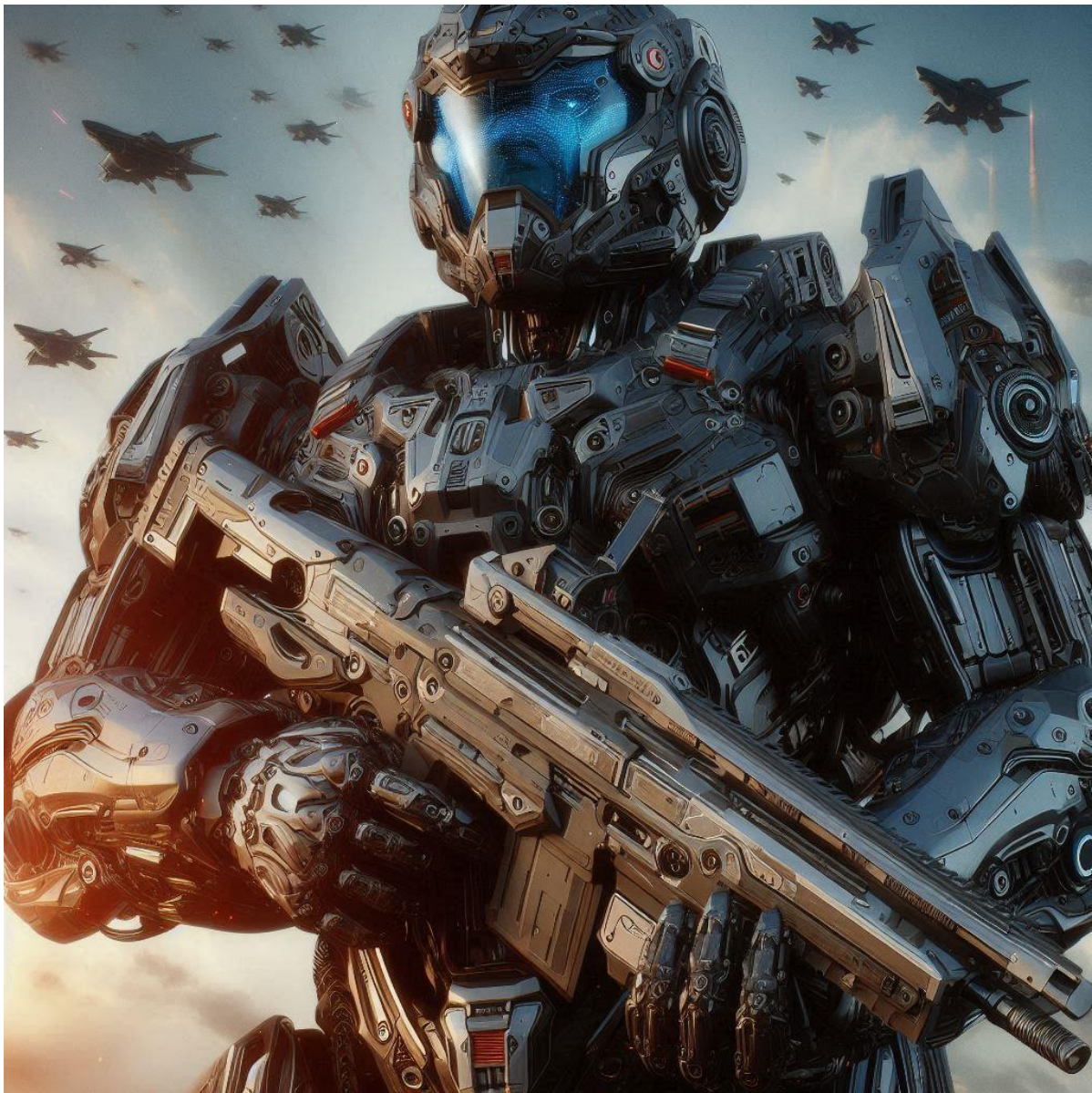




A.P.E Suits

Armored Personnel Exoskeleton

History

Developed after the final days of World War III by both Eastern and Western factions to increase the lethality and survivability of special forces soldiers with the rapidly dwindling manpower of each side. After the war came to a close and the private military corporations began to take over certain duties and theatres of war their corporate backers began to purchase these A.P.E suits and reverse engineer them for private use.

