### behind the head of the axe to improve striking power. Its long haft is composed of Durandium alloy with two rubber grips, one near the bottom and one just below the axehead, allowing it to be held in both hands. The axe's blade is composed of Nerimium and is shaped into a long, bearded curve in the front, and a long slightly curved spike on the reverse.

• Purpose/Usage: The HEAT Tomahawk is intended to serve as a more robust, easy to use and carry fighting weapon for Nepleslian armorsuits. It can be wielded in one or two hands, depending on the

# NAM High Endurance Armor Tactical Weapon Variants

Developed in YE 41 by Nepleslian Arms and Munitions, the NAM High Endurance Armor Tactical Weapon Line comes in six different types of melee weapon intended to fit different purposes. Each variant includes the same technology, and are intended to serve as anti-armor and hull cutting weapons.

# Stats

# HEAT-01a Knife

- Role: Tier 2, Medium Anti-Personnel versus unarmored personnel; Tier 4, Light Anti-Armor versus armored targets
- Dimensions: 40 centimeters<sup>1)</sup> long
- Mass: .5 kg <sup>2)</sup>
- Damage Description: The HEAT Knife is a stabbing and cutting weapon, intended to do damage through quick thrusts and slashes as well as the high heat effect of the blade.
- Energy Source: High-Temperature physical blade, reinforced with a barrier system.
- Appearance Description: The knife is a long, double edged fighting knife with a straight blade a rubber coated Durandium alloy grip and ring on the hilt that allows the user to mount it as a bayonet or wield it in one hand. The blade is composed of Nerimium that is superheated in use, giving it impressing stabbing power.
- Purpose/Usage: The HEAT Knife is intended as the primary utility weapon of Nepleslian armorsuits. The HEAT Knife can be attached to an HPAR, LPA-01b, or NAM Light Coil Autocannon as a bayonet.
- Storage: The HEAT Knife can be collapsed down and stored in an armorsuit's waist holster.

## HEAT-02a Tomahawk

- Role: Tier 4, Light Anti-Armor versus unarmored personnel; Tier 5, Medium Anti-Armor versus armored targets
- Dimensions: 105 centimeters <sup>3)</sup> long
- Mass: 2 kg <sup>4)</sup>
- Damage Description: This weapon deals damage through a combination of weight, a heavy axehead, cutting, and the high temperature of the blade.
- Energy Source: High-Temperature physical blade, reinforced with a barrier system.

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preferences of the wielder and the situation. The Tomahawk can also be thrown.

• Storage: The HEAT Tomahawk's haft can telescope down, shrinking enough that the weapon can be stored easily on an armorsuit's waist or in another suitable location.

#### HEAT-03a Longsword

- Damage: Tier 4, Light Anti-Armor versus unarmored targets; Tier 6, Heavy Anti-Armor versus armored targets
- Dimensions: 175 centimeters <sup>5)</sup> long
- Mass: 3.6 kg 6)
- Damage Description: The HEAT Longsword deals damage by being a big sword that slashes, stabs, cleaves, and burns through armor and flesh alike.
- Energy Source: High-Temperature physical blade, reinforced with a barrier system.
- Appearance Description: The HEAT Longsword is a long, double edged Type XVa sword, constructed from Nerimium with a fuller that goes halfway up the blade and a flattened diamond cross section. The sword's hilt is made of rubber coated Durandium Alloy, with a forward curving crossguard composed of Durandium coated with a thin layer of Leptonium. The weapon is intended to be used two handed and is balanced around this use, but is capable of being used with a single hand, albeit clumsily.
- Purpose/Usage: The Longsword is intended to be used in two hands, using its length, weight, and balanced cutting power to cut, stab, and make a variety of strikes. It is utilized as a specialist weapon that has to be requested by individual pilots.
- Storage: The HEAT Longsword can be collapsed down into a compact enough frame to be stored in a backpack weapons slot.

