

TECHICAL SHEET



TECH TYPE: Power Armor
TECH NAME: Solar Forge
VERSION NUMBER: Mark III

PURPOSE: The original Solar Forge power armor design process was between 1998 and 2001. The project was shelved until 2005 when Norman was introduced to the RBA. The design was dusted off and modified to add non-lethal weapons and current technology. But a week later the specs for the power armor was stolen by Autumn and the Collective. So, the armor was redesigned to increase the armor's defenses again this new threat. This version was created to add new technologies that were available.



HEIGHT: 8' 2.5" (2.5 meters)
WIDTH: 4' 4" (1.3 meters)
LENGTH: 3' 10" (1.17 meters)
WEIGHT: 467 lbs (166.47 kg) [Empty]

CREW: 1 Pilot
MAX LIFT WEIGHT: 2,500 lbs.
(1133.98 kg)
MAX CARRING WEIGHT: 1,200 lbs.
(544.31 kg)

POWER SYSTEM: 1 ITP MIDILE REATOR
MIN REATOR: ONE
BACKUP POWER SUPPLY: Infinity Battery
(3rd generation)

ENGINE TYPE(S): Small Larks Engines
NUMBER OF ENGINES: 20 Engines
LOCTIONS ENGINES: 12 Lift
8 Thrust

COMMICATION SYSTEMS: Encrypted Radio
Cell Phone
VPN (to Base)

SENSOR SYSTEM: 360-degree vision
with Flare comp

HUD SYSTEM: NVG
FLIR
30 x Digital Zoom
Time & Maps
Heading & Altitudes
Air Speed
Targeting System

RUNNING SPEED: 60 mph (96 kph)
FLY SPEED: 400 mph (1,064 kph)
MAX CEILING: 10,000 Feet
MAX RANGE: 12 hours
(Then 2 hours to cool)

NANITE REPAIR SYSTEM: 1³ FT PER 5 MIN

ARMOR: Iso-Steel / Verntinan composite

STEALTH SYSTEMS:

Thermal Dampening System
Ultrasound frequency and Sound dampening
Programmable paint system

ENVIOMENTAL SYSTEMS:

Internal Climate Control
Air filter system
Rebreather for up to two hours
1 Hour Internal air supply

ARMOR:

1st layer: Iso-Steel mixed with Vernitan
2nd Layer: Vernitan mixed with Kevlar.
3rd Layer: TRA with heating coils inside
4th Layer: Iso-Steel
6th Layer: Rubber insulation



WEAPON SYSTEMS

MISSILE SYSTEM: 2 rapid fire systems

LOCATION: Right Shoulder

RATE OF FIRE: 2 per second

AMMO: 12 (6 HEAP & 6 PLASMA)

RANGE: 1 mile (1.62km)

GRENADE LAUNCHERS: 4 rapid fire launchers

LOCATION: Left Shoulder

RATE OF FIRE: 1 per .75 of a second

AMMO: 40 (Auto select grenades type)

4 Smoke

4 Tear Gas

4 Frag

4 Plasma

4 Flash Bangs

RANGE: 160 yds (150 meters)

TWIN PLASMA RIFLES:

LOCATION: Right Forearm

RATE OF FIRE: 6 every 5 seconds

AMMO: Unlimited

RANGE: 498.7 feet (152 meters)

PAINTBALL GUN:

LOCATION: Left Forearm (right barrel)

RATE OF FIRE: 30 per second

AMMO: 50 pepper balls

RANGE: 200 feet (60.96 meters)

SHOTGUN, 12 Gauge:

LOCATION: Left Forearm (left barrel)

RATE OF FIRE: 2,000 per minute

AMMO: 8 Taser rounds

RANGE: 328.1 feet (100 meters)

PLASMA SWORDS:

LOCATION: Right & Left Forearms

(just under the Plasma rifles)

BLADE LENGHT: 15" long (0.4 meters)

SHOCK PADS:

LOCATION: Right & Left Knuckles

EFFECT: 10 Volts to 30,000 Volts

PLASMA CANNON:

LOCATION: Hand Held

RATE OF FIRE: 158 per minutes

AMMO: 30 shots or unlimited if connected to the Armor

RANGE: 984.25 feet (300 meters)