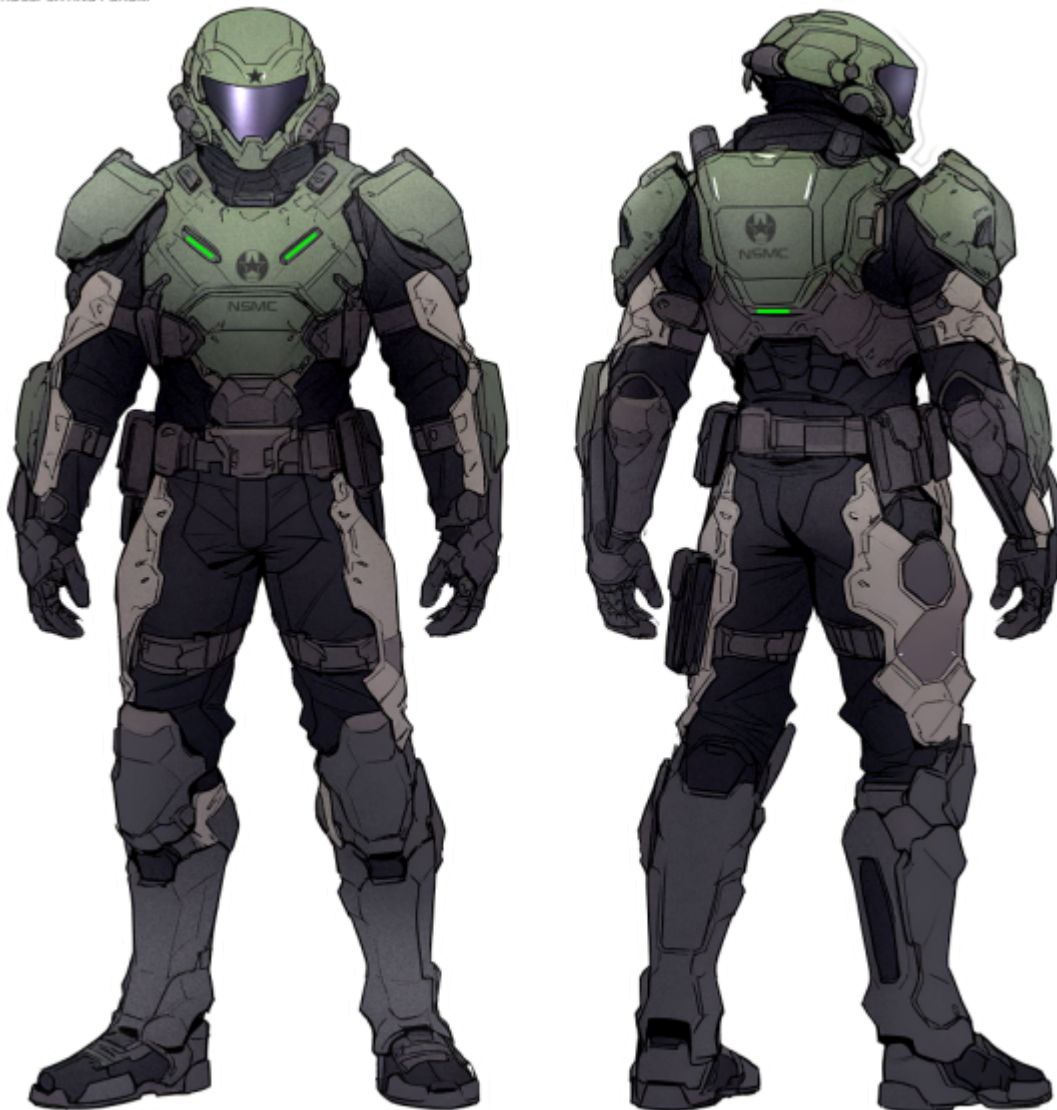


Golem Assault Armor

With [NAM's](#) focus on military combat power armors, a distinct gap had been left between the armor available for non-power armor personnel and where the power armors picked up. However, in the weapons market, there was no such disparity. Leaving a large area where the armor available just would not stand up to the firepower one could expect to encounter. This was especially true in the law enforcement field and for soldiers that were engaged in missions that didn't warrant PAs. [Nepletech](#) sought to address these deficiencies with their own armor design. The result, in [YE 34](#), was the Golem. It was armored enough to take hits from anti-infantry weapons of all types but still small enough to allow mobility in areas too small for a full sized power armor.



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History

The Golem armor was released in [YE 34](#).

In [YE 46](#), the planned seven-year service lifespan of the original Golem armors was exceeded by six years, almost double how long they were supposed to last. Many of them were worn and damaged. To address this, NAM began throwing them out and produced a newer batch of the Golem armor. The newer model had an improved visual appearance to make it distinct from the old models headed for disposal. The new model also features Yamatai-style volumetric projectors that can be used to create virtual screens and maps and can serve as “health bars”.

