

Nomad Demolition Capsule

The *Demolitions Capsule* is an optional and installable component designed in [YE 43](#) for the upcoming design of the [NAM Terratech Multi-Role Cavalry Armor-"Nomad"](#) frame of medium power armor designed by [Nepleslian Arms and Munitions](#). The component is used by [Marine Demolitionists](#); Storing powerful ordinance in a safe built in capsule of the armors legs.

Year of Creation	Ye:43
Designer	Nepleslian Arms and Munitions
Manufacturer	Nepleslian Arms and Munitions
Fielded by	The Military Corps of the Star Military of the Democratic Imperium of Nepleslia
Availability	Mass production

Function and Design

The demolition capsule exists in the form of an ammo bunker (On only one leg) on the thighs of the armor. These bunkers mimic in form to that of a vehicles ammunition bunkers that contain damage to a minimum if damaged.

These bunkers contain a small but powerful amount of explosive-based ordinance that is largely more powerful than carried by a nonpowered armored demolitionist. The thought process is that if a powered armored frames heavy weapons cannot deal with the destruction of a target then the ordinance carried by them on a powered armored scale should be an order of magnitude greater; Enough to solve any problem through a liberal amount of explosives that their frame cannot.

The demolitions capsule only takes up **one hardpoints**

A demolitions capsules has the following:

- x3 Shaped charges
- x4 Thermite charges
- x3 Hand-axe explosive charges
- x2 Plasma charges
- x1 EMP charge
- x2 Anti-ship antimatter charges
- x1 Starship beacon

Shaped Charge

A shaped charge is a door breaching charge, intended to be used to create an entryway for breaching sealed doors and bulkheads in ships and military installations. The charge propels a cone-shaped explosive through armor, creating a large breach that can be exploited. The shaped charge's blast radius is not only smaller than most conventional charges but has a limited and focussed blast radius that is widely non-lethal to anyone not directly in the focussed blast cone of the charge. The charge works on

light and medium armored vehicles as well but damage should be considered minimal and only should be used against treads, tracks, movement systems, engines, cockpits, etc.

The charge is small and resembles a small cone that fits in the palm of the Nomad's hand and can stick to a surface through not only adhesive on the bottom of the charge but also through a powerful maglock that sticks to metal-based doors and walls.

The shaped charge is activated via an electronic command by the pilot and is able to be seen as a red triangle even from a distance on his/her HUD and by any allies connected to them.

[Damage Rating \(Version 3\)](#) T-7 light anti-mecha.

Thermite Charge

Thermite charges are powerful and intense charges made to destroy or disable equipment. The charge does not explode like most charges but first burns for a full minute with armor-melting heat strong enough to easily melt through [Durandium Alloy](#).

The charge throws intense and volatile thermite in a small area around it, melting into and aiding in the destruction of nearby objects. The thermite charge should be used to destroy or disable equipment and can be used in void or even underwater.

The thermite charge is activated via an electronic command by the pilot and is able to be seen as a red triangle even from a distance on his/her HUD and by any allies connected to them.

[Damage Rating \(Version 3\)](#) T-6 Heavy anti-armor.

Hand Axe Charge

The standard and traditional *bomb*. Hand-axe is a powerful and general-use explosive charge made from a mimic plastic-explosive-like material that can be broken apart and placed around a target. Hand-axe is not only malleable but is also very adhesive and can stick to any non-slick surface and even wet surfaces.

The base charge is resistant to heat and energy such as bullets or lasers and is detonated via a thin metal detonation cord wrapped around each charge that can be wound from piece to piece and contains a small receiver to detonate the charge through electronic command by the demolitionists HUD.

[Damage Rating \(Version 3\)](#) T-7 light anti-mecha.

Plasma Charges

Plasma charges are specialty explosives not unlike hand-axe in their use but catered towards demolitions jobs where a heat-based explosion is preferred over sheer explosive force. Where hand-axe creates a deadly shockwave of force that damages a target the plasma charge uses deadly plasma to explode and

cover and destroy a target in a large surface of intense plasma.

Unlike hand-axe the plasma charge is only a magnetic-based charge and is not generally adhesive by nature.

The plasma charge is activated via an electronic command by the pilot and is able to be seen as a red triangle even from a distance on his/her HUD and by any allies connected to them.

[Damage Rating \(Version 3\)](#) T-7 light anti-mecha.

EMP Charge

The EMP charge is a magnetic-based charge that is only activated by a timer due to its nature. The charge is made to disable or disrupt electronics and technologies in a hundred-meter radius around it.

The EMP charge works well against targets with a lot of electronics or technologies. It also excels at disrupting or disabling shields or large groups of vehicles.

Anti-ship Antimatter Charges

Anti-ship antimatter charges are extremely powerful and potent charges that use a container of excited antimatter to damage starship hulls for breaching purposes, or destruction of hard targets.

The antimatter charge is a device with a yield of .5 kilotons. The blast is too small to create a mushroom cloud or fireball and instead is *implosion based* that sends excited antimatter first outwards to grab matter before creating a powerful implosion that tears matter and material inwards.

The detonation of the charge is a bright flash and then the split-second disappearance inwards of matter in a distortion of space almost too fast for the mortal eye to perceive and then simply *nothing* as a large portion of a ship or entire large portion of a target is simply gone with anything caught in the detonation being crushed inwards in the explosion and dissipated into nullmatter.

Due to the dangerous and destructive nature of this charge, they are often not issued for planetary based operations and only in boarding operations. The charge is cylindrical in shape and sticks to a starship or structure through maglocking.

The Antimatter charge is activated via an electronic command by the pilot and is able to be seen as a red triangle even from a distance on his/her HUD and by any allies connected to them.

[Damage Rating \(Version 3\)](#) T-10 light anti-starship.

Starship Beacon

A small device small enough to fit in a pocket, the starship beacon is not directly an explosive charge of any kind but instead, a beacon that can be linked to [Star Navy](#) ships as an accurate beacon to call down

a strike from orbit on a target when lacking a target designator.

The beacon is most useful in void combat and can be used to provide detailed and accurate targetting data for NSN starships such as stealth ships or hidden friendly warships against hostile vessels or installations when it is too dangerous or unreliable for a lone or small starship to attempt a first strike against a larger or more dangerous target.

The beacon has a range of 1AU and is encrypted and laser-based. Allowing only friendly vessels to locate and intercept the signal.

OOO Notes

[Charmaylarg](#) created this article on 2021/04/29 15:32.

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