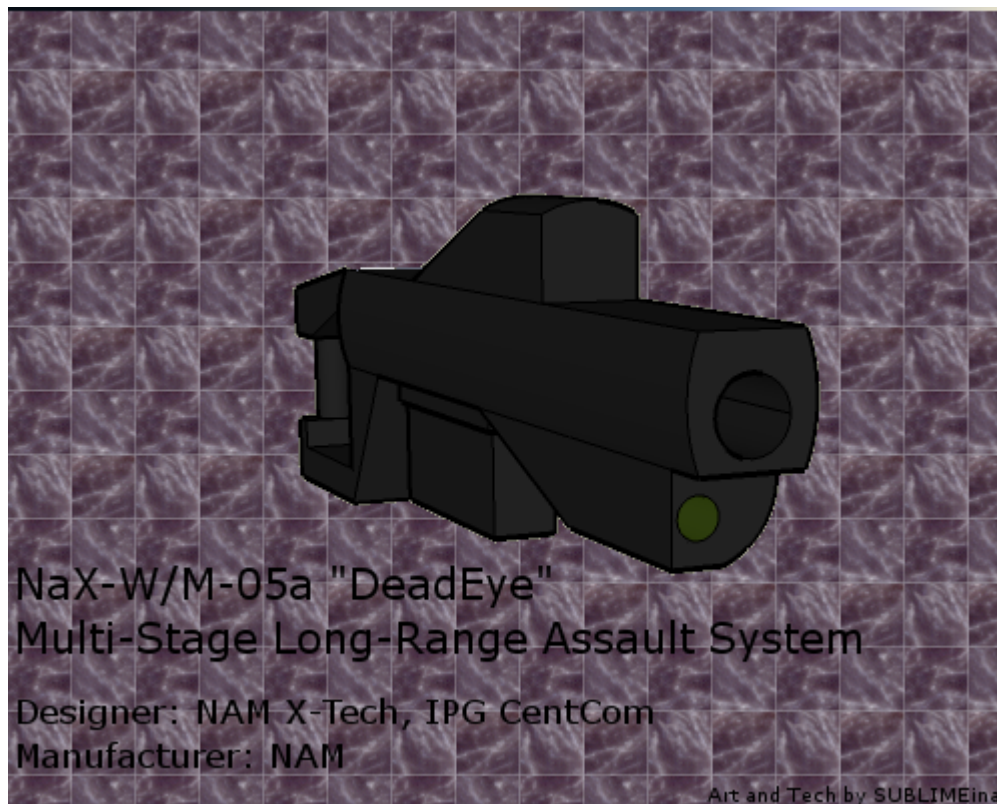


# NaX-W/M-05a Multi-Stage Long-Range Assault System "DeadEye"

The DeadEye was produced by [NAM X-Tech](#) in YE 30 as a new dedicated sniper weapon specifically made for the [Intelligence and Pacification Group](#) and its Operators. The weapon differs from traditional "sniper" weapons in many ways. It sights targets using a stealthed drone, and fires a guided missile with an extremely powerful mass-driver, loaded with the sniper's intended payload, as its warhead.

Due to its large size and extreme weight and energy requirements, the DeadEye is a Powered Armor-only weapon, and is compatible with all armors in use with the IPG. The [IPG Britva MK II Light Powered Armor](#) is able to use it, but not without special authorization, and will have limited functionality.



## Product Information

### Producer Information

Designer: [X-Tech](#) Manufacturer: NAM

## Nomenclature Information

Name: Multi-Stage Long-Range Assault System Nickname/Alias: DeadEye Type: Infantry Specialized Missile Targetting/Launching System Role: Sniper weapon, long-ranged assault platform Length: 66 Inches (5.5 feet) Mass: *Loaded*: 300 lbs *unloaded*: 250 lbs

## Weapon Specifications

### Discharge Information

Projection/ Ammo-Type: Multi-Stage Missile Firing Mechanism: Mass Driver-assisted High-potency Chemical Rocket/ Mass Driver Missile Speed: *First Stage*: 1237 km/h *Second Stage*: 2414 km/h *Third Stage*: 17,960 km/h Effective Range *Planetary*: 40,000 km *Space*: 300,000 km Note: Full range requires use of uplink to DroogNET. On its own, the DeadEye acquire targets out to 1,500 KM using onboard drones. Firing Modes: Single Shot, with three missile modes:

- All-Stage: The missile will be fired from the DeadEye, calibrate its aim, and fire its railcannon before breaking apart.
- Missile: The projectile will work simply as a guided missile, much like the [Assault Ordinance Projector](#).
- Direct Fire: The weapon will work like a regular railgun.