Statistical Information

- Government: [Nepleslia](#)
- Organization: [SMDIoN](#)
- Type: Personal Armor
- Class: NT-G1-3400
- Designer: Nepletech Design Firm
- Manufacturer: NAM
- Production: Mass Production
- Weight: 45LBS
- Service Lifespan: 7 Years

Armor

The Golem Assault Armor is based around layered protection and consists of many layers of armor material protecting different parts of the body.

Durandium Plating The main protective element for the Golem. These plates are located in the chest, stomach, thighs, calves, knees, upper arm, lower arm, back of the hand and helmet. they are designed with sloped surfaces intended to help deflect shots or at least provide a thicker course for a round to navigate.

SynAraS SynAraS was selected as the fabric portion of the armor for its ruggedness and ability to provide some form of protection to areas that have to remain mobile. In addition to providing some protection it also helps to distribute impact forces throughout the body. It is the primary material used for the mounting of practically every other armor system and could be considered the glue that holds the armor together.

Boron Carbide Disks These disks are mounted throughout the SynAraS layer in an overlapping pattern to provide additional protection for vital areas and to help distribute kinetic impact. Their protective value is enhanced by the fact that rounds that manage to penetrate the Durandalium plating layer should have their velocity lowered significantly allowing the Boron Carbide Disks to absorb the remaining kinetic force

of the projectile. Their mounting pattern allows protection that still allows flexibility.

Support Systems

Gravity Shield Embedded behind the armors layer of Boron Carbide Disks and its SynAraS envelope is a layer of electronics that serve one purpose. Providing a personal gravity field to protect against Scalar threats. This field extends only a few inches beyond the armors surface and is of limited use against scalar weapons. It also provides a utility function in the fact that in providing a 2G field centered on the wearer items can literally be placed against the armor and held there by its personal gravity field. It should also be noted that this field causes slight modification of trajectories passing through it, though the regulated size of the field prevents this armor from attracting additional fire.

Power Weave The workhorse of the Golem Assault Armor, this layer is responsible for powering many of the systems that make the armor more than a Durandalium suit of archaic knights armor. This layer is located underneath the layer responsible for generating the Gravity Shield and is only separated from the wearer by an additional layer of SynAraS. The Power Weave is only located in areas protected by the Boron Carbide Disks due to its importance. In addition to the power routing this layer contains thermocouples that generate power from the body heat of the user and a multitude of capacitors that provide the suits power storage.

HUD Visor The Helmet of the GAA contains a transparent Durandium visor that has been integrated with auto tinting and an embedded HUD. By default the HUD only displays the power levels of the armor itself. However when coupled with a DataJockey it becomes a powerful tool. The Datajockey can be used to introduce a multitude of options to the HUD with common additions being Compasses, Overhead Maps, and Mail Notification Icons. However it is up to the operator to select what additional information is displayed. The helmet also records what the user sees as they see it.

Infrared One of the two additional vision modes included in the GAA's Helmet the infrared vision mode is engaged by the top button located near the left temple on the helmet exterior. the sensors are located above the visor and their input is automatically displayed on the HUD. For ease of use it is turned on by holding the button for 1.5 seconds and turned off the same way.

Light Amplification The second additional vision mode for the GAA's Helmet is light amplification. It is operated in the same manner as the Infrared vision mode. The button used to activate it is located an inch below the Infrared Vision mode. It also features an automatic shutoff to prevent blinding in the case of sudden changes in the ambient light level.

Weight Minimizing Frame Located primarily in the leg sections of this armor is a frame designed to mimic the human range of motion. It has servos placed throughout the joints to assist the user's movement. While not powerful enough to have any positive impact on strength or endurance they do serve to mitigate the weight of the MRA. This frame is located underneath the Durandalium plating (in fact the plating is mounted on this system where it is present) and the layer containing the Boron Carbide disks. It is controlled by inputs from piezoelectric sensors located on the innermost layer of the armor.

Short Range Radio Integrated into the helmet is a basic short range radio. It must be controlled by a DataJockey or similarly capable device. It is capable of encrypted transmission and multiple frequencies through the DataJockey.

Power The primary power reserve for the GAA is located along the back of the torso. Here a series of layered wafers containing capacitor circuits store the armors operating power. This layer is part of the power conduit layer of the armor. And can store enough energy for 12 hours of operation. It is noticeably thicker than other areas but does not affect the ability to carry equipment on the users back. on the legs and arm sections of this armor these capacitor clusters are located underneath areas covered with Durandium Plating. The Helmet contains an actual battery compartment along the base of the skull instead of the capacitor system. Power switches are located inside the collar of the torso and behind the left ear inside the helmet. Recharge ports are located along the belt line of the armor and as an additional oddity high ambient temperatures can be used to accelerate the recharging process.