The first of these corporations to develop the privatized Armored Personnel Exoskeleton or A.P.E. suit was Ogama Corp. with their first A.P.E. suit known as the "Ogre". This assault class A.P.E. suit was first fielded by KA-BAR company of the Confederated States during the battle of Big Indian Creek of 2080 in Venezuela. The United Front responded in kind by purchasing multiple light class A.P.E. suits known as "Cottonmouths" or "Toad Killers" from Perseus Solutions. These "Toad Killers" were adopted by United Front's Shadow Company during covert raids into Confederated States' territories.

A.P.E Suit Manufacturing Companies:

Novatech Industries (United States)

- **Sub-Company: Hellfire Technologies**
 - **Background:** Founded during the height of World War III, Hellfire Technologies initially developed cyber warfare tools. Post-war, they transitioned to creating powerful assault class A.P.E. suits, leveraging their expertise in digital and physical combat integration.
 - **Specialization:** Assault Class A.P.E. Suits
 - **A.P.E. Suit Name: "Balor"** – Named after the demon of destruction from Celtic mythology, representing unstoppable power and devastation.

BALOR:

- **Class:** Assault
- **Features:**
 - **Heavy Armor Plating:** Reinforced with a composite of titanium and graphene, offering exceptional protection against ballistic and energy weapons.

- **Integrated Weaponry:** Equipped with a railgun on the right arm and a flamethrower on the left, providing both ranged and close-quarters combat capabilities.
- **Exoskeleton Enhancement:** Boosts strength and endurance, allowing the operator to carry heavy loads and perform powerful melee attacks.
- **AI Targeting System:** Advanced AI assists with targeting, improving accuracy and reaction time in combat.

Aether Dynamics (Britain)

- **Sub-Company: Avalon Armaments**

- **Background:** Emerging from the ruins of war-torn Britain, Avalon Armaments started by providing biotech solutions for injured soldiers. They then pivoted to developing agile and resilient light class A.P.E. suits, blending biotechnology with cutting-edge engineering.
- **Specialization:** Light Class A.P.E. Suits
- **A.P.E. Suit Name: "Arthur"** – Named after the legendary king, symbolizing leadership, agility, and strength.

ARTHUR:

- **Class:** Light
- **Features:**
 - **Adaptive Camouflage:** Advanced camouflage technology allows the suit to blend into various environments, providing stealth capabilities.
 - **Enhanced Mobility:** Lightweight materials and hydraulic actuators improve speed and agility, enabling swift movements and rapid deployment.
 - **Energy Shield:** A deployable energy shield offers temporary protection against incoming attacks.
 - **Multi-Tool Gauntlet:** Includes tools for hacking, repair, and field medicine, making the suit versatile for different mission types.

EuroForce Systems (Eastern Europe)

- **Sub-Company: Drakon Industries**

- **Background:** A conglomerate of surviving Eastern European tech firms, Drakon Industries focuses on combining traditional engineering with advanced robotics. They are known for their heavy-duty assault class A.P.E. suits, which incorporate robust mechanical designs.
- **Specialization:** Assault Class A.P.E. Suits
- **A.P.E. Suit Name: "Perun"** – Named after the Slavic god of thunder and war, embodying raw power and combat prowess.

PERUN:

- **Class:** Assault
- **Features:**
 - **Thunderstrike Hammer:** A powerful melee weapon that delivers electric shocks upon impact, incapacitating enemies.
 - **Heavy Ballistic Shield:** Provides extensive protection and can be used to charge through obstacles and enemy lines.
 - **Thermal Imaging:** Integrated thermal sensors allow the operator to see through smoke and darkness, improving situational awareness.
 - **Auxiliary Power Supply:** Ensures long operational endurance, capable of powering additional equipment and systems.

