant shots would impact upon the armor. The distortion shields weaken with each successive hit but at a much slower rate compared to the energy shields, typically half the armor would have been chopped away before the shields fail all together.

The antigravity shielding's main object is staving off the effects of scalar attacks. The generator and emitter for the antigravity shielding is on a separate system than the CPS.

Forearm Plates

The series of interlocking Nerimium-laced ablative plates covering the left arm of the Aggressor provide a small measure of extra protection. The plates are built to withstand heavy attack whilst absorbing most of the trauma and diverting it away from the rest of the armor. The plates are meshed directly with the armor itself, and are not removable.

7. Sensors

Monoeye Suite

A set of mooneyes are present in the shoulders of the Aggressor, as well as one centered into the head of the armor itself, giving it a slightly new look. There are also two more present on the backpack, on the

opposing sides.

When active, the monoeyes act as broad-range sensor systems based mostly on visual data, but can also see through various spectrums. When focused on a target, the mono-directional emitters located within the sensors will glow. When activated, the Monoeye array sends out a broad range of particles towards an area in a tight stream, which then return back in a similar fashion akin to radar. It is very effective at determining the exact positioning and movement of ships caught in the stream, as well as providing detailed and instantaneous data on targets, but will instantly give away the Aggressors' position. Each monoeye can only focus on a single target in Focusing mode.

8. Control

Non-invasive Neural Probe

The non-invasive neural probe has been improved and simplified for ease and effectiveness of use. Essentially, all movements used by the armor are detected using short-range neuro-detection from the pilot's brain patterns, which is then translated and supplemented into the pilots actual movements, making the armor an extension of the soldier wearing it. In the event that the neural probe should cease to function, most commands will have to be made by speaking the commands directly into the armor.

9. Strength and Flexibility

Nanomuscles

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 or from pressure sensors embedded in various points. These nanomuscles contract and retract faster than organic muscles based on the signals received by the neuro probe, and thus increase the strength and agility of the user by a wide margin. The nanomuscle layer lines the inner areas of the powered armor and expands with the internal padding to conform to the users skin like a glove.

10. Heads Up Display

Display Visor HUD-03a

The Visor is held in the area of the helmet where the pilots' eyes can see it clearly, consisting of a high-definition display, supplemented by short-range volumetric imaging software. The visor HUD displays battlefield data typical to all other NAM armors and would adjust the view if the pilot turns his head.

Battlefield data includes a readout of the pilots life signals, as well as indicators for squad members in close proximity and status-reports for the armor itself. The HUD keeps track of fuel, ammunition, communications with squad members and command vessels...pretty much everything your standard [Nepleslian](#) marine needs.

11. Computer

"Precipice" Combat Savtech

The newest, latest versions of the Combat Savtech, nicknamed the Precipice, perform the same functions of previous version, but on a faster, more streamlined pace now that more structured nanocomputing functions have been discovered. The Combat Savtech, unlike regular Savtech JANE models, does not sport a personality of its own, although regular JANE models can be substituted for the combat Savtech should the pilot wish it so. The Combat Savtech system handles most of the number-crunching and system mechanics of the Aggressor powered armor, as well as communication, Monoeye sensor systems, etc. The Combat Savtech also records its user's particular combat habits into memory and learns to cope and correct any shortcomings if possible to ensure efficiency in combat.

One of the largest differences from the old Combat Savtech systems is a smaller degree of actually doing the work for the marine. While the Precipice Combat Savtech does perform most data-intensive work, the movement and actions of the user wearing the armorsuit are more or less completely unaffected. This means that the marine wearing the armorsuit has complete control over the armor which cannot be subverted through foul play on computer systems, while still being suggested critical information and tactical suggestions from the Savtech.

12. Communications

Encrypted Radio, Laser and Monoeye Subspace Emitters

Emitters are on the shoulders and a single antenna. The antenna has been moved farther into the folds of the armored hull of the Hostile for more protection. The directional laser for laser communication is fitted to the helmet, therefore the marines' face must be pointed in the direction of the receiver.

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

13. Propellant/Fuel

Ionized Hydrogen Tanks

These specialized fuel tanks house the hydrogen necessary for the Plasma Impulse Drive system. They are located on the underside of the backpack, and are protected by a layer of Nerimium plating to ensure safety. Although technically it is possible to absorb the natural hydrogen found in space for use as fuel, this particular model of powered armor does not have this feature, due to system constraints. However, the issue is being looked at and may be included in future models.

14. Countermeasures

NAM Noisemaker Device

The **NAM** “Noisemaker” excels at jamming passive sensors by constantly emitting random signals of all types and frequencies. Although this assists friendly units nearby, the Aggressor will be easily spotted up to 1,000 KM away when this is activated. The use of this device is not recommended when the Aggressor is attempting to be “stealthy”, as the emissions of the Noisemaker are easily detectable by nearby armors.

15. Camouflage

NAM “Snakeskin” Pigmentation Coat

A rather simply measure of visual stealth, the Fluxed Pigmentation Coat consists of a small nanomachines that sense surrounding images and, with prompt from the armor which it is applied to, can quickly change their colored pigmentation to match the surrounding. The result is an extent of camouflage that, while not full-proof, can be considered an effective measure against visual systems without more invasive measures of sensing the armors presence.

Snakeskin comes in a thin liquid form and is applied to armors prior to missions in the form of a spray. The nanomachines can run for 12 hours of constant use before running out of power/colored pigmentation.

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