Computer Interface Located on the back of the helmet is a slot that a DataJockey can be placed into. Given the size of a DataJockey the slot is at an angle to the head that has the battery compartment located underneath it. This gives the helmet a distinctive side profile. A cable can be used with the wire interface instead if the user prefers to use a different computer interface or would prefer to wire directly into the armor via cyberware.

Multi-directional Microcamera To record everything that occurs, Golems are fitted with microcameras that are difficult to tamper with. They are able to record continuously for as long as the suit has power. These cameras cover the front, rear and sides of the armor but do not show anything directly above or below. Video footage is stored on a micro-chip which transmits the data to a central server. If unable to transmit, the footage is stored in the suit and cannot be accessed without the proper tools. The camera is meant to provide corroboration for police and military debriefings.

Price

N/A. Only available to military and police forces.

About the Golem Assault Armor

The GAA is designed to be worn in two ways. Either as the Primary shell vest for light duty applications or as the full bore kit.

- Primary Shell - A light bullet resistant vest with minimal scalar protection.
- Second Shell - Durandalium trauma plate that latches to the Primary Shell
- Leg Shell - Greaves designed to provide ballistic/scalar protection and mitigate the armors effects on mobility.
- Arm Shells - Sleeves intended to provide ballistic/scalar protection.
- Helmet - Provides basic electronics for soldier, ballistic protection, re-breather/gas mask.

Damage Capacity

See [Damage Rating \(Version 3\)](#)

- Tier 3, Heavy Anti-Personnel/ Tier 3, Heavy Anti-Personnel Full kit
- Tier 1, Light Anti-Personnel Primary shell alone
- Tier 1, Light Anti-Personnel VS Scalar effects.

System Descriptions

The second shell is a Durandalium chest plate that snaps into the primary shell. The purpose of the second shell is obvious from its shaping. It is a Durandalium plate that has a raised center-line to help deflect kinetic weapons and absorb impact. The outer shell also has a collar section that comes up to cover the lower half of the face in order to help protect the head. The front arc of the armor has a thick belt section that is designed to sit against a similar belt section on the lower body portion. The material is designed to be conductive to the Primary Shell's G-Sheild so wearing the Second shell will not prevent the utility usage of the G-Sheild.

Where the main torso is designed to be modular in its layers the rest of the armor set is not. The leg section contains a light frame between the Primary Shell and and the Secondary shell layers where the secondary shell's armor is bolted directly to the framework. This framework is designed to allow normal range of motion and offset the weight of rest of the armor with its oversized hip belt that the torso armor can rest against with its own belt and low power servos to assist in the movement of the user.

The arm sections are similarly designed. They consist of a sleeve that has a magnetic cuff to link to the torso armor and are donned like an extremely long glove. The second shell is loose enough that the wearer can slide their arm through it with ease and the cinch straps at the wrist and just below the elbow keep the whole assembly in position under duress. The arm sections include plating for the back of the hand, forearm, and bicep armor that actually extends to cover portions of the shoulder joint.

The helmet is largely unchanged from most armor designs. It is a Durandalium helmet that is designed to interface with the armors own gravity shield since the helmet lacks its own means to generate one. This part contains self adjusting visor that tints appropriate to the environment, a short range radio, IR, Light amplification, and a built in HUD. A slot in the back of the helmet allows a datajockey to be slotted to control the short range radio and HUD. the IR and Light Amplification modes are engaged through the use of buttons on the left side of the helmet. and the visor is touch sensitive so that it can be used to manipulate the datajockey. The design also incorporates a combination gas mask/re-breather combination that can be removed if necessary.

DONNING INSTRUCTIONS

1. Pull abdominal securing straps from the back of the Primary Shell. Open primary shell so that you may place your head through the hole for the head. Secure straps to rear of armor.
2. Place Secondary Shell to the ports in Primary Shell. Loud clicks should be heard. Pull on chest plate to test connection.
3. Place Leg Shell so that you can step into the sole of the foot armor. Secure strap against heel and ankle. Continue to secure straps below knee, above knee, thigh and waist belt.
4. Slide hand into Arm Shell. Noise should be heard when the magnets in the arm cuff attach to the Primary shell. Pull tight and use wrist and elbow straps to secure. Repeat for other arm.
5. Don Helmet. Engage chinstrap.
6. Rock out.

REMOVAL INSTRUCTIONS

Follow donning instruction backwards releasing straps as you go OR Pull the handles on the back of the knee plating and back of the neck to jettison locking mechanisms. Locking mechanisms can be reset manually without tools in roughly 5 minutes.

PRICE

N/A; intended only for use by SMDIoN personnel.

OOO Notes

Art by Wes using Midjourney

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