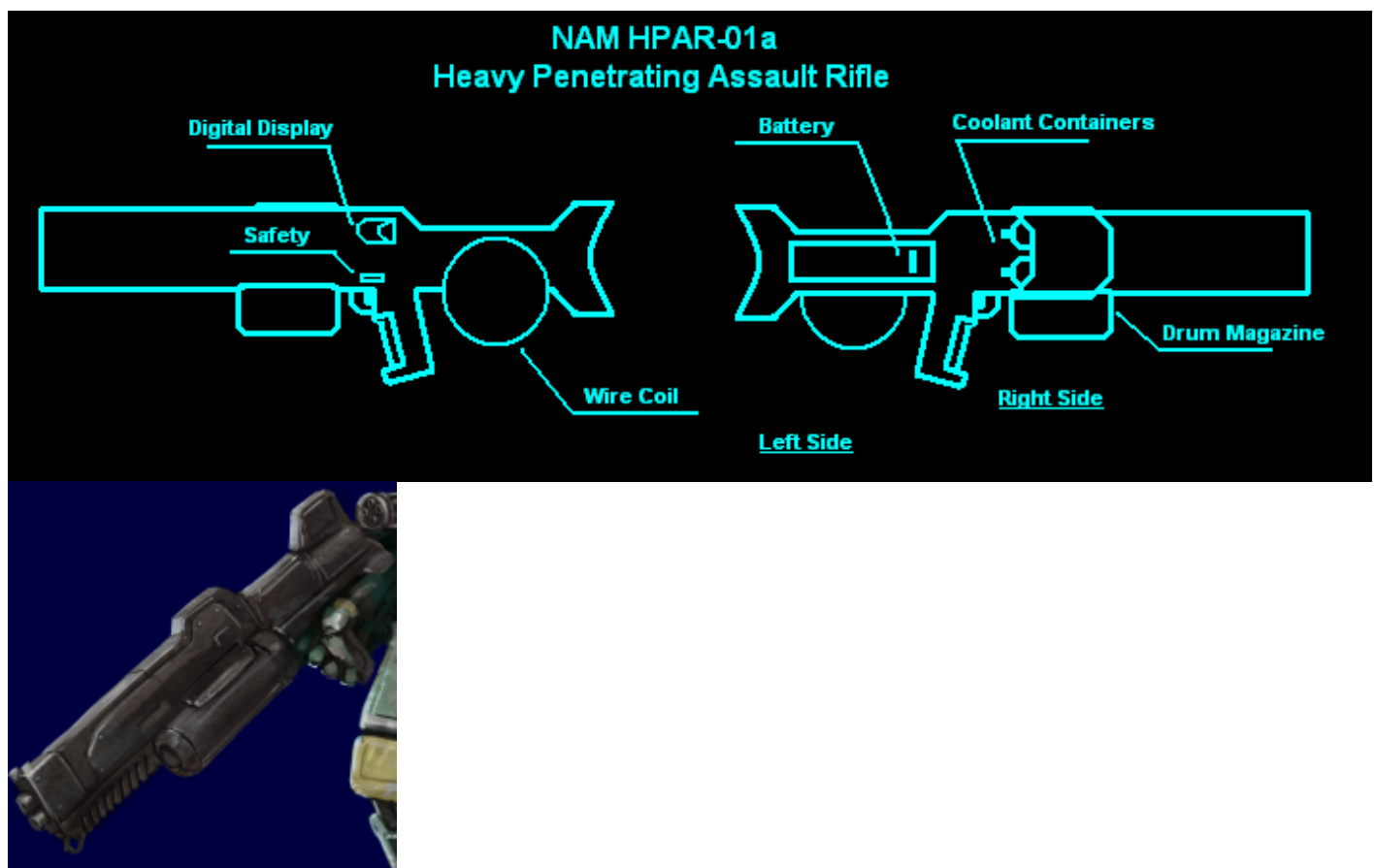


NAM HPAR-01a Heavy Penetrating Assault Rifle - "The Money Shot"

The [Nepleslian Arms and Munitions](#) Heavy Penetrating Assault Rifle is an attempt to create a versatile, easy-to-produce yet effective tool for [Nepleslian soldiers](#) in their efforts to further improve and develop reliable solid-munition technology.