RedStar Consortium (Russia)

- **Sub-Company: Tsar Arms**
 - **Background:** With roots in Soviet-era military research, Tsar Arms transitioned to cutting-edge exoskeleton technology. They specialize in creating nimble and deadly light class A.P.E. suits, incorporating stealth and mobility.
 - **Specialization:** Light Class A.P.E. Suits
 - **A.P.E. Suit Name: "Dobrynya"** – Named after the legendary Russian warrior, known for his bravery and agility.

DOBRYNYA:

- **Class:** Light
- **Features:**

- **Stealth Mode:** Active noise cancellation and heat signature dampening enable silent operations.
- **Jet Propulsion:** Short-range jet thrusters allow for rapid evasion and aerial maneuvers.
- **Precision Gauntlets:** Equipped with micro-manipulators for delicate tasks such as disarming bombs and hacking systems.
- **Enhanced Sensory Suite:** Provides 360-degree situational awareness with advanced optics and auditory sensors.

SinoTech Corporation (China)

- **Sub-Company: Celestial Forge**
 - **Background:** A leader in nanotechnology, Celestial Forge started by enhancing soldiers' capabilities through micro-machines. Post-war, they designed powerful assault class A.P.E. suits with integrated nanotech, ensuring unparalleled strength and resilience.
 - **Specialization:** Assault Class A.P.E. Suits
 - **A.P.E. Suit Name: "Zhong Kui"** – Named after the demon slayer from Chinese folklore, representing immense strength and fearlessness.

ZHONG KUI:

- **Class:** Assault
- **Features:**
 - **Nanite Regeneration:** Embedded nanites provide self-repair capabilities, quickly mending damage during combat.
 - **Shockwave Generators:** Emit powerful shockwaves to disrupt enemy formations and cause structural damage.
 - **Heavy Flamethrower:** Mounted on the left arm, capable of projecting intense flames to clear out bunkers and fortifications.
 - **Advanced Targeting HUD:** Augmented reality displays critical combat information and enhances targeting accuracy.

Nihon Industries (Japan)

- **Sub-Company: Bushido Technologies**

- **Background:** Formed from the merger of top robotics and AI firms, Bushido Technologies combines traditional Japanese craftsmanship with modern technology. They specialize in creating swift and precise light class A.P.E. suits, ideal for urban and close-quarter combat.
- **Specialization:** Light Class A.P.E. Suits
- **A.P.E. Suit Name: "Musashi"** – Named after the legendary samurai Miyamoto Musashi, embodying unparalleled skill and agility.

MUSASHI:

- **Class:** Light
- **Features:**
 - **Kinetic Amplifiers:** Enhance melee combat effectiveness, increasing the force behind punches and kicks.
 - **Holographic Decoys:** Projects multiple holographic images to confuse and misdirect enemies.
 - **Silent Movement:** Designed for stealth operations with silent actuators and vibration dampening.
 - **Katana Blade:** A high-frequency blade capable of cutting through most materials with ease.

Bharat Dynamics (India)

- **Sub-Company: Vajra Industries**
 - **Background:** Emerging from India's leading pharmaceutical and biotech companies, Vajra Industries shifted towards developing robust assault class A.P.E. suits. They integrate advanced biotechnologies to enhance combat effectiveness and endurance.
 - **Specialization:** Assault Class A.P.E. Suits
 - **A.P.E. Suit Name: "Kali"** – Named after the goddess of destruction and power, symbolizing relentless force and invincibility.

KALI:

- **Class:** Assault
- **Features:**
 - **Quad-Barrel Railgun:** Fires high-velocity projectiles with devastating impact, suitable for taking down armored targets.

