

Ke-M2-P4003 Power Armor Teleportation Unit

The [Ke-M2-P4003 Power Armor Teleportation Unit](#) is a YE 40 update of the [Ke-M2-P3000 Power Armor Teleportation Unit](#) developed by the [Star Army Research Administration](#) and is now manufactured directly by Ketsurui Fleet Yards. Development in teleportation has been slow in the last decade, but significant improvements have been made and integrated into the Ke-M2-P3802. The Ke-M4-P4001 and Ke-M2-P4003 both take advantages of these improvements.

Compared to the roughly 450 million km or more range of the [Ke-M2-P3000 Power Armor Teleportation Unit](#), the Ke-M2-P4003 has a maximum unassisted range of only 1 million km or so. It also requires the removal of the Ke-M2-P3802 module to function properly. What it loses in range, it gains in recharge time and carry weight. It is capable of teleporting up to a kilometer after five seconds of charge time. It gathers an additional order of magnitude of distance roughly every five seconds up to its maximum. The maximum mass teleportable is 3,500 kg roughly about ten times the amount teleportable by the [Ke-M2-P3000 Power Armor Teleportation Unit](#). It is also much more resilient to rapid teleportation than the [Ke-M2-P3000 Power Armor Teleportation Unit](#). While many consider it a strict upgrade, the loss of range and the requirement to be the only teleportation unit in the armor means that there are situations where the [Ke-M2-P3000 Power Armor Teleportation Unit](#) is superior.

Technical Information

- Charge Cycle: Thirty-Five seconds to charge completely if the power armor is idling. It is capable of partial charge teleportation. Up to a single kilometer after about five seconds, ten kilometers after ten seconds, one hundred kilometers after fifteen seconds, one thousand after twenty seconds, ten thousand after twenty-five seconds, hundred thousand after thirty seconds. Use of other systems that put a drain on power regeneration delays charge time.
- Range: 1 million km. Longer jumps could be made with the help of [MEGAMI](#) or similar system and extended charging time.
- Maximum Mass: Can safely transport up to about 3,500 kg.
- Mount: Mounts to Standard Dorsal Hardpoint

DANGER: In atmospheric environments, causes a shockwave of heat, light, sound, and radiation. More dangerous indoors. The shockwave can rupture eardrums, caused temporary or permanent blindness and flash burns.

DANGER: Do not exceed mass limit, or partial teleportation may occur!

DANGER: Do not exceed range limit without assistance from [MEGAMI](#), or partial teleportation may occur!

WARNING: These units will self-destruct if tampered with. No user-serviceable parts. Send damaged units back to [Star Army Research Administration](#).

WARNING: Use without proper training may result in partial teleportation.

OOC Notes

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