

# Kinzoku Hane (金属羽根) - Ta-W4-1a Gauss Assisted Bow

Kinzoku Hane was designed by the [Shinken Initiative](#) in YE 37.

## About the Weapon

The Kinzoku Hane was designed as a special use weapon for power armors with [Sora-Mai](#) practitioners in mind, particularly those who study [Gendaijutsu](#). Though it lacks the level of accuracy and range of a power armor designed rifle, it makes up for it with multiple types of ammo that can be used freely, as well as several features designed to avoid detection.

## Nomenclature Information

- Designer: [Shinken Initiative](#)
- Manufacturer: [Tamahagane Corporation](#)
- Name: Kinzoku Hane
- Nomenclature: Ta-W4-1a
- Type: Gauss Projectile
- Role: Special use
- Height: 40inches
- Mass: 5lbs

## Appearance

At first glance the Kinzoku Hane looks like an overly complicated competition recurve bow, the riser has a lot of heft to it, and the arms are thicker than needed, as well as a odd shaped extended counter weight with several semi circles on it. In reality the bulky raiser holds several sensors and transmitters to wirelessly send data to the wielder. The counter weight is really several gauss rings that complete when the trigger on the riser is pulled, to accelerate the arrow, and the overly structured arms with pulleys are to support the whole system as well as create a very powerful draw.

## Discharge Information

- Muzzle Flash: No muzzle flash as the projectiles are arrows
- Retort: soft hum of the Gauss rings and the pluck of the bow string.
- Effective Range 2km in atmosphere | 500meters without gauss assist <sup>1)</sup>
- Rate of Fire: Gauss system needs half a second to prime
- Recoil: almost fully absorbed by the power armor.

## Ammunition

The Kinzoku Hane uses specialized arrows made primarily out of [Steenplast](#) with magnetic rings inside the shaft to be used with the Gauss functionality of the bow.

- Ammunition Karasu(Raven) An arrow with a [Durandium Alloy](#) broad-head.
- **Average DR:** Tier 4
- Ammunition Kitsutsuki(Woodpecker) An arrow with a [Nerimium](#) bullet point head and an explosive charge placed behind the arrow head. It is designed to fire the charge on impact and send the arrow head deeper into the target.
- **Average DR:** Tier6
- Ammunition Hato(Dove) A blunt tip arrow with the magnetic inserts removed so that it's fired only by the string tension instead of the Gauss assist. *Note:Though non-lethal, the arrow will still easily break bones.*
- **Average DR:** Tier 2
- Range: 500m
- Ammunition Washi(Eagle) arrow filled with explosives designed to detonate on impact, the shaft has been made out of [Durandium Alloy](#) so that it can shrapnel along with the arrow.
- **Average DR:**Tier4 direct hit, Tier3 for Shrapnel
- Ammunition Ahōdori(Albatross) An arrow with a small propulsion charge that fires mid flight to increase flight range.
- **Average DR:** Tier 4
- Range:5km
- Ammunition Kikyō('Astra Blue' bellflower) A special arrow with an [Aether](#) emitting arrowhead. It has enough fuel for one shot.
- **Average DR:** Tier 7
- *These arrows are strictly distributed by the [Star Army of Yamatai](#)*

## Weapon Mechanisms

- **Firing Mechanism:** The arrow is accelerated by the tension of the released string, and then further increased in speed as the magnetic inserts are passed through the gauss rings in the riser.
- **Loading:** Loaded like a normal bow.
- **Mode Selector:** Squeezing the trigger unfolds the gauss rings and activates them.
- **Firing Modes:** Gauss-Assisted and Normal firing modes.
- **Safety Mechanism:** A small switch can be flipped in the top portion of the riser to lock the trigger to keep gauss assist from engaging.
- **Weapon Sight:** Adjustable pin sight that underlays with HUD information for more accurate information.
- **Attachment Hard Points:** Mounting space for the pin sight as well as for a mounted quiver.

## Benefits

While the downsides of using a bow like weapon are obvious, the benefits are a bit more subtle, but significant enough to warrant this specialized weapon;

- The bow only gives a significant energy reading when the trigger is depressed, so it not detected on energy scans until firing.
- Shots are parabolic so they can be shot over obstacles.
- More control over the arrow's flight path by adjusting power used and tampering with the fletching.
- Can choose what type of ammunition to use just a moment before firing without having to unload and reload a whole magazine.

## Other

### Pricing

- **Kinzoku Hane:** 3,000KS

### Replaceable Parts and Components

- **Standard replacement arms (pulleys included):** 200KS
- **Bladed Bow arms (pulleys included):** 300KS
- **Gauss ring track:** 500KS

### Optional Attachments

- **Pin Sight:** 100KS
- **Quiver<sup>2)</sup>:** 70KS
- **On bow arrow rack<sup>3)</sup>:** 30KS

### Ammunition

(Insert Ammo Name) Price Quickchart	
Type	Price (10 arrows)
Karasu	30KS
Kitsutsuki	100KS
Hato	5KS
Washi	50KS
Ahōdori	70KS
Kikyō	- <sup>4)</sup>

## OOC Notes

[Syaoran](#) created this article on 2017/07/07 19:06.

1)

due to construction or firing method some arrows might have different effective ranges

2)

holds 20 arrows

3)

holds 5 arrows

4)

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