

Mindy M2-1F Power Armor

Ketsurui Fleet Yards' Ke-M2-1F Nekovalkyrja Power Armor (Mindy)

History and Background

The Mindy's predecessor, the Lamia M1 Power Armor, was created to be a mass-produced, small space armor capable of wiping out large numbers of enemy drones; in addition, the Lamia could use its comparatively tiny stature to perform infantry tasks ship as ship-to-ship invasion. It was piloted by a [NH-12 Nekovalkyrja](#) or by the [PANTHEON](#).

The Ke-M2 "Mindy" is a second LAMIA (Light Advanced Mechanized Infantry Armor) unit designed for operation by a full-size [Nekovalkyrja](#) through the Shoulder Link Interface Control System (SLICS). Similar to the original, the suit is designed primarily as a ship-board and planetary infantry unit, as well as a extremely agile and capable 3-dimensional space superiority platform able to match and beat not only other armor, mecha, and small starships (in groups), but also starfighters. The attractive and functional design proved successful in the Project Rebecca competition (The [Star Army Research Administration's](#) contest to find the best power armor) and was adopted by the Star Army to replace starfighters, tanks, and even infantry.

Demand for a human version was high but [Ketsurui Fleet Yards](#) had stated its intention not to produce non-Nekovalkyrja versions of the Mindy, as this would require a completely different internal system. This demand eventually led to the creation of the Mindy-based Kylie M3 Power Armor, which in turn led to the 1E variant of the Mindy.

The Mindy was once again upgraded after the [NH-29](#) became standard, incorporating minor modifications that enabled it to be compatible with the newer [SPINE](#) interface system.

About the Mindy M2

The pilot slides into the fleshy womb-like interior of the Mindy through the chest of the armor, which opens for entry and exit. Despite the increased volume occupied by the larger pilot (as compared to the NH-12), the Mindy M2 maintains its slender, distinctly feminine form; the M2 actually looks more curvaceous and womanly than the M1; the M2 is also shorter and more lightweight. Since its deployment in the Star Army, the Mindy power armor has remained the most effective power armor system ever made, solidly and reliably besting every encountered rival.

The Star Army, under the leadership of Taisho Kessaku Irim (and now, Ketsurui Yui), has trained all of its Nekovalkyrja infantry to pilot the M2, and over a trillion Mindy M2 have been produced thus far. With such astronomical production numbers, the Mindy power armor is a very common sight throughout the Yamatai Star Empire and has even become a symbol of the Star Army of Yamatai itself; it is featured on the newer "Hinomaru" logo (seen at the top of this page).

Because it is considered to be the best available power armor for space (and often planetary warfare), it is highly sought-after by Nekovalkyrja. The high cost of Zesuaium (both in resources and environmentally), however, has led to some complaints about the composition of the Mindy's armor.

General Data

- Government: Yamatai Star Empire
- Organization: Star Army of Yamatai
- Type: Flesh-Core Space Power Armor
- Class: Light Advanced Mechanized Infantry Armor: Series 2, Model F (Type 29)

Designers:

- Ketsurui Yui, Kessaku Irim, Kessaku Anri
- Star Army Research Administration
- Star Army First Expeditionary Fleet

Manufacturers:

- Ketsurui Fleet Yards
- Star Army of Yamatai (Aboard starships)
- WickedArms Corporation (Only up to 1d variant)

Pilot Information

Requires 1 Nekovalkyrja NH-29 to operate the armor via SPINE interface (or NH-17, NH-27 with SLICS*).

- Pregnant Nekovalkyrja may safely pilot the Mindy M2. Humans or NH-22C cannot pilot this power armor.
- Pilot must be between 145cm (4' 9") to 170cm (5' 6") tall. An average NH-22M Nekovalkyrja is 160cm (5' 3") tall.
- Note: SLICS interface only available on earlier/customized M2-1F models with Ke-M2-F2702 flesh inserts.

