

Na-TK17 Engineer Toolkit

Developed in [YE 35](#), the Na-TK17 Engineer Toolkit is a workstation for marine engineers deployed my Nepleslia. It provides the basics for Nepleslia engineer's to complete their mission.

About the Engineer Toolkit



The Na-TK17 Engineer Toolkit is a set of tools and equipment in use by Nepleslia Engineers. The toolkit is designed to be used in conjunction with the [Engineer Arm](#), but an equipment change allows it to be used as a standalone kit. The kit consists of a large backpack as the base with two large tanks on adjacent sides. A smaller and optional tank can be installed to be used exclusively with an Engineer Arm.

Marine Engineer Version

The whole system is designed for one man use if mounted and dismounted properly. Although, a quick release built into the shoulder straps drop the pack to the ground and allows for quick access, but another person besides the wielder must be used to mount the pack after the quick release is triggered. A slightly modified version exists for use with the [Golem Assault Armor](#).

Toolkit

The tool box portion of the tool kit is designed as a portable workstation for engineers, the whole back side of the tool kit is a thick battery that holds the power for operation, as well as a door for the rest of the equipment inside.

1. Handheld Bolt Cutters

A pair of NAM designed bolt cutters. Green in color with black rubber grips. The blades of the bolt cutters are made of diluted Nerimium, and a small onboard motor allows for constant and increasing pressure until it cuts or the user halts the process.

2. Duotex Powered Wrench Set

This wrench set is designed for use on Hostile, Aggressor, and Void Power Armors, as well as standard equipment in use by Nepleslia. Various specialized wrenches that are used to perform maintenance and field repair of Nepleslia Systems.

Duotex Multigrip Wrench

This wrench is designed specifically to remove the plating and outer hull of power armor. The wrench has an adjustable head for use on the many nuts and bolts that hold the plating and panels onto the armor. It is rather large and is used to break loose the larger and more prominent bolts.

Duotex Minor Repair Wrenches

These wrenches are designed as a more durable set of wrenches built for the common sizes and standards of Nepleslia. This set of wrenches are placed in a slot on a long pad, which is then rolled up to form a tube for easy storage.

Duotex Adjustable Ratchet

This small ratchet consists of an adjustable ratchet that expands and contracts the socket via small buttons on the shaft. The socket expands and contracts upon input, and a hole on the opposite end of the socket allows the ratchet to be used to remove both nuts and bolts. Two replacement sockets are located in a small pouch that is situated on the top inner wall of the toolkit.

Duotex Pry-EZ

This duo of prybars are primarily used to remove the bulky and heavy plates off of power armor, but both can be used for other equipment. The smaller and thinner bar is designed to slide into the small notches that are located somewhere on the plating. It slips into a groove and allows the bar to push the plating straight up where it can be removed. The large bar is also thin, but it has a hammer head on one side as well as a bigger blade for the heavy pieces of armor or paneling. It operates the same, although the grooves existent in the smaller plates are removed for a larger notch to accommodate the bar's blade.

3. DrillWEL Powered Drill Set

This drill has a robust and large design. The drill and its four attachments take up a large portion of the toolkit. The drill has a pistol grip with a handguard reaching from the base of the grip all the way up to

the attachment point.

DrillWEL Impact Wrench Attachment

This attachment is used to reattach plates or paneling onto either power armor systems or equipment. It has an adjustable socket that has an adjustable torque pressure to allow for various pressures for different systems.

DrillWEL RotaHead Drill Attachment

This drill attachment has three, rotating, spherical heads that are Nerimium based and can bore a small fist sized hole through a wall or other obstacle. The three heads rotate individually, but are also rotated together at the base of the attachment.

DrillWEL Drill Attachment

Nerimium tipped drill set that is sized in accordance with Nepleslia sizes and standards. A basic drill attachment that includes interchangeable drill bits in a small metal green case. They can be used to drill out a stripped nut or bolt in the armor, as well as perform standard drilling exercises.

DrillWEL ScrewDriver Attachment

This drill attachment includes various sizes of drill bits that can be used to screw or unscrew various Nepleslia sized screws and such. It includes both flat headed and cross headed bits. Some bits are magnetic to allow for easier usage of screws.

4. Tiralyte Plasma Torch and Hoses

This set of hoses can be held in the backpack if an Engineer Arm is not in operation with the toolkit. It allows for basic plasma cutting and welding. It included five feet of hoses, that need to be mounted on the outside of one of the toolkit.