- **Force Field Generator:** Deploys a protective energy field that deflects incoming projectiles and energy attacks.
- **Hydraulic Crushers:** Hydraulic-powered arms for powerful crushing grips and brute force attacks.
- **Battlefield Medic Suite:** Includes advanced medical tools and nanobot injectors for treating injuries on the go.

AustralCorp (Australia)

- **Sub-Company: Outback Armaments**
 - **Background:** Originating from Australia's top mining and resource extraction firms, Outback Armaments specializes in durable and adaptive light class A.P.E. suits. These suits are optimized for harsh environments and versatile combat scenarios.
 - **Specialization:** Light Class A.P.E. Suits
 - **A.P.E. Suit Name: "Bunjil"** – Named after the creator deity from Aboriginal mythology, representing agility and wisdom.

BUNJIL:

- **Class:** Light
- **Features:**
 - **Desert Adaptation:** Optimized for operation in harsh desert environments, with sand-resistant joints and cooling systems.
 - **Solar Recharging:** Integrated solar panels provide renewable power for extended missions.
 - **Long-Range Scanners:** Advanced sensors for detecting threats and resources over great distances.
 - **Rapid Deployment Gear:** Includes a grappling hook and climbing tools for navigating rugged terrain and vertical surfaces.
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Where do A.P.E suit pilots go to be the best?

Iron Talon Academy

Backstory and History

Iron Talon Academy was established in the aftermath of World War III, when the need for highly skilled A.P.E. pilots became evident. Initially funded and built by a coalition of the world's leading corporations, the Academy was designed to produce elite pilots capable of operating the sophisticated A.P.E. suits.

Location

The Academy is located in a remote, fortified area of the Nevada desert, chosen for its vast, open spaces and varied terrain, ideal for intense training exercises. The main facility is a high-tech compound surrounded by rugged mountains and barren landscapes, providing a challenging environment for trainees.

Notable Instructors

- **Commander Sarah "Valkyrie" Jensen:** A decorated former soldier and one of the first to pilot the "Balor" suit. Known for her no-nonsense attitude and tactical genius, she's revered and feared by cadets.
- **Major Dmitry "Bear" Petrov:** A veteran of EuroForce Systems' "Iron Legion," specialized in autonomous systems. His background in robotics and his experience with "Perun" suits make him a master of heavy assault tactics.
- **Captain Hiroshi "Ronin" Sato:** Former pilot of Nihon Industries' "Musashi" suit. His expertise in stealth and close-quarters combat, coupled with his disciplined, samurai-inspired training methods, make him an invaluable instructor.
- **Lieutenant Maria "Reaper" Fernandez:** Once a leading pilot for SinoTech Corporation's "Zhong Kui" suits. She excels in using nanotechnology and shock tactics, and her intense, hands-on training sessions are legendary.

Current Lead Instructor - Callsign "Beowulf"

"Beowulf" (real name: #####): Beowulf is a legendary figure at Iron Talon Academy, known for his grizzled demeanor and countless successful deployments. His career is marked by numerous enemy A.P.E. suit kills, earning him the title of ACE. Beowulf's experience in the field is unparalleled, and his presence at the Academy inspires both respect and awe.

Having grown up in a post-war world, Beowulf joined the military at a young age. His natural aptitude for piloting A.P.E. suits quickly became apparent, and he was handpicked for special operations. Over the years, he has seen action in the most dangerous and high-stakes missions, honing his skills and earning his formidable reputation. Despite his rough exterior, Beowulf is dedicated to training the next generation of pilots, sharing his hard-earned wisdom and battle tactics.

Beowulf's Custom A.P.E. Suit: "Fenrir"

Class: Heavily Armored Light Class

Background

"Fenrir" is Beowulf's custom A.P.E. suit, a unique piece of technology gifted to him after a particularly deadly conflict on the Ukrainian front. The manufacturer remains classified, adding an air of mystery to its origins. Rumors suggest it was developed by a covert branch within one of the leading corporations, possibly combining the best technologies available from multiple sources.

