

# Accelerated Melee Peripheral

The Accelerated Melee Peripheral, more commonly known as the AMP, is a melee-enhancing system designed for the forearms and calves of the [OI-M3-1A Gekido](#) by [Monica](#) and a few [Origin Industries](#) employees in [YE 40](#). It uses ion thrusters - in combination with higher-grade servos, actuators, hydraulics and motorized gears than those found in the base model Gekido - to maximise melee output.

## About the Accelerated Melee Peripheral

After joining up with [Origin Industries'](#) mecha squad onboard the [OIF Karakoram](#), [Monica](#) decided that she didn't like how amped-back the [OI-M3-1A Gekido's](#) kicks and punches felt compared to her own - so she grabbed a few lab technicians and got to work upgrading her mech.

- Designer: [Monica](#) & [Origin Industries](#)
- Manufacturer: [Origin Industries](#)
- Name: Accelerated Melee Peripheral
- Type: Rocket-Accelerated Limbs
- Role: Accelerated Anti-Mecha Blunt-Force Weapon

## Appearance

Most of the Accelerated Melee Peripheral's systems are contained within the [OI-M3-1A Gekido's](#) forearms, shins, and calves, with the only visible changes being the ion thrusters that poke their nozzles out in order to be functional; additionally, the mecha's feet and hands have been plated with [Nerimium](#) for added strength.

## Discharge Information

- Muzzle Flash: A plume of blue out the back end of the AMP's thrusters as they fire up.
- Retort: A thunderous "feoww" for the duration of the rockets' burn.
- Recoil: Heavy, carries the limbs forwards to add more force to an impact.

### Accelerated Melee Peripheral [Damage Quickchart](#)

Mode	Purpose
Off (Thrusters Disengaged)	<a href="#">Tier 8</a> , Medium Anti-Mecha
On (Thrusters Engaged)	<a href="#">Tier 9</a> , Heavy Anti-Mecha

## Weapon Mechanisms

General descriptions about how the Accelerated Melee Peripheral functions.

- **Firing Mechanism (Software-Triggered Thrusters):** Much like a ship's thrusters, the AMP's thrusters are fired via electronic systems inside the mecha, causing the thrusters to fire up until they are instructed otherwise.
- **Safety Mechanism:** The AMP's thrusters can only be fired via the ["Ramstein" Custom Gekido's](#) internal systems; a kill-code can be sent to shut down the thrusters at any point - though it's primarily meant for use only when they're damaged.
- **Firing Modes:** The AMP has two states that can be likened to firing modes, on and off.
  - **Off:** The thrusters are turned off in this mode, leaving the limbs to be carried by their upgraded servos, actuators, hydraulics, and motorized gears.
  - **On:** The thrusters fire up in this mode, accelerating the limbs to higher speeds than the mecha's limbs can accomplish on their own.

## Design

General descriptions about the Accelerated Melee Peripheral's design.

- **Power Source:** The AMP is powered by the [Gekido's internal power systems](#).
- **Construction:** The AMP is simply an upgraded version of the [OI-M3-1A Gekido's](#) forearms, with a few additional ion thrusters being thrown into the mix and [Nerimium](#) plating on the hands and feet to help deal with the increased force upon impact.

## OOC Notes

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