5. NAM Standard Door Breaching Charges

These NAM designed door breaching charges are compacted into a small green container. It is malleable and allows for the charges to be placed in unusual places or positions. They are to be used with smaller and more personal doors. Using the charges for heavier, or more reinforced doors will result in the waste of good explosives.

Toolkit Tanks

The tanks on either side of the backpack hold plasma gas on the left side, and shielding gas on the right, to be used Both are connected to a nozzle on the left side of the pack that an Engineer Arm or the hand torch can connect to. The optional tank underneath is for a portable [Na-FE32 Fire Extinguisher](#) that connects to an Engineer Arm from a nozzle on the bottom left corner of the tank.

Marine Power Armor Version

The Power Armor version of the toolkit is only operable with a power armor version of an Engineer Arm and contains more specialized power armor specific tools. The whole kit is designed as an attachment to the back of power armor, that adds extra weight and significantly slows the wielder down. The toolkit is only operable when in use with [Hostile](#) Power Armor.

The power armor also boasts larger tanks of extinguisher, plasma, and the shielding gas, increasing the amount of usage the Engineer Arm can see. The Toolkit has also been designed in much the same way as the infantry version in regards to removal. A simple command allows the kit to drop to the ground, where minor shock absorbers placed on the bottom of the tanks and toolkit absorb the impact. From there, the toolkit can be opened the same way and used for its objectives. Seeing as the toolkit attaches to the back of the power armor, there are no straps or holsters for a single person to be able to don it with. A second power armor pilot must assist in the mounting of the toolkit and replacement of the Engineer Arm's wires and tubing.

Toolkit

The toolkit is largely the same as the infantry version but is focused more on the repair and maintenance of Power Armor systems. The greater amount of space allows for more tools to be carried in the toolkit. It contains all of the same tools as the infantry version except, the NAM Door Breaching Charges and the Tiralyte Plasma Torch and Hoses.

1. HostaTech Electro Tool Set

This tool set is used by Nepleslia Engineers for basic repairs to Power Armor Computers and other sensitive electronics. The set's tools all connect to a small port on the Engineer Arm that grounds them and allows the tools to work freely with electronics. The kit has a small set of specialized screwdrivers and wrenches that operate exclusively with the special screws and bolts in Nepleslia Power Armor. The kit also includes sets of wires, tubes, and housings, for an engineer to reroute or redirect power.

2. Power Armor Weapon Cleaner

This set of equipment is used to clean out or remove obstructions from power armor weapons. There are sizes matched for certain power armor weapon systems such as, the Guided Assault Fusion Mortars to the Heavy Penetrating Assault Rifle. If the weapon system can be cleaned or field repaired, this kit has the tools to perform the task.

3. NAM Generator and Thruster Repair Kit

This sparse set of tools are used exclusively to expediently repair or maintain a damaged generator, reactor or thruster. Damaged generators pose potential deadly risks to both pilots as well as allies, and this kit is designed to halt or slow failure until proper maintenance can be performed. Specialized shielding paste can be applied to cracks or other damaged areas to allow pilots to quickly get back in the fight. If the thrusters are damaged, there are various sized housings to allow for basic movement from the armor.

4. Slap-Battery

Compact Replacement Fusion Core / Operating System

When an armors fusion core is damaged to the point of being un-repairable, the affectionately-named Slap-Battery can be used to give the armor a few more precious minutes of life before another blackout.

Use of the Slap-Battery couldn't be simpler; merely place the Slap-Battery on the correct area of armor (this area can be detailed on the Datajockey.), attach, allow the magnetic field to apply itself, then give the top of the device a sharp slap...hence the name, Slap-Battery.

When activated by the slap, two hydraulic vibro-prongs, previously hidden within the Slap-Batteries outer casing, will shoot themselves out and with a little time and effort, reach the inner workings of the original defunct fusion core. At this point, the Slap-Battery will activate itself, siphoning its output through the prongs and into the old runways of the previous fusion core. The Slap-Battery also includes a basic armor OS, which integrates itself into the armor should the original armor OS be malfunctioning or beyond repairable.

This process is dangerous to the receiver, short-lived and not always guaranteed to work as planned. However, if you ever do need to use the Slap-Battery, then chances are it's the last resort for a powerless armor. The Slap-Battery, as stated before, will only give the user a few short minutes of power and ability before shorting out...the time given by the Slap-Battery should be used to flee to a more secure location.

OOO Notes

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