#### HEAT-04a Saber

- Damage: Tier 4, Light Anti-Armor versus unarmored targets; Tier 6, Heavy Anti-Armor versus armored targets
- Dimensions: 135 centimeters <sup>7)</sup> long
- Mass: 1.3 kg <sup>8)</sup>
- Damage Description: The HEAT Saber does damage through swift thrusts with the weapon's point as well as cuts with the sharpened edge of the blade, while using the heated element to increase that damage
- Energy Source: High-Temperature physical blade, reinforced with a barrier system.
- Appearance Description: The HEAT Saber is a relatively long double edged straight saber, with a rubber coated Durandium Alloy hilt protected by durandium basket hilt coated with leptonium. The HEAT Saber is single edged and only has room to be held with a single armored hand.
- Purpose/Usage: The HEAT Saber is inteded as a one handed thrusting weapon with only limited use in the cut and slash- it can be used to slash but performs better in the thrust. The blade is shorter than that of the longsword, but still retains killing power if not reach. The HEAT Saber must be specially requested by individual pilots or unit commanders.
- Storage: The HEAT Longsword can be collapsed down into a compact enough frame to be stored in a backpack weapons slot.

#### HEAT-05a Pollaxe

- Damage: Tier 4, Light Anti-Armor versus unarmored personnel, Tier 7, Light Anti-Mecha versus armored targets
- Dimensions: 224 centimeters <sup>9)</sup> long.
- Mass: 8 kg <sup>10)</sup>
- Damage Description: The Pollaxe is a big, heavy weapon with a long reach and a lot of leverage thanks to its heavy working bit. The Pollaxe does damage through cutting and hacking with its axe head, slamming the backspike into armor, or by stabbing with the pointed tip.
- Energy Source: High-Temperature physical blade, reinforced with a barrier system.
- Appearance Description: The Lance is a polearm, consisting of a long haft and a business end, in this case composed of an axehead with a backspike and spearlike point. The Pollaxe is intended to be used to break open armored targets like a can opener, using physics and leverage to its advantage. The weapon's haft is composed of durandium with two rubber grips along the weapon's length. The blade of the weapon is composed of nerimium.
- Purpose/Usage: While the Pollaxe can be used as a weapon for cutting through hulls, its size is a bit... unwieldy for boarding actions. Instead the blade is a specialized weapon intended fast strike units that expect to have to engage enemy powered armor in melee.
- Storage: The HEAT Pollaxe can be collapsed down into a compact enough frame to be stored in a backpack weapons slot.

#### HEAT-06a Lance

- Damage: Tier 4, Light Anti-Armor versus unarmored personnel, Tier 7, Light Anti-Mecha versus armored targets
- Dimensions: 245 centimeters <sup>11)</sup> long
- Mass: 3.6 kg <sup>12)</sup>
- Damage Description: The Lance is a lance- while it can cut, it does most of its damage by thrust, stabbing, and charging with the full mass and velocity of an armor behind it, all enhanced by the barrier system and heated blade.
- Energy Source: High-Temperature physical blade, reinforced with a barrier system.
- Appearance Description: The Lance is a Lance. It is a long durandium haft with a pair of rubber grips, which narrows down to a diamond shaped nerimium point with a durandium-leptonium crossbar midway between the upper grip and the beginning of the blade.
- Purpose/Usage: The HEAT Lance is intended to be used to do one thing: be rammed into enemy armor at high velocities at by a power armor. It can do some cutting, but isn't really intended to.
- Mechanism/Storage: Like a javelin, the HEAT Lance can telescope down into a compact pole to be stored on an armor's backpack.

# **OOC Notes**

Firebrand created this article on 2019/09/18 05:59.

□ This article is a work-in-progress. Is it not currently approved.

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1)
15.7 inches
1.1 lbs 3)
41.3 inches
4.4 lbs
68.8 inches
7.9 lbs
53.1 inches
3 lbs 9)
88.1 inches
17.6 lbs
96.5 inches

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