

Doorbreaker Plasma Cannon

The Doorbreaker is a three-barreled plasma cannon created by [NAM](#) in [YE 36](#), initially for the [NAM Terratech Heavy Assault Armorsuit - "Devastator"](#) but later for use with [other Nepleslian](#) power armors.

About the Doorbreaker

The Doorbreaker was NAM's attempt to create a powerful direct-fire weapon that did not have any area of effect. The [NAM "Wolfhound" Heavy Multipurpose Railgun HMR-01a](#) could not be modified to fit the requirements. As a result, NAM went to the drawing board and, using the [NAM Light Plasma Autocannon LPA-01b](#) as a starting point, came up with the three-barreled Doorbreaker. Functionally, it is little more than three Light Plasma Autocannons re-designed into a single platform with the beam function replaced by an overcharged triple blast. It can also be toggled to Machine-Gun mode, where each barrel fires a single shot in rapid sequence, allowing users to lay down streams of plasma bolts.

Nomenclature Information

- Designer: NAM
- Manufacturer: NAM
- Name: Doorbreaker Plasma Cannon
- Nomenclature: Na-W4
- Type: Plasma Cannon
- Role: Squad Support Weapon
- Length: 39 inches
- Mass: 20lbs, 9kg

Appearance


Pending. See Devastator Picture until it can be cropped.

Discharge Information


- Muzzle Flash: Bright Green flashes
- Retort: Low whine with each firing
 - Beam Appearance: White-green bolts
 - Effective Range(MG): 1000m (atmosphere), 100km (space)
 - Effective Range(FB): 200m (atmosphere), 100km (space)
- Rate of Fire: 6 shots per minute (FB), 1200 shots per minute (MG)
- Recoil: None

Energy Source

- Ammunition From internal capacitor or charged by attaching power cable to Power Armor
 - Machine-Gun Mode [DR](#): Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (

 **Fix Me!**

: Staff needs to determine which)
 - Full Blast Mode [DR](#): Tier 8 or Tier 9, Medium Anti-Mecha or Heavy Anti-Mecha (

 **Fix Me!**

: Staff needs to determine which)
- Round Capacity: 30 FB shots or 6000 MG shots

Weapon Mechanisms

- Loading: To add additional charge, it must be connected to an exterior power source via the power cable
- Mode Selector: Button
- Firing Modes: Machine-Gun or Full Blast
- Safety Mechanism: None
- Weapon Sight: Digital linking with Power Armor HUD indicates where shots will hit

Pricing

The Doorbreaker is not for sale to anyone other than the [SMDION](#) without authorization from the Nepleslian government.

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