

Antimatter Blister Gun

A downscaled concept designed in [YE 43](#) by [Nepleslian Arms and Munitions](#) around the [Nepleslian Antimatter Blaster](#) starship-grade weapon, the *blister gun* is a weapons concept designed for use in the [NAM Terratech Multi-Role Cavalry Armor-"Nomad"](#) powered armor frame but is designed to be used as a possible weapons platform for any weapon platform that uses a [NAM Antimatter Battery](#) as a powersource.

The blister gun sports a high rate of fire that propels antimatter packets at an impressive rate of fire and damage against armored targets ranging from infantry to light-powered armor or vehicles.

About the Blister Gun

Designed by [Director "Adept"](#) of NAM, The blister gun is a powered-armor grade weapons system developed to send low density but high yield antimatter packets at a considerable rate of fire at impressive distances with a staggering rate of fire. The system was designed to be used in tandem with [NAM antimatter batteries](#) as a source of not only power but also as an ammunition source to enable the weapon to continue firing so long as the batteries have power.

Unlike its starship-grade platform, the blister-gun does not deliver explosive or nuclear force or even an EMP. But instead destroys matter at a molecular scale upon impact, causing micro implosions of matter.

Nomenclature Information

- Designer: [Nepleslian Arms and Munitions](#), [Director Adept](#)
- Manufacturer: NAM
- Name: Antimatter Blister gun
- Nomenclature: NA-M-W2
- Type: Antimatter Packet
- Role: Variable, T1-5

Appearance

The blister gun, being a weapons *system* and not a standalone weapon itself has no one true form. It requires no particular barrel length or muzzle design unless range and/or accuracy is preferred. It can be scaled into any platform that an [NAM Antimatter Battery](#) can be installed in from handheld weaponry to powered armor or vehicle-based weapons.

Discharge Information

- Muzzle Flash: Black and white entropic energy discharge from the weapon like a small muzzle

blast.

- Retort: Flat slapping not unlike two boards of wood hitting one another flat.
- Projectile/Beam Appearance: A black oblong shape with a faint white glow while traveling towards a target.
- Effective Range: Variable, 100m-5,000m
- Rate of Fire: 950rpm
- Recoil: Variable.
- Damage: Destroys matter at a molecular level, imploding it upon impact and leaving damage not unlike a small cone of missing matter large enough to fit two of an average man's fingers inside of and just as deep on armor. Against flesh the blister gun can/will leave a fist-sized hole in a target all the way through the target but will not penetrate to other targets after impact.

Energy Source

- Energy Source: [NAM Antimatter Battery](#)
- **Purpose:** Variable, T1-5
- Charge Capacity: Infinite as long as power is given.

Nomad Blister Gun.

One platform of the blister gun is an option of being installed in is the [NAM Terratech Multi-Role Cavalry Armor-"Nomad"](#) powered armor frame. Installable as an option in its chest [hardpoint](#). The weapon offers devastating damage and a high rate of fire against heavy infantry or light-powered armor and vehicles.

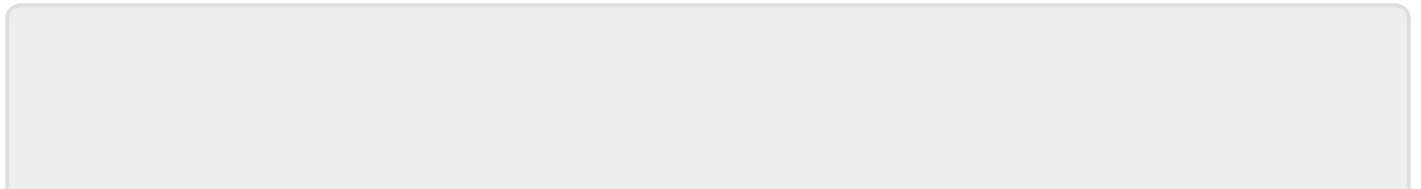
The Nomad-installed variant of the blister gun

- **Ammunition:** Antimatter Battery
- **Purpose:** T-3 heavy anti-personnel
- **Charge Capacity:** Infinite as long as power is given.
- **Fire rate:** 950 Rpm.

OOO Notes

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