

Ke-M4-2 "Sylph II" Light Mecha

The Ke-M4-2 "Sylph II" Light Mecha is light combat mecha intended for use by Mini-Neko personnel in the [Star Army of Yamatai](#). Designed by Mazaki Seina and Kage Yaichiro in early YE 42, [Ketsurui Fleet Yards](#) began experimental production of the Sylph II later that year, with full deployment and production slated to begin by the beginning of YE 42.

About the Ke-M4-2 "Sylph II" Light Mecha

Explain the power armor more fully with an explanation as to why the power armor is used.

The Ke-M4-2 "Sylph II" Light Mecha is a truly modern and state-of-the-art light mecha that builds upon the advanced technologies utilized in the [Ke-M2-4 Series "Mindy" Armor](#) while utilizing the additional space afforded by having a Mini-Neko pilot to significantly augment the suit's capabilities, survivability, and utility beyond that of virtually all KFY power armors that came before it. Built around an ejectable [type_42_mini-pilot_pod](#) that is located in the head of the mecha's frame, the Sylph II features a more robust and efficient aether capacitor system that can provide stronger bursts of energy during intensive operations. It can

Statistics & Performance

The following section contains general information about the Ke-M4-2 "Sylph II" Light Mecha.

- Class: Ke-M4-2
- Designers: [Mazaki Seina](#), [Kage Yaichiro](#), [Ketsurui Zaibatsu](#)
- Manufacturer: [Ketsurui Zaibatsu](#)
- Fielded by: [Star Army of Yamatai](#)
- Range: 100 Days, ~100-500 Years in Stasis¹⁾
- Maintenance Cycle: After Each Mission, Biyearly
- Lifespan: ~15+ Years

Appearance

Convey what this power armor looks like with words. Though this is a good place for an image of the power armor, portraying it with words is required.

The Ke-M4-2 "Sylph II" Light Mecha is a sleek, curvaceous, and feminine-looking machine...

Advantages

TBA

Drawbacks

Describe the downsides and any flaws the power armor may have.

Mobility

The propulsion mechanisms of the power armor go here, as well as any specialized movement capabilities the armor has.

- Turbo Aether Plasma
 - Maximum Atmospheric Velocity (For earth-like worlds): 2000 Miles per Hour, Mach 2.61 at Sea Level
 - Maximum Sublight²⁾: .38c - Software-limited to 10 G acceleration
- Combined Field System
 - Maximum Atmospheric Velocity: 124 Miles per Hour (200.0 Kilometers per Hour)
 - Maximum Sublight³⁾ Velocity: .38c
 - Maximum Superluminal Velocity: 10c
- Teleportation Module
 - Effectively instant Point-to-Point Travel
 - Charge time: 15 Seconds
 - Range: 100 Kilometers
- Integrated [Ke-M2-P2903 Hyperspace Fold Booster](#)
 - Maximum Superluminal Velocity: 131,490c (0.25 ly/m)

Armor Size

Height	1.46 m (4.8 ft.)
Width	.7925 m (2.6 ft.)
Weight	99.8 kg (220 lbs.)

Damage Capacity Stats

See [Damage Rating \(Version 3\)](#) for a guide to damage ratings to include.

- Body: Light Power Armor (Tier 4)
- Shield System: Include the rating for the shields here (Include the threshold here)
- Armor: Include the rating for the armor here (Include the threshold here)

Getting In and Out

Explain how the user inserts oneself and exits the power armor.

Controlling the Ke-M4-2 "Sylph II" Light Mecha

This is where you will describe how the user operates this power.

History

Designed as a successor to the reliable, yet aging [Sylph M4 Light Mecha](#), the Ke-M4 "Sylph II" Light Mecha was conceived to address the urgent need for a state-of-the-art light mecha platform for Mini-Neko soldiers in the Star Army, especially in light of the ongoing Kuvexian War. Utilizing her experience and technical expertise in maintaining androids and automata, Mazaki Seinā designed the initial concept of the Sylph II before submitting it to [Ketsurui Zaibatsu](#) for review. From there, the Sylph II underwent extensive testing and analysis, during which Seinā and [Kage Yaichiro](#) worked to refine the mecha as feedback and data was processed from the initial trials. During this stage, various technologies from Project THOUGHT were integrated into the armor, including [Simplified Joints](#) and the [Crystalline Audio Sensor Array](#). By the third month of YE 42, experimental variants of the Sylph II were distributed to select Mini-Neko personnel in the Star Army, with full production planned to initiate by the end of the year.

