

Problem Solver

The [NAM](#) “*Problem Solver*” Mace is a powerful antimatter driven melee weapon developed in [YE 42](#) using contained and excited antimatter in a focused form to simply *destroy*, for lack of a better term, anything the weapon comes in contact with through implosion caused by a sudden expanse and dissipation of antimatter.



About the Problem Solver mace

Designed by [NAMS'](#) X-Tech division around an [antimatter battery](#) container as a base, the mace itself remains inert until a sensor inside the mace itself detects the momentum of a swing or thrust through a micro gyroscope. Upon swinging the mace and making contact the battery funnels trace but concentrated and excited antimatter out a number of ports on the surface of the mace that dissipate several inches later giving the appearance of glowing spikes as the antimatter makes contact with the air and forces around it and dissipates back into entropy.

When making contact with matter, however, the anti-matter both *explodes* and *implodes* as the excited antimatter detonates in a small explosion of expanding antimatter before *imploding* the struck surface as the antimatter collapses inwards. This combination gives the outside appearance that when the mace strikes some surface from flesh to metal, to the ground, etc. that several times the size of the maces' head will simply *disappear* when struck as the explosion and implosion happen faster than the mortal eye can comprehend.

Due to the size of the battery, however, the weapon is limited to a power-armor scale weapon and is currently not viable in an unarmored use. Certain [ID-SOL](#), however, may be able to wield the weapon if used two-handed due to its weight but is highly dangerous without the protection of powered armor to protect them from spontaneous antimatter ventilation that would otherwise be harmless against armor but would severely damage flesh through the fabric or light infantry armor.

Nomenclature Information

- Designer: Nepleslia Arms and Munitions- X-Tech division
- Manufacturer: NAM
- Name: Problem Solver Mace
- **Damage**: Tier-4 Light anti-armor.
- Type: Anti-matter Melee weapon
- Role: Anti Power-Armor, Anti Infantry, Anti terrain, Paper-weight.
- Length: 4.5 foot long by 6" wide haft.
- Weight: 154lb

Appearance

The mace tops off at a length of four and a half foot from the pommel to the head of the mace itself. Black **Durandium** construction and studs brace its surface for visible reinforcement while a visibly reinforced casing for the battery is present under the head of the mace and glows with subtle energy when it is powered on. The surface of the maces' head is covered in a node like studs that when activates vent jet-like propulsion of glowing antimatter dissipation while the haft of the mace is simple and less adorned with the exception of a counterweight to help level out the mace from being too heavy.

Other

- The antimatter-battery of the mace lasts indefinitely due to only using trace amounts of antimatter in its use.
- The battery is removable and can be used in other technologies that use a NAM antimatter battery
- The maces' damage scales as per material (Obviously does less damage to stronger materials)

OOOC Notes

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