

Death Ray

The [Nepleslian Arms and Munitions](#) *Death Ray* is a medium strength anti-armor weapons system designed in [YE 43](#) for use as an optional component in the [NAM Terratech Multi-Role Cavalry Armor-"Nomad"](#).

About the Death Ray

The death ray was first designed by NAM not as a weapon but as a cutting tool for clearing away damaged sections of starship hull through the use of a compact energy tool. This tool was later weaponized as a side-project in typical Nepleslian fashion when its base [NAM Ultra Compact Fusion Generator](#) was replaced with a more powerful [NAM Antimatter Battery](#) that increased its output considerably while decreasing its overall power usage.

The prototype was pitched and accepted as an optional component in the upcoming design of the [Nomad](#) frame of medium power armor and its bank of antimatter batteries as a standoff weapon or last-resort weapon due to its power and damage output being reduced due to a need to prioritize battery longevity over frivolous use of energy.

The end result was a powerful and sustainable beam of energy easily able to cut through armored infantry and still be a significant threat against lightly armored vehicles and non-heavy powered armor.

Nomenclature Information

- Year Created: YE:43
- Designer: [Nepleslian Arms and Munitions](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Name: NAM Death Ray
- Type: Energy weapon
- Role: Anti-armor
- Production: Limited mass production

Discharge Information

- Muzzle Flash: The weapon emits no muzzle flash but instead a bright and building flare for a brief moment before discharge as it charges.
- Retort: The weapon's discharge sounds like a whip crack drawn out over the duration of the attack.
- Beam Appearance: The energy beam is a solid and extended pillar of static energy easily as thick as a man's thigh and gives off an extreme orange-red light with brightness in the thousands of lumens.
- Effective Range: 100m
- Rate of Fire: The death ray is capable of firing indefinitely so long as power is provided but has a

hard cap at using 10% of the suit's energy which can be achieved by using the weapon for a continued duration of up to a minute.

- Recoil: The weapon has negligible recoil when used in a powered armor frame but must be actively controlled by the suit's servo-motors as a result of power drain to neglect the use of unnecessary damage. As a result, when using the weapon the suit will react slightly slower and with more resistance much the same way as trying to control a powerful flow of water from a hose.

Energy Source

- Ammunition: [NAM Antimatter Battery](#)
- Purpose: T-4 Light anti-armor

The damage caused by contact with the death-ray is substantial and near-instantaneous. Channeled energy cuts through matter with the ease of a blowtorch through butter, and can damage armor through a very short and negligible period of contact.

The energy of the death ray as a byproduct of its intense damage leaves a glowing trail of heat on armor and conductive materials as the intense matter-melting heat of the weapon dissipates. This can cause additional damage to armors and their interiors as heat transfers into the materials.

OOO Notes

[Charmaylarg](#) created this article on 2021/04/13 10:00.

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