Systems

- Ke-M4-E4200 [Armor Integrated Electronics System](#)
- Ke-M4-E4201 Photonics Array
- Ke-M4-E4202 [Psionic Signal and Anti-Magic Control Device](#)
- Ke-M4-X4200 Pod Ejection System
- Ke-M4-F4200 Armor Plating Assembly, Interlocking Zesuaium
- Ke-M4-F4201 Nodal Hemosynthetic Interior Insert ([NH-33M](#), [NH-29M](#), [NH-12B](#) Type)
- Ke-M4-G4200 Aetheric Generator and Capacitor System, Shielded
- Ke-M4-P4200 [Integrated CFS Array](#)
- Ke-M4-P4201 Teleportation Module
- Ke-M4-R4200 Gravitic Flight Array
- Ke-M4-P4202 Thruster Wings, [Turbo Aether Plasma](#), Shielded
- 2 Ke-M4-W4200 Forearm Aether Weapon Systems

Armor

Convey to the reader the materials the armor is made out of and what it is immune to and what it is susceptible to.

Camouflage and Stealth

The type of camouflage and how it works and what it does should be in this section.

Life Support

Whatever happens in the event of near-fatal events goes here as well as how long the suit can support the life of the wearer.

Ke-M4-X4200 Pod Ejection System

TBA

Power Systems

The kind of generator and backup systems that the power armor has at its disposal will be put here.

Sensors and Communications

The sensors and communication equipment for the power armor should be put into this section.

Weapons

Main weapon, secondary weapon, and all other weaponry go here.

Ke-M4-W4000 Forearm Aether Weapon System (2)

TBA

Projected Energy Beams

This system takes advantage of the inherent ability of the [Combined Field System](#) to utilize spatial distortion to connect to the Aether and to discharge a condensed beam of energy towards a designated target. The discharge point can come from any location on the field, although it takes large quantities of energy away from the propulsion and shielding systems. The energy draw increases as more beams are deployed or as the diameter of a single beam is increased.

- Location: Integrated Combined Field System (From any point along the surface of the armor)
- Purpose: Tier 2/3/4 | Medium/Heavy Anti-Personnel/Light Anti-Armor
- Secondary Purpose: Debris Deflection and Countermeasures
- Area of Effect: .035 to .125 meters in diameter¹
- Range: Theoretically unlimited except by the beam's speed (just under 1c)
- Rate of Fire: Up to ten five-second blasts every 15 seconds

¹ The tier of the energy beam is dependent upon the chosen diameter of the beam. A beam diameter from .035 meters to .050 meters classifies as a medium anti-personnel weapon. A beam diameter from .050 meters to .080 meters classifies as a heavy anti-personnel weapon. A beam diameter from .080 meters to .125 meters classifies as a light anti-armor weapon.

Hardpoints

The Ke-M4-2 "Sylph II" Light Mecha is compatible with [Mindy hardpoint attachments and handheld weaponry](#). It can accept the following hardpoints:

- Shoulders (2 Hardpoints)
- Upper Legs (2 Hardpoints)
- Dorsal (1 Hardpoint)
- Waist ([handheld weapons](#) and [grenades](#), 2 Hardpoints)

OOO Notes/References

[Immortal Cyan](#) created this article on 2018/01/20 19:13.

- [Sylph M4 Light Mecha](#)
- [Ke-M2-4 Series "Mindy" Armor](#)
- [Keiko Thought Armor](#)
- [Kirie Thought Armor](#)
- [Standard Product Nomenclature System](#)
- [Integrated CFS Array](#)
- [Project THOUGHT Frictionless Hybrid Joint](#)
- [Starship Speed Standard](#)
- [Sublight Speed Conversion](#)
- [Star Army of Yamatai Starship Speeds](#)
- [Ke-M2-4 Series "Mindy" Armor](#)
- [Durandium Alloy](#)
- [Project THOUGHT Frictionless Hybrid Joint](#)
- Teleportation system could shunt/teleport the Mini-Neko escape away from the armor
- Fusion Core as Backup Power Source
- Escape Pod in Head Area, released through crotch area

□ This article is a work-in-progress. Is it not currently approved.

1)

Possibly Indefinite

2) 3)

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