This particular effort yielded a weapon designed to penetrate heavy armor and essentially tear foes apart through the penetrating capability of a super-heated stream of metal, the force propelling it, and the obscene amount of ammunition able to be fitted inside of a magazine due to the new 'coin' type of ammunition. Testers, marines and weapon enthusiasts, thinking back on the older times before electronic currency replaced coinage, along with the fact that this weapon effectively fires hot, sticky substances at enemies, have appropriately nicknamed this weapon "The Moneyshot."



- Purpose: Anti-Armor, Anti-Personnel
- [Damage](#): Tier 6, Heavy Anti-Armor
- Range: 2,000 meters, theoretically unlimited in space
- Rate of Fire: 7 rounds per second, 3 round-burst or fully automatic
- Muzzle Velocity: 4000 m/s
- Payload 700 rounds loaded into a drum magazine

Detailed Information

NAM HPAR-01a

Designer/Manufacturer: [Nepleslian Arms and Munitions](#)

(Suggested) Price: 25,000 DA

Nomenclature Information

Type: Metal Vapor Propulsion Penetration Rifle

Model: The NAM HPAR-01a is the first model of the Heavy Penetrating Assault Rifle. The systems aboard this weapon will most likely remain the standard for future versions, unless improvements are researched.

Role: The HPAR's purpose is, essentially, an anti-armor role. However, due to the nature of the weapon itself, can be used for assaulting unarmored personnel, as well as medium to large vehicles. One of the more outstanding features of the HPAR is the relatively cheap amount of materials necessary, and the obscene amount of ammunition able to be loaded into a single drum magazine. Intended use is for [Nepleslian](#) powered armors, but due to its independent-system nature, can be used by others as well.

Length: Roughly 140cm long Mass: Roughly 60kg unloaded, 75kg when loaded with drum magazine (15kg)

Discharge Information

Projection/ammo type: Metal-Vapor propelled metalloid "Coin" round

Firing Mechanism: When trigger is pressed, a single 'coin' round is loaded into the barrel chamber. In the rear of the weapon, a length of thick copper wiring from a roped copper ring. is led into a vacuum chamber, attached to an electrode and cut from the rest of the wire. The electrode is then charged, and the wire is the quickly heated past its threshold of heat tolerance. This results in a sublimation effect; the copper wire instantly turns from a solid to a gas, resulting in a heft explosion of force and heat, which is funneled out of the barrel and onto the loaded 'coin' round. The wave of heat and force contacts with the convexed end first, forming a 'spike' of molten metal which is then propelled out of the barrel through the remaining force. The semi-solid projectile is funnel through the magnetic rifling barrel which reacts to the metalloid by pushing it together, keeping the shot straight as it leaves the barrel. Copper wire is then set in the vacuum chamber again, a coin round is replaced and loaded, and the cycle is repeated.

Note: Battery for powering the multiple weapon systems, including the on-board digital screen, cooling systems and electrode is located on the rear of the weapon on the stock. The battery is large and

powerful, usually lasting well into a fight and only needing to be recharged when returning to an armory; can theoretically support up to ~6,000 rounds.

Caliber: 30mm x 5mm "Coin" round

Effective Range 2,000m

Maximum Range: 4,000m

Muzzle Velocity: 4,000 m/s

Muzzle Blast: A short, white flash at the barrels end

Firing Mode(s): Three-round burst, or fully automatic fire

Recoil: Heavy. Nearly impossible for unenhanced [Neplesians](#) to wield for weight alone, let alone the recoil of the weapon. Recoil in armor, however, is minimized by a large degree, but still has a bit of a kick to it.