Size Information

- Height: 175cm (68.9 inches) with a 160cm (5' 3") NH-29 inside. May vary +/- 15cm.
- Width: 62cm (20.41 inches)
- Mass: 115kg (253.53 lbs)
- Speed (FTL): 2500c
- Speed (Sublight): 0.80c in a vacuum
- Speed (Atmospheric): Mach 1.7 at Earth sea level.
- Speed (Underwater): 50mph (80 km/h)

The Mindy M2 Power Armor is capable of transatmospheric operations, able to “hover,” able to shift its inertia as needed, stop nearly instantly, and able to increase and decrease its weight as needed. The Mindy can ignore gravity; it can walk up walls, on ceilings, across water, and in midair.

Systems Listings

Note that Mindy 1E and later model parts are not compatible with the larger 1D and earlier Mindy power armors.

Nomenclature System Name Notes

- Ke-M2-E2701 Armor Integrated Electronics System Updated version of Ks-AIES-1b
- Ke-M2-E2702 Conformal Psionic Signal Control Device Newer version of unnamed PSC in Ke-M2-1d
- Ke-M2-F2701 Titanium Alloy Endoskeletal Frame First used in the Ke-M2-1d
- Ke-M2-F2900 Flesh and Hemosynthetic Interior Insert NH-29 Type (or Ke-M2-F2702 for SLICS)
- Ke-M2-F2703 Outer Armor with Thermoptic Camouflage Zesuaium-Coated Titanium Boron Carbide
- Ke-M2-F2704 Outer Armor with Thermoptic Camouflage Optional Andrium/Zanarium Armor Replacement
- Ke-M2-G2701 Aetheric Generator and Capacitor System Newer version of Ke-MG-2501ae
- Ke-M2-P2701 Combined Field System Newer version of Ke-MP-2501cq
- Ke-M2-P2702 Gravimetric Backup Engine and Thrusters Updated version of Ke-MP-2502pt
- Ke-M2-R2701 Inertial Redirection System Newer version of Ke-MK-2501ag

Weapons

Ketsurui Fleet Yards Ke-M2-2901 Aether Beam Rifle

The successor to the 2701 (GM-05), this rifle uses a spatial distortion to release condensed potentials from the aether in a coherent phased beam. Because of the subspace effects of beam, it naturally pierces distortion-based shields. The weapon's range can be reduced to proportionally increase power and output duration, giving the rifle the ability to also function as a sword. The rifle has a long, thin sword-like shape with a pistol grip and a bullpup-style butt housing the battery magazine.

Purpose: Anti-starship surgical Attacks, Hull cutting tool. Damage: Total annihilation in a 3-inch-wide beam. Range: Up to 294,000 miles (473,177 km). 7 feet (2.13m) for sword. Rate of Fire (Beam): Three three-second blasts every 15 seconds. Sword can be constantly sustained. Rate of Fire (Rapid Pulse): 9 Pulses per second (Automatic). Note: Effective on targets such as fighters.

Payload Effectively unlimited when properly attached to the Mindy power armor. Free-floating 2901 rifles rely on a battery magazine (BU-M20) which holds enough power for twenty three-second shots or one full minute of rapid pulse mode. The Mindy carries two extra magazines on its thighs.

Note: Since the armor has two mounting slots, sometimes the 2901 is paired with a KFY Type 2705 (GM-06) Accelerated Plasma Rifle.

Secondary Weapon: Phased Pulse Rifle

An integrated rifle equivalent to the Type 28 Nekovalkyrja Service Pistol.

- Range: 300+ meters
- Firing Modes: Single/Auto, Heavy/Auto Stun/Heavy Stun
- Capacity: Effectively unlimited.
- Purpose: Anti-personnel
- Damage: Lethal or stun, medium damage against most vehicles.

