

Maul of Ifmir

Built by [Origin Industries](#) in [YE 40](#), the Maul of Ifmir is a specially-designed rocket-propelled maul meant for use with [Destiny Tur'Lista's M5 Knight](#), the “Xiaah”. The weapon has multiple settings and is capable of delivering vicious and devastating blows; despite this, however, the Maul's design is relatively simple - for it consists of little more than a solid blunt face that has three electronically-activated rocket thrusters attached to the back of it.

About the Maul of Ifmir

Designed by [Origin Industries](#) with input from [Destiny Tur'Lista](#), the Maul of Ifmir was built to literally crush the latter's enemies and falls in line with her people's views of melee combat versus ranged weaponry. It was named it after the god of her people - who believed the way of the righteous was a path of strength.

- Designer: [Destiny Tur'Lista](#) & [Origin Industries](#)
- Manufacturer: [Origin Industries](#)
- Name: Maul of Ifmir
- Type: Rocket-Propelled Maul
- Role: Accelerated Anti-Mecha Blunt-Force Weapon
- Length: 8 meters tall; head is roughly 3 meters across the face.
- Mass: 8000 lbs. (3628 kg.)

Appearance

The Maul of Ifmir visually appears to be a maul with a large head that has three rocket boosters attached to its back; additionally, there are a few lines that run back from the head to the rockets themselves. The handle is fairly simple and plain and has a thick bottom to the grip to keep the weapon from sliding from the grasp of the “Xiaah” when swung overhead.

Discharge Information

- Muzzle Flash: A plume of red flame erupts from the exhaust nozzles of the three rockets as they fire up.
- Retort: A thunderous “fwoosh” can be heard for the duration of the rocket's burn.
- Recoil: Heavy; carries the weapon forwards in an arc to add more force to an impact.

Maul of Ifmir Damage Quickchart	
Mode	Purpose
Un-Powered Swing	Tier 8 , Medium Anti-Mecha
Powered Swing	Tier 9 , Heavy Anti-Mecha
Overpowered Swing	Tier 10 , Light Anti-Starship

Weapon Mechanisms

General descriptions about how the Maul of Ifmir functions.

- **Firing Mechanism:** The thrusters are controlled by an electronic signal sent from the pilot of the “Xiaah,” which causes the weapon’s thrusters to fire and carry it forwards as long as the signal is being received.
- **Safety Mechanism:** [Destiny Tur'Lista](#) can send an encrypted lockdown signal to the Maul of Ifmir’s systems, causing its rockets to be inoperable until another signal - that re-engages the propulsion systems- is received.
- **Firing Modes:** Despite being a simple rocket-propelled maul, the Maul of Ifmir still has three distinct “swinging styles” that can be likened to firing modes for simplicity.
 - **Un-Powered Swing:** An un-powered swing is performed by simply not firing the weapon's rockets when swinging it.
 - **Powered Swing:** A powered swing is performed by activating the electronic signal for a second when swinging, which in turn ignites the weapon's rockets and propels it with more force than before.
 - **Overpowered Swing:** An even stronger version of the powered swing that is performed by keeping the electronic signal active through the duration of the impact, bypassing the thruster's safety protocols in exchange for even greater amounts of thrust and a seven-second cooldown period for the thrusters.

Design

General descriptions about the Maul of Ifmir's design.

- **Power Source:** The Maul of Ifmir is powered by a miniature internal [Aether Generator](#).
- **Construction:** The Maul of Ifmir is a heavy one-handed maul made primarily out of [Nerimium](#), with smaller, more sensitive parts of the weapon being made out of [Durandium Alloy](#); the thickest part of the Nerimium shell is the front of the weapon, the sides are somewhat thinner, and the back is the thinnest.

OOC Notes

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