Muzzle Flash: No light, but a fairly loud bang, about as loud as a .45 pistol cartridge. Recoil: Substantial

### How It Works

The DeadEye acquires a target via its onboard targetting systems, either from its dedicated drone or another targetting computer/sensor on the IPG's networks. The Operator fires the weapon (it is advised to do so at a 45 degree angle for All-Stage and Missile modes, and straight at the Target for Direct Fire mode), which propels the missile at just under the speed of sound. Once the missile is about 300 meters from the Operator, the rocket's main booster activates to carry the missile to a proper altitude and range to strike the target with the onboard rail cannon. Multiple retroboosters help properly align the missile, which then fires its 30mm payload via railgun. After the railgun fires, the missile itself disintegrates into chaff. The fusion generator in the missile also disintegrates, although due to its extremely small size and payload, there is little, if any, secondary explosion from it.

## Ammunition Information

The DeadEye fires powerful multi-stage missiles with a variety of warheads, adhering to NAM's long-standing color codes. The missile itself is a high-powered, chemical-propelled guided rocket. It has durandium armor, allowing it to take a beating, and is kept stealthy thanks to a thin layer of Zanarium. Inside is a small but very powerful fusion generator, which powers the missile's Damper shield, the

boosters, and the central railgun, as well as a computer and communications array that allow the missile to be aimed correctly. The missile's payload is indicated by a colored stripe near the tip of the weapon.

The 30 millimeter zanarium-coated durandium railgun shell itself is styled after the [multiphase\\_rifle](#), although without the phasing effects and slightly larger. A shaped EMP charge is affixed to the front, which opens a hole in the enemy's shields, allowing the shell a clear shot at the enemy.

The missiles are loaded into 5-round magazines.

## Ammunition Types

- White: Penetrating round. *DR 6*
- Red: High Explosive shell. *DR 5 on strike, DR 4 explosion*
- Black: Specialized shell. Filled with [nam\\_nano-constructor\\_system](#) nano-bots which are thrown free on impact and programmed to viciously attack enemies. NCS bots will continue to function for two hours after dispersion. *DR 5, continuous damage from NCS "eating"*
- Purple: Scalar Round. Contains a small-scale Scalar radiation generator that releases an 8 meter wide, powerful pulse of the lethal energy before self-destructing in small (1-foot diameter) aether explosion. *Scalar Damage and DR 9 in 1 foot of strike zone*. Note: These shells are very rare, with only a limited number in circulation in the IPG. Most are made only for a specific mission.
- Orange: Plasma shell. *DR 7*
- Green: Antimatter shell. *DR 9*

## Components

### Tactical Drones

Two small, stealthed drones are kept in a hangar on the gun, under the barrel. They contain powerful targetting computers and sensors, and a small communications array keeping them in constant contact with the Operator and the weapon's targetting computer. Based off of standard NAM tactical drones, they are powered by high-powered batteries, and have enough power to run for two hours before either docking for more power or self-destructing. The drones can, at maximum power output and altitude, sight a target 1,500 kilometers from the Operator.

### Targetting Computer

The DeadEye has an onboard computer system that allows it to be finely aimed for maximum effect on enemy forces. It is in constant contact with already-fired missiles to make on-the-fly course corrections. The computer links directly to the Operator's armor AI. The weapon will not fire unless it is connected to an authorized IPG armor.

## IPG DroogNET Uplink

The DeadEye contains an uplink to the DroogNET, allowing it to take targetting data from other friendly armors and sensors in the area.

### Armor Link

A cord is provided with the weapon to hook it into the Operator's powered armor to provide the necessary power to operate the weapon, as well as synchronise the targetting computer and the suit AI.

## Miscellaneous

Safety: Small switch above and to the left of the handguard.

Fire Mode Selector: Toggles between the direct fire, missile, and all-stage modes. Part of the targetting computer.

## Maintenance Information

### Field Maintenance Procedure

Due to its immense complexity, Operators in the field should not attempt repairs to the DeadEye systems in the field.

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