Ketsurui Fleet Yards Type 2702 Scalar Pulse Cannon

Mounted in the left forearm of the Ke-M2-1F (The M2-1c variant had a WA-03 mounted on the right forearm instead). Because of the nature of this weapon, it can be especially deadly. Scalar fields can detonate ammunition or fuel, fry pilot's nervous systems, or destroy electronics; They also penetrate non-gravitic shielding. This is accomplished using electrogravitational wave interferometry. The 2702 is also known as the WickedArms WA-03.

- Purpose: Anti-Personnel.
- Damage: Destroys ammo, fuel, or electronics. Kills animals. Ignores non-gravitic shields.
- Range: 200,000 miles (321868.8 km).
- Rate of Fire: Beam fires constantly until trigger signal ceases.
- Payload Unlimited.
- Note: Also has a stun setting for taking captives.

Ketsurui Fleet Yards Type 2703 Augmentation Pods (optional)

Located on the Mindy's outer legs, the two conformal pods contain launchers for wormhole-killing mini-missiles, as well as a countermeasure system. When not in use, the missiles are protected by the pods' launcher covers. The 2704 Launchers are an exact copy of the WickedArms WA-05. Whereas the Lamia M1 carried the WA-05 on the lower leg, the M2 has it built into the thigh.

- Warhead: WickedArms AM-M5-SD or Ke-M2-W2703-SDMM Subspace Detonating Mini-Missiles
- Purpose: Creates holes in shield systems, disables FTL flight, collapses wormholes.
- Damage: No direct damage.
- Range: 50 miles (80.47 km)
- Rate of Fire: Individually, or in volleys of 1, 2, 3, 4, 5, or 10 from each pod.
- Payload 10 Mini-Missiles each for a total of 20.
- Warhead: WickedArms AM-M5-MF or Ke-M2-W2703-MFMA Multi-Function Missile Avoidance
- Purpose: Distracts enemy missiles with intense heat and electromagnetogravitic spikes.
- Payload 10 in each pod for a total of 20
- Warhead: WickedArms AM-M5-AR or Ke-M2-W2703-ARMA Anti-Radar Missile Avoidance
- Purpose: Distracts enemy missiles with aetheric distortions and chaff dispersal

- Payload 10 in each pod for a total of 20

Ketsurui Fleet Yards Type 2704 NSB Launcher

The M2 was the first Lamia to include use of PANTHEON's Nodal Support Bits (NSB), which are finger-sized self-recharging multi-function drone units under the Mindy AI's control. Launched by the Mindy power armor during combat, these bits (up to 12) will form a small cloud around their host Mindy and correlate targeting data. The NSBs are good for poking around corners and getting alternate points of view. They can also act as countermeasures and even shoot at the enemy. The NSBs are housed in a ovoid launcher on the Mindy's back. The 2704 is also known as the WickedArms WA-07.

- Nodal Support Bit: Ke-M2-W2704-NSB or WickedArms AM-N7-1
- Damage: Moderate
- Range: Line of Sight
- Rate of Fire: Individually, or in volleys of 3 or 6.
- Payload 12 Nodal Support Bits
- Notes: Automatically programmed to attack incoming missiles if the WA-05 is not handling them.

Hand to Hand Combat: The Mindy M2 Power Armor is as agile as a Nekoalkyrja, far more agile than most humans. Sharing the abilities of the Nekoalkyrja in order to maximize the ease of use, the Mindy has extremely flexible joints and a great deal of physical strength. With the armor's inertia-controlling abilities, the force, speed, and particularly, the mobility of the armor is enormous, and the movement can be made as erratic and unpredictable as the pilot can think.

Additional Optional Weaponry: There is a rifle mounting point on either side of the NSB launcher on the armor's back, allowing for the 2701 Rifle (GM-05) and another rifle to be stored when not in use. The rifle mounts can also be used to attach an external fold booster to the armor's back. Additionally, the Mindy M2 can serve as the focus for up to five Ship Orbital Support Drones; Some Mindy have one or more "pet" SOSD which carry additional NSBs or mini-missiles. The Mindy can fully utilize any human-scale weapon as well. Some pilots strap their issued sidearms (such as the Type 27 or Type 28 NSP) or extra rations to their Mindy in case of emergency or use the CFWEP Package (particularly in 5th Expeditionary Fleet).