Features and Specifications

- **Armor Plating:**
 - **Composite Armor:** A blend of lightweight yet durable materials, including advanced alloys and reinforced carbon fiber, offering enhanced protection without sacrificing too much mobility.
 - **Reactive Armor Panels:** These panels can absorb and dissipate kinetic energy from impacts, reducing damage from ballistic and explosive threats.
- **Weaponry:**

- **Dual Rapid-Fire Gauss Rifles:** Mounted on the arms, these rifles provide a high rate of fire with pinpoint accuracy, ideal for suppressing enemies and close-quarters combat.
- **Retractable Vibroblade:** Integrated into the right arm, this high-frequency blade can cut through most materials, designed for silent takedowns and melee engagements.
- **Mobility Enhancements:**
 - **Enhanced Actuators:** Advanced hydraulic systems provide increased agility and speed, allowing Beowulf to close distances rapidly.
 - **Jump Jets:** Short-burst thrusters on the back and legs enable quick aerial maneuvers and enhanced jumping capabilities.
- **Support Systems:**
 - **Targeting HUD:** An advanced heads-up display with integrated AI that analyzes enemy movements and calculates moments of weakness, guiding Beowulf's strikes with precision.
 - **Adrenaline Boosters:** Injectors that deliver a controlled dose of stimulants to enhance Beowulf's reflexes and combat performance in critical moments.
 - **Camouflage System:** Adaptive camouflage that can blend with the environment, providing stealth capabilities when needed.

Operational History

"Fenrir" has seen numerous deployments, becoming a symbol of fear and respect on the battlefield. Beowulf, with his extensive combat experience, has customized the suit further, making it a seamless extension of his combat style. The suit's blend of heavy armor, rapid firepower, and close-combat enhancements allows Beowulf to engage enemies aggressively and decisively.

Notable Engagements

- **Battle of Kyiv:** Beowulf used "Fenrir" to lead a daring assault on enemy positions, using the suit's advanced targeting systems and rapid-fire capabilities to decimate opposition forces.
- **Operation Silent Fang:** During a covert mission to eliminate high-value targets, Beowulf utilized the suit's stealth and vibroblade for silent eliminations, showcasing the suit's versatility.

Training Integration

At Iron Talon Academy, Beowulf often demonstrates the capabilities of "Fenrir" to new trainees, providing them with a tangible example of what can be achieved through skill, experience, and superior technology. His demonstrations are both awe-inspiring and educational, instilling a deep respect for the A.P.E. suits' potential.

