

Energy Bow

A weapon utilized by the [Kingdom of Neshaten](#) for use in mid-long range engagements, was created in ER 476 and made available in ER 480.

About

The Energy Bow was conceived by Engineer Mat'suko Kinse, for use in long to medium range engagements. The bow came in various sizes, from those used by kits to those used by adults and even ones designed for use by the My'leke.

The bow works by inserting a small power crystal in both the top and lower parts of the bow. A mechanism that was built into the bow allows it to channel energy to the center, where a soldier can then fire the bolt with a press of the trigger. Containment field generators funnel the energy into the center of the bow to form a one foot long energy spear.

Appearance



The Energy bow has a curved shape with the two and bottom housing the crystals emitter chamber, which is what collects the energy generated by the power crystal. The bows narrows down a bit in the center, but quickly 'fattens' a bit in the center itself leaving an opening for the bows energy firing chamber, which is where neergy is collected and when a soldier places the bow into a charge sequence. Heat sinks are located just above the chamber, with the capacitors located between the heat sinks themselves.

There are two module connection points located on the left and right that allows a person to physically connect a targetting system to the bow to allow a person without a helmet to fire the bow accurately.

Four 'fins', two located top and two located on the bottom, help distribute the bows weight and also serve as resting points for when a bow is placed on the ground. The 'fins' also serve as additional attachment points for a quad-pod.

Statistics

Manufacturer: [Yuina'cema Merchant Family](#) Type: Anti-personnel and Anti-armor weapon Nomenclature: Ne-W1-1a Designer: Gru'tane Yuina'cema

Maintenance

Like with any normal bow, it has to be maintained and repaired overtime. Because of potential electrical bursts that occurs once every few shots, there is a chance of damage being done to the power transfer systems located in the thin areas of the bow. Because of this, each bow has to be properly tested before use.

Discharge Information

Ammo for ths weapon is drawn from two energy crystals, one located within the top and bottom parts of the bow. Energy is drawn from these two crystals in the capacitors located near the center of the bow, from here the energy is kept stored until it is needed.

When a bolt of energy is set to be charged, a containment field deploys around the energy sphere to form it into a spear, depending on the type of energy bolt being used, it'll mold that bolt into the set shape. Once a full charge is made, a series of magnetic accelerators located within the firing chamber accelerate the bolt outward toward its target.

Unlike the crystals found used in starships or vehicles, the ones used in the bow can be safely removed. As a soldier pulls back on the trigger, it begins a charge sequence in the center of the bow, this sequence slowly builds until the soldier pulls the trigger back fully, which launches the energy bolt toward its intended target.

Due to heat buildup in the firing mechanism, heat sinks located on the sides of the bow open up to filter the built up heat out.

Firing Mechanism

The bow is equipped with an interchangeable firing mechanism that allows for a person no matter if they are left or right handed to use the bow. The firing mechanism is set into a two stage, with the first being a charge stage, which requires the trigger to be 'cocked' back one from its standard position. This leaves the trigger in a position for a continued charge stage, where as the second stage actually fires the bow.

Weapon Mechanisms

The bow has several mechanism to make its usage easier on people, both new and old.

Safety Mechanism

A safety mechanism that prevents the bow from being fired at ranges lower than two meters, this mechanism can be overridden.

Firing Sights



The bow can be fitted with a firing sight computer system that uses a laser to help pinpoint 'where' an energy bolt will go, the system factors in the bolts current charge level along with the bows angle. However, this system is only useful for shots that have direct line of sight, and not for shots that require an angel.

Trigger Guard and Handhold



The Trigger and Handhold guards are interchangeable and can be swapped onto either side of the bow for easier usage. The two items are 'locked' into place and can only be disengaged by pressing a button on the sides of both mechanisms to unlock them, however, unlocking these places the bow in a sealed state

where it can't be used.

Quad-pod

A four legged pod that can be attached to the bows 'fins', this allows the bow to be placed on a flat surface to stabilize it for usage against long range targets or when a soldier doesn't need to be on the move.

Crystal Types

The bow can use two different crystals, one is a standard capacity and the second is a high capacity.

Standard Crystal

The Standard [Lunebaren Power Crystal](#) is a crystal all soldiers are provided with, and is used to power everything from pistols, to rifles, to bows, and even flashlights. In the case of the bow, the crystal is mated with a secondary crystal to help keep the power levels even. This crystal can produce enough power for the bow to allow it to fire a certain number of shots depending on ammo, however, this crystal is not designed to be overloaded and if it is can cause damage the bow and injure the user.

High Energy Crystal

A [Lunebaren Power Crystal](#) that is very rare and hard to acquire, these crystals are normally reserved for weapons that require a great deal of power. In the case of the energy bow, this crystal can be used with the bow to provide extra power for the soldier to use, the crystal's high power generation means that the soldier can fire more shots and not have to worry as much about an overload, however, if an overload does happen it can and will destroy the bow and injure the soldier.

Statistics

- Purpose: Anti-personnel and anti-armor
- Damage: Depends on energy type.
- Range: Depends on energy type.
- Rate of Fire: Depends on energy type.
- Payload Virtually unlimited as long as the power crystal is given time to recharge

Types of Energy Bows

There are three different types of Energy Bows:

Trainer Bow

The Trainer Bow is just as it sounds and is intended for use by new soldiers in getting used to the bow, the trainer bow lacks the complex mechanics and electrical systems that the military bow has.

[Neshaten Trainer Bow](#)

Military Bow

The Military Bow is a standard issue to infantrymen and bow-masters. It's made out of a composite material that improves it's strengthness and durability. The Military Bow has electronics that allows a soldier to hook their bow up to their helmet to present to them a heads up display, which makes targetting and tracking of energy bolts easier.

[Neshaten Military Bow](#)

Guardians Bow

A rare bow given only to soldier who have earned it, the Guardian Bow is desined out of [Energized Crynatorium](#) and reinforced with [Crynatorium](#). The bow's reinforced strength allows it to charge up more energy shots for stronger damage potential. The Guardian Bow is found mainly in the hands of Swordmasters and Order of Marius soldiers. Because the bow uses energized crynatorium, it also uses more power from the two onboard power crystals, so it's not uncommon for a high energy crystal to be used with the Guardian Bows.

It is, understandably, very rare and difficult to produce.

[Neshaten Guardian Bow](#)

Bolt Types

The Energy Bow uses three different types of Energy Bolts, the following lists those types.

[Energy Bolt Descriptions](#)

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