

# Na-A/M-02a "WarBear"

## Overview

The WarBear was designed in YE 30 by NAM to serve as a rallying presence on the battlefield for large groups of [Star Military of the Democratic Imperium of Nepleslia](#) Marines. Although more or less wildly impractical in many aspects, it is not meant to be a front-line fighter. Instead, it is meant to serve as a figurehead for Nepleslian forces on the ground, wherever they may go. Despite this, the WarBear is still extremely heavily armored. They are the only Nepleslian equipment to have a mandated place of manufacture, in Funky City. Only officers of a rank equivalent or higher than Senior Chief in the Marine Corps may operate one of these mechs into battle, unless in a dire emergency.

## Production Specifications

Government	<a href="#">Democratic Imperium of Nepleslia</a>	
Organizations	<a href="#">Star Military of the Democratic Imperium of Nepleslia</a>	
Developer	NAM TerraTech	
Manufacturer	NAM	
Production	Limited (About 1 per Marine Brigade)	
Dimensions		
Height	21 meters	
Width	13 meters	
Length	7 meters	
Speeds		
Running	70 kmph	
Hover	300 kmph	
Flight, Atmosphere	Mach 2	
Flight, Space	.3c	

## Appearance

Large and heavily armored, the WarBear was named simply for kicks. In truth, it looks like a regular, albeit massive, human as far as frame goes, with heavy armored plating. The mech's head takes on a respirator-like ensemble with two large monoeyes set above it, where a regular person's eyes would rest. The respirator slides down to allow use of the Napalm Projector. The top of the head protrudes slightly, overhanging the monoeyes, and sweeping back. The back of the head looks just like the front, giving the armor effectively two faces. Like most Nepleslian designs, the neck of the machine is covered by an armored collar. For entry, the head lifts upwards and back, revealing a small entrance tunnel, just large enough for an ID-SOL to fit into, with a ladder leading down into the cockpit.

The chest contains many of the primary systems for the mech, and extremely thick plating provides protection for them. The front extends forward to make extra space for the cockpit. The mech's shoulders

are modeled after formal uniform shoulderboards, only with six large spikes extending upwards on either shoulder. The WarBear follows the Nepleslian design aesthetic of many straight lines and thick armor to a T. It is painted dark green.

## Weapons Systems

### “The Axe”

The primary weapon of the WarBear is its gigantic axe, standing at 18 meters long, and 7 meters wide. A durandium core with a mono-molecular Nerimium blade, the Axe is a major threat at any range, especially with the massive 110mm mass-driver assisted ballistic cannon built into the shaft. For extra manliness, the Axe has also been equipped with a 20,000 watt mega-speaker in the head, and the shaft has been made to function as a guitar.

- Primary Purpose: Anti-armor
- Secondary Purpose: Assault
- Tertiary Purpose: In the words of one NAM designer, “being fucking awesome”
- Damage (Mecha): *Axe: 4 Cannon: 4 Guitar (Personnel): 3*
- Range: *Axe: Melee Cannon: 2 km*
- Payload: 150 HE shells for the railgun
- Rate of Fire: Semi-automatic

### Rear-mounted Missile Launchers

Secondary weapons of the WarBear are two massive missile launchers on the back. They fire custom-made rocket-propelled durandium chainsaws, with on-board SavTechs to help direct the missile. The missiles are highly maneuverable, and have a powerful explosive charge, although the blast is geared more towards looking extraordinarily impressive as opposed to sheer effectiveness.

- Primary Purpose: Anti-armor
- Secondary Purpose: Sheer, pants-wetting terror
- Damage (Mecha): *Chainsaw Blades: 3 Explosives:2*
- Range: 50 km
- Payload: 30 missiles
- Rate of Fire: 1 missile every 2 seconds per launcher

### Napalm Launcher

Mounted in the Warbear's mouth is a massive napalm dispersal and ignition unit. It fires a massive spray of a jellied, highly flammable substance similar to gasoline. It can easily obliterate lightly armored personnel, foliage, and buildings, and even harm some lower-end PA.

- Primary Purpose: Anti-personnel
- Secondary Purpose: Assault

- Damage (Mecha): 1
- Range: 500 m
- Payload: 700 gallons, compressed in the stomach of the WarBear

## **NAM Laser Pulse Array (2)**

The only weapon on the WarBear added specifically with practicality in mind. A small, standard point defense array common on NAM Power Armors. Two are on the WarBear, located on either side of the neck.

- Primary Purpose: Point Defense
- Secondary Purpose: Anti-personnel
- Damage (Mecha): 1
- Range: 200 m
- Payload: Effectively unlimited

## **Hull**

*25 Structural Points (Mecha)*

## **Nerimium Armor Plating**

Heavy plates make up the primary protection for the WarBear, most ranging from 10-50 centimeters thick on most parts of the mech. The armor can absorb a massive amount of punishment from most types of weapons.

