

NAM High Endurance Armor Tactical Weapon Line

Developed by [Nepleslian Arms and Munitions](#) to equip the armors of the Nepleslian Space Marine Corps with improved combat weapons, NAM's High Endurance Armor Tactical based on the pre-existing [NAM Hyper-Induction Blade](#) and [Conformal Barrier System](#) technologies. Inspired by Yamatai's [Ke-M2-W3901 Aether Blade Series](#), HEAT Weapons are power enhanced melee weapons that improve cutting force by combining high temperature blades with specially shaped and formed barriers. Developed in [YE 41](#), the HEAT Weapon line is serving to replace other handheld melee weapons.

HEAT Weapons are constructed from a combination of [Nerimium](#) and nerimium nanofoams, identical to that of the earlier Hyper-Induction Blades. HEAT Weapons, however, add a specially shaped conformal barrier to improve the blade's cutting power and to protect it when using it to block and parry. There are six [HEAT Weapon variants](#), ranging from the ubiquitous knife to larger swords, axes, and even a few polearms.

Nomenclature Information

- Designer: [Nepleslian Arms and Munitions](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Name: High Endurance Armor Tactical Weapon Line
- Nomenclature: HEAT-01a through HEAT-06a
- Type: Hyper Induction [Nerimium](#) blades enhanced with a [Conformal Barrier System](#)
- Role: Anti-Armor Melee Weapon and Hull Cutting Tool
- Length: Variant Dependent
- Mass: Variant Dependent

Discharge Information

- Discharge Appearance: HEAT Weapons, when active, glow a dull orange. When not activated the weapons are a dull metallic grey.
- Duration of Operation: HEAT Weapons are powered by the powered armors utilizing them. When not held by one, the weapons have an internal battery that can operate for up to 10 seconds.

HEAT Weapons

HEAT Weapon Damage Quickchart			
Variant	Damage versus unarmored personnel	Damage versus armored targets	Reach
Knife	Tier 2, Medium Anti-Personnel	Tier 4, Light Anti-Armor	40cm
Tomahawk	Tier 4, Light Anti-Armor	Tier 5, Medium Anti-Armor	105cm

HEAT Weapon Damage Quickchart			
Variant	Damage versus unarmored personnel	Damage versus armored targets	Reach
Longsword	Tier 4, Light Anti-Armor	Tier 6, Heavy Anti-Armor	175cm
Saber	Tier 4, Light Anti-Armor	Tier 6, Heavy Anti-Armor	135cm
Pollaxe	Tier 4, Light Anti-Armor	Tier 7, Light Anti-Mecha	224cm
Lance	Tier 4, Light Anti-Armor	Tier 7, Light Anti-Mecha	245cm

Blade Mechanisms

- Mechanism: HEAT Weapons utilize a [Nerimium nanofoam](#) blade, inlaid with a superconductive mesh and with a dedicated [Conformal Barrier System](#). When activated, the blades take roughly three seconds to reach ideal operating temperature and glow a dull orange while radiating intense heat.
- Power: While held by any NAM Power Armor, or at least within 2 meters of one, HEAT Weapons will remain powered and fully charged. Without this external power source, the weapons have a 60 second battery. Power is wirelessly transmitted to the HEAT Weapon, or can be transmitted using power connectors in an armor's palms.
- Modes/Mode Selector: HEAT Weapons are collapsible when inactive, folding in to smaller travel and storage sizes so that armors can carry them and not have to worry about carrying around big melee weapons. When inactive, they naturally do not generate heat, allowing for safe handling by unarmored personnel. HEAT Weapons have a midway state between active and inactive, where they are fully extended
- Handles/Hilts/Guards: While the main business portions of HEAT Weapons are made from Nerimium, the remainder of the weapons cannot be made from the same material, simply for the sake of retaining good balance characteristics. The hilts and handles of these weapons are therefore made from [Durandium Alloy](#) with a rubber coating where the armor's hands are supposed to grip. Where the weapons have hand guards to protect the wielder, these are made from [Durandium Alloy](#) as well, but with a thin outer layer of [Leptonium](#) to provide additional protection.

OOC Notes

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