Ammo Description

Name: Standard 30mm x 6mm "Coin" round

Visual Description: A dull gray coin, no luster, slightly concaved.

Ammo: Stored in a specialized drum magazine, 700 rounds per magazine.

Damage Description: The 'coin' is perhaps the most complex part of this gun. The small, round, slightly concaved munitions are composed of a newly developed synthetic metalloid that has a low melting point, but an exceptionally high heat tolerance in semi-solid form. In addition to the high heat potential, upon reaching a semi-solid state the metalloid reacts violently with additional heat, super-heating itself wildly in a cycle of chain reactions. Initial tests of the weapon have completely vaporized themselves through thick sheets of tungsten and most common heat-resistant meshes in a single shot, and with two or three consecutive hits in the same general area, quickly melt its way through military-grade Durandium. Even continuous use on Nerimium plating has yielded well-received results. The process of melting and super-heating itself is quick, happening as the stream of intensely hot metal through the barrel and onto a foe at great speeds.

One of two things will happen upon impact on the target, depending on the heat tolerance of the target itself.

The super-heated metal stream will attempt to utterly vaporize the initial impact surface and pass into the armor itself, severely burning the armors innards. In the event that it does not immediately pass through the point of impact, the metal will attempt to transfer all heat into the area in short succession, rapidly cooling and effectively 'caking' itself onto the impact area. While the 'caking' effect has an additional bonus of possibly hindering movement, in the event another round from the HPAR hits the caked metalloid, the reaction causes the heating process to be repeated until the target's armor is softened to a point where an additional shot will force the entire surface to give way into the point of

impact. As the metal outside of the enemy armor is super-heated, this heat should also begin to transmit into the armors' innards, effectively turning the opposing armor into a walking oven.

Weapon Mechanisms

Safeties: Located above the trigger, left side.

Fire mode selectors: Access via a digital panel on the top of the weapon. Fire modes include a three-shot burst and fully automatic fire.

Weapon sights: No built-in sights; relies on powered armor targeting systems for accurate lock.

Attachment hard points: One universal hardpoint under the front barrel of the weapon.

Note: This weapon contains a small digital window on the top of the weapon that displays a number of functions and information about the weapons condition. This includes number of rounds remaining in a drum magazine, fire mode selection, attachment information, battery life and temperature of the weapon.

Maintenance Information

Field Maintenance Procedure: Should the weapons battery of N2 coolant systems run out of materials to process, there is no way to replace them in the field unless you have substantial knowledge of the components, inner workings of the gun, as well as have replacement components. It's highly recommended that the user simply go to great lengths to protect his weapon...most maintenance procedures can only be worked on by armory professionals.

Replaceable Parts and components: The HPAR's main body can be dismantled piece by piece, and replaced accordingly. The most common replacements are the N2 coolant system containers, battery, and copper-wire roll. The main body of the weapon is a solid piece; most of the systems for the vacuum chamber and firing mechanisms are permanently housed within the weapon. Tampering is not encouraged.

History

While ventures into beam weapon technology are steadily growing, the tried and true solid-projectile weapons of Nepleslian technology remains both its expertise and staple of its infantry power in both effectiveness and versatility. The newest line of powered armors for the Democratic Imperial of Nepleslia have been given a newer, more radical attempt at a simpler, more effective solid-projectile weapon; the Heavy Penetrating Assault Rifle. The technology behind this weapon is both simple and remarkably effective, relying on metal-vapor propulsion and a new type of metalloid ammunition to propel

superheated streams of metal at foes.

Idea for the weapon first sprung up upon the accidental discovery of the currently unnamed metalloid used as the ammunition in this round. Originally, [NAM](#) was hoping to develop a new heat-resistant alloy for us in resourcing operations close to stars and other objects of intense heat. Needless to say, the new metalloid was a failure in that respect, but was quickly adapted to 'other' uses.

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Last update: **2023/12/21 02:08**