## **Durandium Frame**

Overlaying the skeleton, making up the outer portion of the mech's joints, and serving as a base to lay the Nerimium plates into is a lightweight but sturdy Durandium frame.

## **Leptonium Skeleton**

The WarBear's skeleton is made of self-repairing leptonium alloy. This provides a very rugged base for the armor above, and one that can save repair crews time and effort in the event of heavy damage. The skeleton is also hollowed out to allow for NCS repair bots to reach damaged areas.

## **Systems**

## Power Plant

### NAM Fusion Generator

A powerful mid-size fusion generator. Has a pure hydrogen reserve in four thick palladium rods, allowing it to last up to three days on its own power supply. It can last indefinitely on a planet by scrubbing fusion-capable elements from the air and running them through the generator, although the palladium fuel cells are required for space operation.

### NAM "Penny Pincher" Power Appropriation Suite

A small sensor and an air pump pulls atmospheric gases into a separation chamber, where the computer works to pull elements capable of quality fusion reaction out of the air, sending the newly acquired fuel to a small tank and then to the generator, and the waste is expelled back out the pump.

## Life Support

### Standard Life Support suite

The cockpit is supplied fresh air from either the planetary atmosphere (scrubbed for toxins and other harmful agents via a pump system) or a large air tank, filled with air from Funky City itself in the case of space operations.

## Emergency Systems

### Escape Pod

In the event of catastrophic damage, the cockpit will eject from the chest of the WarBear. Driven by powerful plasma jets, and capable of supporting the pilot for up to three days in space, the escape pod is a life-saver. Max Speed is 500 kilometers per hour, with durandium armor.

### Self-Destruct Device

A powerful last stand weapon to be deployed in the event of crushing enemy resistance. A massive 200 megaton nuclear fusion weapon stored in the Mecha's chest. The weapons fissible primer core contains a number of ball bearings, drained when armed, to prevent a premature detonation. The weapon can only be detonated with authorization from a commanding officer of Colonel rank or above. *DR (Starship): 2*

## **NCS Repair Systems**

In the event of non-fatal damage, [nam\\_nano-constructor\\_system](#) nanobots are dispatched to the damaged area through the hollow skeleton to initiate repairs.

## **Sensors**

### **Monoeyes**

Standard NAM Monoeyes are the primary sensor units of the WarBear. The drivers installed in the mech are geared for quick, mid-range target application. In passive mode, they are capable of observing targets within a 1000 mile radius in an atmosphere. In active mode, they are capable of tracking one target each, with eight monoeyes, 2 located on either side of the head, 2 on each shoulder, and one on either side of the torso.

## **Shield Systems**

### **NAM Combined Shield System**

A relatively powerful shielding suite, the CSS has electrostatic and hard shields, protecting it against ballistics and energy weapons quite well, as well as phased threats. An antigravity damper field is also in place, although it is run from a separate generator than the other two shields, keeping protection against scalar going even when the rest of the shields are down.

## **Propulsion**

### **NAM Plasma Impulse Drive**

Two PID thrusters are located on the WarBear's back, with one on either calf as well for "coasting". These allow the mech a high degree of mobility on the battlefield.

### **Gravitic Drive**

A standard inertialess drive used for rapid acceleration and movement.

## **Computer**

## **Drei AI**

The primary starship AI of the SMOdIN has been chosen to be the computer core for the WarBear. It controls advanced maneuvering functions, as well as runs diagnostic operations using the onboard NCS repair systems. It is also responsible for pinpoint targeting and other advanced operations for the pilot, and soundcheck.

## **Control**

### **Cockpit**

The WarBear's cockpit contains a large, dark green, leather, and very comfortable chair with a Neural Interface Device in the head (with adjustable height for different pilots). A catheter is built into the lefthand side of the cockpit, and can be pulled into the pilots lap, should the need arise. Positioned in front of the pilots seat are the viewscreens, providing visual and sensor data for the battlefield, as well as diagnostic information. The pilot is capable of controlling how the screens are displayed. To the right of the seat is an optional controller for the guitar function of the Axe.

## **Movement**

### **NAM Nano-muscles**

One of the largest applications of nano-muscles in the NAM catalogue would be those in the WarBear. After their immense success in every NAM-produced power armor, the nano-muscle systems have been expanded significantly to move the massive mecha's body.

## **Camouflage**

### **NAM "Snakeskin"**

A nano-bot adhesive coating optionally applied to the WarBear before deployment. The Snakeskin lasts for 12 hours before disintegrating. First introduced with the [NAM Terratech General Combat Armorsuit - "Hostile"](#) and [Aggressor Heavy Assault Armor](#) armors, the coating changes its pigmentation to match surrounding scenery, although it is not completely instantaneous.

## **Pricing**

10000 DA

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