

# Battlefist

The Battlefist is a melee weapon designed by the [Iron Company](#) for the [Warden Technician](#). It first became available in [15 BYE](#).

## About the Battlefist




The Battlefist is merely a mechanized punch. A gauntlet-type device was first deployed on the [Warden Technician](#). [Albert Steiner](#) may or may not have ordered this weapon to put members of the [Iron Company](#) in line. He will neither confirm or deny this fact.

## History

The Battlefist was designed along with the [Warden Technician](#) in [15 BYE](#) as a melee combat device. Its production ceased after the schism in [10 BYE](#), but was once again returned to limited production after the [Iron Company](#) was re-established in [YE 44](#). There is continued debate about the effectiveness of this weapon, however, there are plans to deploy it in a scalable fashion on future units.

## General Information

General Information about the Battlefist.

Battlefist	
No Art At This Time	
Year Introduced	<a href="#">15 BYE</a> . Restart <a href="#">YE 44</a> .
Class/Nomenclature	<a href="#">IC-M1-W4401</a> (Current Production Version)
Alternative Nomenclature	IC-BFS-012
Designers	 <a href="#">Iron Company</a>
Manufacturer	 <a href="#">Iron Company</a>
Fielded By	 <a href="#">Iron Company</a>
Weapon Type	Mecha Fist Weapon
Weapon Role	Medium Anti-Armor
Length and Width	152.5cm x 137.2cm <sup>1)</sup>
Weight	1361kg
Damage Rating (Version 3)	Up to Tier 5 <sup>2)</sup>
Production	Limited Production

Battlefist	
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Pricing	10,000 KS <sup>3)</sup>

## Appearance

The appearance of a Battlefist is usually little more than an up-armored gauntlet; however, the end-user or designer may opt for more exotic appearances such as having it resemble an oversized flanged mace, etc.,

## Power Source

The power source/ammunition is as follows:

- Ammunition/Power source: Powered by the [Wrath Series Fusion Reactor](#) of the unit it is mounted on.
- Round Capacity: The power cell usually is good for about 30 swings before needing to be replaced.

## Weapon Mechanisms and Maintenance

- Firing Mechanism: Controlled by the hand servos of the [Warden Technician](#).
- Stripping the weapon down requires the removal of the armor plates to get the internals, which can be down with either an allen wrench, screwdriver or in some cases a socket set-then internal mechanism as long as one has some kind of lubricant, a soldiering kit, small screwdrivers and a bit of patience the fist can be restored to full use in under thirty minutes.

## Replaceable Parts and Components

The following parts can be purchased:

- Servo System: 1,000 KS.
- Armor Plating: Depends on the unit it is being mounted on.

## Optional Attachments

Additional attachments can be added as follows:

- Claws, additional armor, and spikes have been added, but these are generally added to the end user's taste.

# OOC Notes

Commissar Farzi created this article on 2022/10/29 14:00.

- This was approved by Wes on 2022/11/25.<sup>4)</sup>

<sup>1)</sup>

But scales depending on the unit mounted on

<sup>2)</sup>

Larger versions can be made, this is the DR for the system mounted on the Warden Technician

<sup>3)</sup>

Not for Sale

<sup>4)</sup>

<https://starmy.com/roleplay-forum/threads/the-warden-technician-mr-steiner-at-his-best.69578/#post-431907>

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