

# Nepleslian Military Technology Encyclopedia

This is a reference page for most of the components present in [Nepleslian](#) Military armor and ships and support vehicles. Tech designers for [Democratic Imperium of Nepleslia](#) are encouraged to utilize the information on this page to assist in the development of their projects.

## Separate Components

### Armor and Armor Systems

- [Zanarium](#) - A stealth-capable alloy, but naturally brittle. Compatible with starships, vehicles and infantry armor.
- [Mass Mesher Device](#) - Standard electronic sensor-countermeasure utilized by [Nepleslian Arms and Munitions](#). Compatible with starships, vehicles and infantry armors.
- [Durandium Alloy](#) - A light-weight yet surprisingly strong alloy. A mainstay in Nepleslian armor development. Compatible with starships, vehicles and infantry armor.
- [Nerimium Alloy](#) - A super-dense, super-heavy alloy with exceptional protection at the cost of equally exceptional mass. Compatible with starships, vehicles and infantry armor.
- [Leptonium Alloy](#) - An advanced alloy that has limited long-term regenerative properties. Compatible with starships and vehicles.
- [NAM Nano-Constructor System](#) - A multipurpose construction system that utilizes nanorobotic-technology. Compatible with certain aspects of starships, vehicles and infantry armors.

### Propulsion Systems

- [Gravitic Propulsion System](#) - Drive system that reduces overall weight of a ship as well as manipulate artificial gravity to propel an object. Compatible with starships, vehicles and infantry armor.
- [Plasma Impulse Drives](#) - Powerful plasma-based rocket system. Compatible with starships, vehicles and infantry armor.
- [Continuum Distortion Drive](#) & [Hyperspace Fold Drive](#) - Standard FTL propulsion systems among Nepleslian ships.
- [NAM Dual-stage Hyperspace Tap Drive](#) - Next generation STL propulsion system to replace the Plasma Impulse Drives
- [NAM Hyperspace Tap-assisted Photon Drive](#) = Stealth capable STL drive.

### Shields and Shielding Systems

- [Electrostatic Shielding](#) - Basic shielding system, effective against common laser and solid projectiles. Compatible with starships, vehicles and infantry armor.
- [Distortion Shielding](#) - Advanced shielding measure, effective against 'phasing' weapons and teleportation. Compatible with starships, vehicles and infantry armor.

- [Scalar "Lightning" Shielding](#) - Basic shielding system, effective against common solid projectiles, as well as detonating incoming missile payloads at a safe distance. Compatible with starships, vehicles and infantry armor.
- [Damper Shielding](#) - Basic shielding system, effective against scalar weapons only. Compatible with starships, vehicles and infantry armor.

## Electronic Warfare Systems

- [Na-M/V-E4100 Black Veil Electronic Warfare Suite](#) - Next Generation comprehensive electronic warfare system.

## Infantry-Grade Weapon Systems

See also: [Nepleslian Ammunition](#)

## Projectile Weapons

- [NAM Heavy Penetrating Assault Rifle](#) - The standard assault rifle for all Nepleslian military armors.
- [Assault Ordinance Projector](#) - Rocket-propelled ordinance launcher. [The Aggressor's](#) main weapon.
- [NAM Plasma Chaingun Turret](#) - Plasma-based chaingun weapon, mountable on the forearms of armor units as well as shoulder-mounted on heavier armors.
- [Doorbreaker Plasma Cannon](#)
- [NAM Light Plasma Autocannon LPA-01b](#) - Plasma-based assault rifle that projects a rapid barrage of incendiary death. Main weapon of the [VOID](#).
- [NAM Light Submachine Pistol](#) - Standard sidearm for powered armorsuit infantry
- [NAM Pulse Laser Array](#) - The standard shoulder-mounted autonomous turret for Nepleslian armorsuits.
- [VBCS Vibrosaw Weaponry](#) - The natural progression of a standard combat knife is, of course, chainsaws.
- [NAM Light Coil Autocannon](#) - A smaller, more versatile Power Armor grade assault rifle to supplement the HPAR.
- [NAM Variable Speed Plasma Rifle VSPR-01a](#) = A heavy plasma weapon meant for heavy armors, that can switch between a fast firing mode and a more damaging blast of plasma.
- [NAM "Terrier" Light Mass Driver LMD-01a](#) - The lightweight method of delivering UMD canisters onto targets.
- [NAM-W/P-HPMC-01a "Gatecrasher" Heavy Penetrating Machine Cannon](#) - We made the man portable machinegun version of the HPAR- learn to love it.
- [Na-W/P-AAMD-01a "Pitbull" Anti-Armor Mass Driver](#) - One of the intended marksman weapons for the marines, the Pitbull fires UMD rounds fairly accurately.
- [NAM Armor Pilebunker APB-01a](#) - DRIVE STAKE INTO ENEMY PA HARD, ENEMY PILOT DIE.
- [NAM High Endurance Armor Tactical Weapon Line](#) - A line of bladed, high temperature melee weapons for PA use.