Systems

Armor and Stealth Systems:

Outer Armor (Ke-M2-F2703) is a mixture of plates of Zesuaium-coated Titanium Boron Carbide, Zesuaium chainmail mesh, and an advanced, flexible Titanium-based alloy frame. Zesuaium is a nonporous gray substance which does not conduct any form of electromagnetic radiation, including heat and electricity. It neither bends nor breaks, but will remain in a solid piece. The Mindy's armor is immune to small arms fire, provides excellent resistance to large mounted weapons, good resistance to light starship weaponry, and poor resistance to heavy starship weaponry such as main guns and anti-matter; it is most armored on the main body, and the outside section of the limbs (where the Zesuaium plating is).

The Mindy power armor can still function without its limbs, so long as the core and engine is intact, although this would mean loss of limbs for the pilot. Note that the helmet is removable (and is removed

before entering or exiting the armor). An optional Zanarium/Andrium stealth armor plating set (Ke-M2-F2704) is also available to replace the default F2703 set for stealth missions.

Interior: The Mindy's warm insides are composed of muscular flesh that is soft, slimy, stretchy, and wrinkly. Test pilots often described wearing the power armor as feeling like being inside of a giant vagina. The organic components provide shock absorption as well as augmented strength to the pilot. The flesh includes a sophisticated Hemosynthetics (blood-based femtomachine) system that can repair damage to the Mindy's interior. The interior is shielded from heat and radiation, to protect the pilot from the rigors of space travel and atmospheric reentry. Piloting the Mindy is done through SPINE (for NH-29 models) or, if using the older interior, SLICS (Shoulder-Link Interface Control System, for NH-17 and NH-27) and can only be done by a Nekovalkyrja.

Life Support: The fleshy core of the Mindy houses the life support systems, which include the hemosynthetics system, a rebreather system, an oxygen supply, and a nutrient-enriched (sterile) water supply. The Mindy can support a pilot for up to 15 days before replenishment is needed, or up to 10 years in stasis. If needed, the Mindy can filter outside air to replenish its supply (not usually done until absolutely necessary, though). The Mindy's interior includes a catheter organ that wriggles its way into the pilot's urethra and bladder, keeping the pilots from having to exit the suit to urinate. Pilots receive oxygen through the skin. The interior flesh also will massage the pilot's body from time to time to encourage blood flow and provide increased comfort.

Control Systems: Actual operation of the armor is natural to Nekovalkyrja and is fairly simple and easy to learn. In a Mindy, the pilot's nervous system gains an extra circuit through the Shoulder-Link Interface Control System (or, alternatively, the SPINE system). All signals to the body are routed through the Mindy and control it like as if it were the Nekovalkyrja's body. Signals to and from the body during piloting are sent from the Mindy's nervous systems. Most Mindy power armors are set up to provide strong stimulus from the pilot's pleasure centers when enemy kills are scored.

Active Camouflage: Puts the image of what is on one side of the craft onto the other, creating the effect of invisibility. The Mindy power armor can also use this system to project holograms. The exterior of the Mindy is also equipped with flashing red collision-avoidance lights, which can be turned on and off at the AIES' or the pilot's discretion.

Conformal PSC Device: The Ke-M2-E2702 PSC (Psionic Signal Controller) is a form of psionic and telepathic protection, capable of nullifying all such activity. The device can selectively allow channels to permit secure telepathic operation and to maintain communication even under psionic attack. The PSC devices also negate 'magical' attacks and effects. This PSC is safe enough to remain active at all times, unlike older "ADN" devices. The field generated by the PSC protects the entire Mindy, and extends only two inches out past the surface of the armor (thus, it will not create an obvious psionic "dead zone").