Training Program

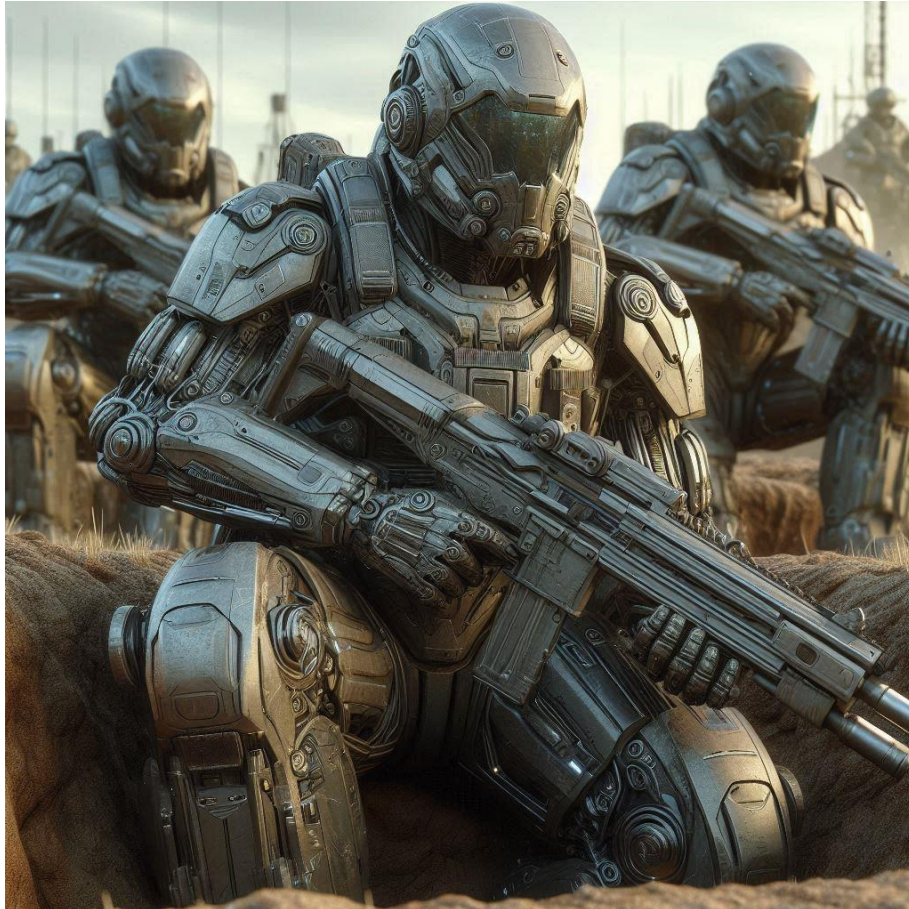
Iron Talon Academy's training program is rigorous, combining physical endurance tests, advanced combat simulations, and live-fire exercises. Trainees learn to operate both assault and light class A.P.E. suits, mastering their unique capabilities and systems.

Training Modules Include:

1. **Tactical Maneuvering:** Led by Captain Sato, focusing on stealth and agility.
2. **Heavy Assault:** Led by Major Petrov, emphasizing brute force and strategic deployment.
3. **Nanotech and Shock Tactics:** Led by Lieutenant Fernandez, training on the use of advanced technology in combat.
4. **Advanced Field Operations:** Led by Commander Jensen, incorporating real-world scenarios and strategic planning.

Motto

"Through Iron We Soar"



A.P.E Classes

A.P.E Suits consist of two classes with drastically different play styles and potential loadouts:

- ❖ Light Class – Respectively armored, powered and agile. Just because it is “light” does not mean you should disregard these suits. They are the epitome of terrors on the battlefield... aggressive and unrelenting. Think Spartans in power armor.

- ❖ Assault Class- A walking wall of armor and firepower bent on destroying whatever lies in their paths. Often used as fire support or spearpoint of an assault, these suits strike fear in the hearts of unarmored and armored opponents at their approach. Think Juggernauts or Terminators from wh40k.

A.P.E Rules

A.P.E Suits consist of two classes with drastically different play styles and potential loadouts:



- ❖ **Light Class –**

1) Loadouts: Pistol (Semi or Full auto /w 40ft MED for full auto), SMG, Rifleman (*optional: may run full auto /w 40ft MED, may fire from indoor

to outdoor /w 40ft MED), up to one HEAVY weapon and is allowed to utilize ONE mounted weapon (wrist, shoulder, etc.) that abide by the above weapons.

2) Transport: ALL A.P.E suits may be transported on and off field by techincals (gun trucks or troop transports) and admin vehicles for the purposes of standard gameplay or “hot drops” into combat. ALL transports must come to a full and complete stop before loading and offloading A.P.E suit equipped passengers.

3) Eliminating A.P.E Suits: Light class A.P.E suits are practically “immune” to small arms fire. What does that mean for you the player? Just peppering them with a few rounds will only draw their ire and sights on you. Sustained heavy fire can “disable” an A.P.E suit, forcing the pilot to take a knee and deploy a dead rag, dead light OR red smoke. A.P.E suit pilots will receive special instruction prior to playing on what is “sustained heavy fire” and will be on the honor system to abide by this when not accompanied by admin. A.P.E suits may be completely eliminated by the usage of satchel charges, fragmentation grenades, flash bangs, launchable grenade or LAWs rounds or a knife.

