Ke-V8-W4201 - Nashi (None Shall Pass)

This system is designed to prevent an enemy from being able to move ground forces through a territory.

History

The Nashi or *None Shall Pass* were developed in YE 42 as part of the Ke-V8 "Super Kawarime" Fighter project.

Details About None shall pass

The Nashi is a system that renders an area unsafe for ground forces to move through. It consists of bomblets that are loaded with Gravity Reactive Plastic Explosive top is filled with this explosive. When an enemy approaches the bomblets. The bomblets are designed to bounce 1.5 meters when a target approaches. It then detonates with the force moving parallel to the ground. Because of the number of bomblets deployed, multiple ones will trigger. Thus creating a devastating result.

There are motion sensors on each of the 'legs'. The image shows the location. The sensors do not actually glow when deployed. The motion sensors have a range of 10 meters. They will detonate based on the programming. Minimum range would be 4 meters. Maximum range would be 10 meters.

The bomblets are launched by the rack system. They are programmed when launched to land in a specific pattern. They then wait until a target gets detected.

Statistics

Damage Rating (Version 3)

- Tier 4 Light Armor (Per unit)

Dimensions

- Length: 7.62 centimeters (3 inches)
- Height: 10.16 centimeters (4 inches)
- Width: 7.62 centimeters (3 inches)

OOC Notes

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