## Missile Systems

### MAIN ARTICLES

- [Nepleslian Miniature Missile Technology](#) - Nepleslia's standard miniature missile system, used on nearly all infantry armorsuits for both attack and defense.
- [NAM Rapid Launcher Missile System](#) - The standard miniature missile launcher system
- [NAM Extended Rack Missile System](#) - An extended version of the Rapid Launcher System, only available to heavier armors such as the [FIRE1](#) or [Aggressor](#) armorsuits.

### TYPES OF MISSILE

- [DARTs](#) - "The Flying Flashbang", a tactical choice of minimissile which potentially hinders both visual and sensor systems.
- [ARROWS](#) - Standard high-explosive payload minimissile. Common amongst most Nepleslian powered armors and vehicles.
- [BOLTs](#) - The ARROWS big brother, utilizing small amounts of antimatter as the explosive catalyst with devastating results.
- [TRACERs](#) - Support and utility minimissile rounds capable of attaching to and tracking targets.
- [NAM 'Fang' Multipurpose Guided Missile MGM-01a](#) - A larger missile with higher performance, endurance, and damage.

### Miscellaneous

- [Pulse Laser Array](#) - Standard, low-grade laser weapon found on most Nepleslian powered armors. Usually shoulder-mounted and automated.
- [PPG Push Pull Guard](#) - The unique tractor field technology integrated into weaponized form, first used on the NAM AIR unit.
- [Twinmaker](#) Starship installed cloning vat. Clones any DloN personnel who has a brainspider(Cerebral chip) installed.
- [NAM Antimatter Battery](#). Self charging armor and weapon battery.
- [Low-Class Gods Eye](#)

## Infantry Armor Systems

- [NAM Ultra Compact Fusion Generator](#) - The staple power source of Nepleslian powered armorsuits.
- [NAM Fluctuating Pigmentation Coating "Snakeskin"](#) - A simple measure of adaptable visual camouflage, designed for infantry armor.
- [Variable Impulse Magneto-Plasma Drive System](#) - The top-of-the-line Nepleslian burst engine design, used for combat mobility.
- [Combined Barrier System \(Nepleslia\)](#) - Combined shielding system used in all [NAM](#) armorsuit designs. Defends against a wide variety of attacks.
- ["Monoeye" Directional Sensor Suite](#) - Standard Nepleslian sensor suite, first debuting on the AIR and WATER armorsuits.
- [OmniEye Sensor System](#) - Auxiliary sensor module; intended to complement the Monoeye.
- [Medical Emergency Cryofreezer](#) - A dated but still widely used alternative to dog-tag post-mortum

identification.

- [NAM "Vila" Shield and Sensor Drone SSD-02a](#) - Highly capable if rudimentary semi-autonomous shield drones.
- [NAM WIND Equipment Packs](#) - Expansion packs for the [NAM Terratech High Mobility Assault Armorsuit](#) - "Slayer".

## Starship-Grade Weapon Systems

### Main Guns

- [Aether Hellscream](#) - Powerful aether detonator that creates a significant explosion from excited antimatter. Ideal first-strike weapon.
- [Nepleslian Antimatter Blaster](#) - Fires low yield, high density antimatter packets up to 300,000km. Aether powered.
- [Aetheric Shock Cannon](#) - Powerful Aether-based beam weapon
- [Massed Positron Array](#) - Multi-barrel positron-based anti-starship weapon
- [Directed Scalar Array](#) - Long-ranged scalar radiation generation array also capable of generating immense Zero-point energy discharges.
- ["Prevenger" High-Velocity Plasma Rotary Cannon](#)
- [NAM "Svarog" Anti-Ship Mass Driver AShMD-01a](#) - Large 8-inch UMD firing turret
- [NAM Plasma Lance Cannon](#) - Anti-ship plasma beam projector

### Point Defense Weapons

- [Twin Plasma Turrets](#) - Simple plasma-based projectile turret weapon, common on all Nepleslia ships.

### Torpedo/Missile Systems

- ["Pufferfish" Airburst Missiles](#) - ATG/ATA missile payload, effective against infantry, but not so much capital ships.
- ["Marlin" Penetrator Missiles](#) - ATA dumbfire missile payload, ideal for taking down single targets, but is ineffective against very agile targets.
- ["Eel" Seeker Missiles](#) - ATG/ATA missile payload, effective in most dogfighting situations, and against most lightly armored targets.
- ["Flatfish" Pseudomine Missiles](#) - Deployable anti-matter payload mines, that behave like targeted dumbfire missiles, ideal for securing areas or setting up ambushes.
- [NAM Na-LRMS-XX "Curbstomper" Long-Ranged Missile System](#) - Powerful torpedo launching

apparatus for use on NAM starships with integrated construction, defense, and storage systems.

## Starship Systems

- [Advanced Command/Combat Executive AI](#) - Combat and Coordination AI introduced in YE 34.
- [AEGIS](#) - Provides additional countermeasures against missiles.

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