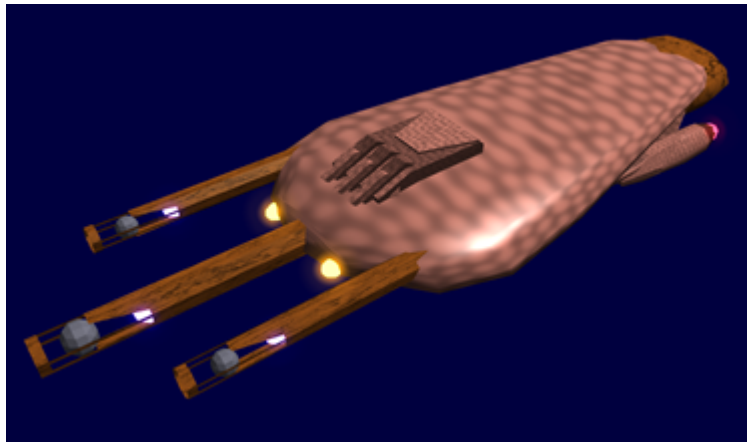
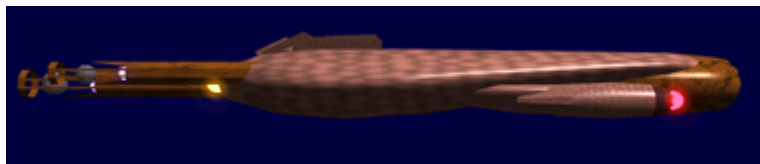


NMX Hand of Fear

The NMX Hand of Fear is terror weapon created by the [NMX](#). It is an weapon system that first appeared in [YE 31](#).



These ships are designed for maximum stealth. When entering a star system, they go into a silent running mode by altering their shields, and switching to passive sensors. They use the sensor shadow of a ship entering the system. Once safely in the system they veer off and begin their mission.



Mission Roles

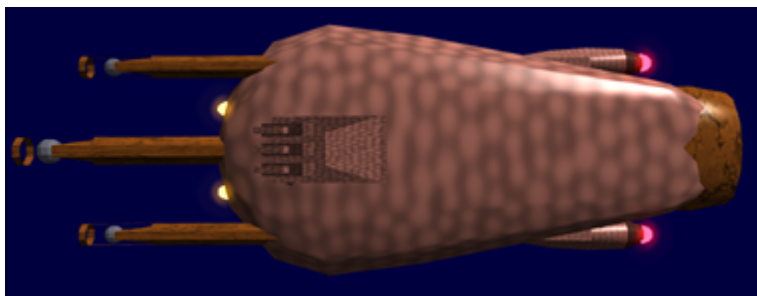
The Hand of Fear basically hurls several projectiles, and then moves away before they strike their target. And then it fires again. This protects the craft because an attempt to backtrack the projectiles will lead to empty space.

These ships serve two roles for the [NMX](#).

1. Creation of panic and fear - When deployed the ship will travel to the target star systems. Once there it begins targeting civilian targets, and infrastructure.
2. Defense Softening - In this mode the ship the ship will travel to a star system that is soon to be attacked. Once there it identifies military targets and coordinates its attack with expected arrival of the attacking fleet.



If the Hand of Fear enters a system and it does not have a sufficient compliment of projectiles for its mission. It will head out in search of material to harvest. The ship will locate debris or asteroids in the system and bring them aboard where they are cut and shaped. The aft end of the Hand of Fear is where material is drawn into the vessel and processed into projectiles.



The [Mishhuvurthyar](#) gave it the name because when seen from above it resembles the three finger hand of the [Nekovalkyrja](#).

Crew

- 20 [NMX](#)

Speeds

- Sublight: .25c
- [Continuum Distortion Drive](#)
 - Cruise: 10,000c (1.14 ly/h)
 - Max: 12,500c (~1.43 ly/h)
- Hyperspace Fold: 394,470c (0.75 ly/m)

Dimensions

- Length: 110 meters (360.8 feet)
- Height: 16.5 meters (54.12 feet)
- Width: 41.8 meters (137.1 feet)
- Decks: 4 (4 meters)

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 15
- Shields: 15 (Threshold 1)

The above numbers represent the functional levels. The Hand of Fear is the size of a cruiser, but has minimal armor and shields for combat. It is not intended to fight other ships.

Weapons

The Hand of Fear uses [mass drivers](#) to allow it to fire and forget on its targets. Attacking a planet or space structure by hurling 10 or 25 tons of rock at high velocity, pin point accuracy is not really necessary.

- Main Mass Driver (1) Damage 3 SDR
 - Payload: Max 10 1 per 2 minutes
- Secondary Mass Driver (2) Damage 2 SDR
 - Payload: Max 20
 - Rate of Fire: 1 per minute per driver.

OOC Notes

Authored by [Nashoba](#) and approved by [Wes](#) on Nov 18, 2009 ¹⁾

¹⁾
<https://starmy.com/roleplay-forum/index.php?threads/nmx-hand-of-fear.4412/>

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