

Galactic Horizon Dual Concealed Melee

The Galactic Horizon Dual Concealed Melee Weapon is a compact, Melee based weapon attachment for Gynoids, Androids, and Cyborgs. Designed by [Nyx Pine](#) that was put into production by [Galactic Horizon](#) beginning in early [YE 43](#).

About the Plasma Claws



Initially designed and used solely by [Nyx Pine](#) the Plasma Claw was simply the result of the Gynoid’s experimentation with making her body more combat-ready. On the off chance that she loses ammo in all of her weapons, she still has her Plasma Claws to use. Her research and development time would result in a plasma contained blade weapon system designed to be implemented into the fingers of a synthetic body.

Nomenclature Information

- Designer: [Nyx Pine](#)
- Manufacturer: [Galactic Horizon](#) has plans to build weapons
- Distributer: [Galactic Horizon](#)
- Name: Plasma Claws ¹⁾
- Nomenclature: GH-W14-1A
- Type: electromagnetic-Plasma
- Role: Cybernetic or Robotic Weapon Part.
- Length: Adds 9 cm to 6.8 inches fingers when separate, 11 cm when fingers are together in a karate chop formation. also twice as wide. ²⁾
- Weight: N/A due to weapon being in her fingers.

Appearance

This section shows the Modes and how the blades look in each mode.

Plasma Claws (Separated)

Plasma Claws (Merged)


³⁾

Separated Mode

Separated Mode is where the fingers aren't together like a Karate chop, this separates the blade into five smaller blades, which are exactly 9 cm of crimson-red energy blades, each was jagged and sharp like a combat knife, and pointy, even right down to the molecular level because of the energy strength. The Claws caused the fingers to look perfectly like the claws that are usually shown in cartoons. It is obvious though what are claws, and what is the normal limb by the color.

Merged Blade Mode

The Merge mode has the fingers together in a karate chop form. This causes the plasma contained in electromagnetic fields to merge. The EMF field joins to better contain the plasma and keep it in a larger singular blade. The blade takes the width of the hand and lengthens another two centimeters. Unlike before, however, the crimson red plasma sometimes has the effects of waves swirling over the blade, still opaque as before.

Weapon Information

- Muzzle Flash: Crimson Red
- Retort: sounds a bit like this [Movement and attack possibly](#)
- Projectile/Beam Appearance: ⁴⁾ The blades are visible in low light due to the plasma energy.
- Effective Range: Close range

⁵⁾

Plasma Ammo

- Power Source: [Plasma Power Cell](#)
- [Purpose](#): Tier 4
- Round Capacity: 1 Plasma cell used for a Tier 5 attack, half a power cell for normal attacks.

Plasma Claws Damage Quickchart	
Mode	Purpose
Separated Claws	Tier 3 Heavy-Anti Personnel
Merged Claws	Tier 5 Medium Armor

Weapon Mechanisms

- Firing Mechanism: The blades are activated by conscious thought and willpower; the fingers open up using willpower and the blades come out that way depending on what mode used. The "Ammo" comes from her battery itself, which is mainly a plasma battery, something the NDC uses the most. As a plasma blade, it's a melee weapon rather than a gun.
- Loading: primarily through the coils within the Robots or Cyborg's body.
- Mode Selector: Safety are the fail safes, while firing modes are recommended to see Appearance.

- Firing Modes: ⁶⁾
 - Safety Mechanism: There are some fail-safes for the Plasma Claws and limitations for the Claws.
1. Won't work while submerged in water.
 2. Won't work when making a fist since those blocks the flow of Plasma.
 3. Needs power, whether it is from a Cyborg, Power Armor, or Robot's Power cell.

Major Limit:

In order for the Claws to have enough power to penetrate a Mech, the user will need to dump an entire plasma cell's capacity in one go.

Side effect:

As a result of dumping an entire plasma cell in the attack, the User will receive a huge amount of heat damage due to the immense heat that they now had to sustain.

Other

Pricing

- Plasma Claws: 140.00 KS

Replaceable Parts and Components

- (Plasma Emitter/Electro-magnetic control): 50 KS each

Optional Attachments

- (Color Crystal): 20 KS

OOO Notes

[Charaa](#) created this article on 2020/07/15 20:48.

¹⁾

Actual nickname is Mecha opener

²⁾

The blade can be made to be shorter if desired

³⁾

Plasma Claws created by [Charaa](#) using Doga

4)

See appearance section

5)

Rate of Fire and recoil removed due to being a Melee weapon

6)

see appearance

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