This “disabled” period will last for 5 minutes, after the suits’ systems will boot back up and allow the pilot to reengage. Pilots may not be “revived” by someone trying to medic them, however if a friendly transport or gun truck is nearby the unit it may be “picked up” by the vehicle’s heavy lift gear and transported to a friendly FOB or AA for repair and refit.

**Light A.P.E suits may be disabled twice before requiring repair and refit.*

**Disabled A.P.E suits may be completely eliminated by the usage of satchel charges, fragmentation grenades, flash bangs, launchable grenade or LAWs rounds or a knife.*

4) Communication: ALL A.P.E suits must maintain an open channel with faction command at ALL times.

5) Artistic License: Future Wars and thus the A.P.E Suits described within are largely undesignated. So, we ask that you keep the spirit of each class in mind during your design and do your best to make them fit the dystopian future aesthetic as much as possible... don't think about Fall Out after the bombs went off, but before. These suits are being produced by companies in small batches off assembly lines, they may be scuffed and worn... but they are still top-tier tech.

6) Paint/Uniform: Armor plates should match the overall faction paint scheme (GREEN or TAN) and it is strongly encouraged that the undersuit match faction color/camos requirements as well. However, if you are piloting a suit that is fully enclosed and shows little to no uniform it will not matter the uniform color/camo.

***With ADMIN approval colored tape may be used to denote faction.**





- ❖ **Assault Class-** A walking wall of armor and firepower bent on destroying whatever lies in their paths. Often used as fire support or spearpoint of an

assault, these suits strike fear in the hearts of unarmored and armored opponents at their approach.

1) Loadouts: Pistol (Semi or Full auto /w 40ft MED for full auto), SMG, Rifleman (*optional: may run full auto /w 40ft MED, may fire from indoor to outdoor /w 40ft MED), up to one HEAVY weapon and is allowed to utilize TWO mounted weapon (wrist, shoulder, etc.) that abide by the above weapons. Though the assault class is allowed to utilize the above-mentioned weapons classes it is STRONGLY encouraged that they focus on mounted weapons and or heavy squad support weapons (more brrrrrt).

2) Transport: ALL A.P.E suits may be transported on and off field by techincals (gun trucks or troop transports) and admin vehicles for the purposes of standard gameplay or “hot drops” into combat. ALL transports must come to a full and complete stop before loading and offloading A.P.E suit equipped passengers.

3) Eliminating A.P.E Suits: Assault class A.P.E suits are practically “immune” to small arms fire. What does that mean for you the player? Just peppering them with a few rounds will only draw their ire and sights on you. A longer period of sustained heavy fire can “disable” an Assault A.P.E suit versus the Light, forcing the pilot to take a knee and deploy a dead rag, dead light OR red smoke. A.P.E suit pilots will receive special instruction prior to playing on what is “sustained heavy fire” and will be on the honor system to abide by this when not accompanied by admin.

This “disabled” period will last for 5 minutes, after the suits’ systems will boot back up and allow the pilot to reengage. Pilots may not be “revived” by someone trying to medic them, however if a friendly transport or gun truck is nearby the unit it may be “picked up” by the vehicle’s heavy lift gear and transported to a friendly FOB or AA for repair and refit.

**Assault A.P.E suits may be disabled three times before requiring repair and refit.*

**Disabled A.P.E suits may be completely eliminated by the usage of satchel charges, fragmentation grenades, flash bangs, launchable grenade or LAWs rounds or a knife.*

4) Communication: ALL A.P.E suits must maintain an open channel with faction command at ALL times.

5) Artistic License: Future Wars and thus the A.P.E Suits described within are largely undesignated. So, we ask that you keep the spirit of each class in mind during your design and do your best to make them fit the dystopian future aesthetic as much as possible... don't think about Fall Out after the bombs went off, but before. These suits are being produced by companies in small batches off assembly lines, they may be scuffed and worn... but they are still top-tier tech.

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