Self-Destruct: Although the Mindy M2 Power Armor lacks a dedicated self destruct system (primary for space efficiency reasons), the mecha can be destroyed by the pilot (or AIES, if the pilot is dead) by deliberately overloading the Ke-G2701 Generator and Capacitor System. The process takes only a few seconds and results in an aether energy explosion powerful enough to totally destroy the armor (and anything within twenty meters).

Armor Integrated Electronics System: The Ke-M2-E2701 system, based on the same concept as the

MEGAMI quantum computer, is a network of sensors, communications, and fire control all built around a small centralized computer system. AIES is a subordinate system; it is designed to (but certainly not required to) operate as part of a larger command hierarchy of computers. Above AIES is CIES (for escort ships - frigates, corvettes, and gunboats), EIES (for cruisers, destroyers, and escort carriers), WIES (Warship Integrated Electronics System, for battleships, assault ships, and carriers), MEGAMI, and/or KAMI). Using this system, mother ships receive complete data of the battle.

The heart of the integrated electronics suite is a tiny, but advanced, quantum computer, capable of performing super-high-speed data-churning and possessing untold memory. Quantum computers, unlike old computers which could only process 1 and 0, can process an effectively infinite range of digits, making them awesomely powerful. In addition, the system's sub-particle memory system allows for truly magical storage and access speeds. Kessaku Anri and her company, Kessaku Electronics Systems Corporation, designed the system.

The Armor Integrated Electronics System is part of the PANTHEON (Projected Access Nodal Transuniversal Heuristic Electronic Operations Network) command and control system. The AIES interfaces directly with the pilot's mind for seamless data flow and operation of the Mindy power armor.

Communications: The AIES comes equipped with a multi-channel wide-band array that gives both security and versatility. Among the types of communication supported are radio, laser, subspace, and hyperspace. Communications can be secured using Quantum Encryption technology, which (due to the Heisenberg Uncertainty Principle) allows the system to detect any monitoring attempts and counter them. Communications Systems of the AIES include:

Radio: Full spectrum, dual-modulation; range theoretically unlimited except by interference. Practical range is short, since the waves only travel at light-speed. Frequency-hop and multi-channel capable. In order to use the secure modes of communication, correct variables must be loaded prior to battle. Such codes are changed on a frequent basis.

Laser: For close-range transmissions, it is more difficult for the enemy to intercept, because they have to be in the area of the beam. Also limited to light-speed. Text only. Range: 200,000 miles (321,869 km).

Subspace: Allows faster-than-light transmission. A standard means of communication; it is used for video streams. Inside the power armor's helmet, there's a small camera pointed at the pilot's face for this purpose. Not to be confused with hyperspace communications, which the Mindy does not have. The Mindy's CDD bubble is used as the transceiver for these communications.

Tachyon: Starting with Mindy 1e variants (which use the newer E2701 AIES), the Mindy included a mid-range tachyon communications system for additional FTL capability. Range: 1,000,000 miles (1,609,345 km).

External Audio: The 1b upgrade added an overlooked feature; the Mindy power armor now includes an external microphone and a speaker to allow the pilot to communicate more easily with nearby persons.

Homing Device: Normally inactive, this beacon has an independent backup power supply that can keep it transmitting for up to ten years, even if the main power system is nonfunctional. If main power is available, the beacon will transmit constantly. If not, the beacon will put out a short distress message twice every two hours (five minutes between).

Sensor Systems of the AIES include:

Wide-Band Variable Optical Imaging Array (head): The majority of the sensor systems are located in the head, including a high-resolution variable optical system capable of monitoring a very wide spectrum. By default, the system displays visual and infrared data. There is also a night-vision and ultra-violet mode. The power armor has a gyroscopically-stabilized view of up to 300x magnification. There's a spotlight available on the armor's head which can help at night.

Optical Tracking System (skin): Much like the NH-29S neko, the Mindy power armor can see through its Active Camouflage sensors, giving it a view of its entire surroundings at all times.

Tachyon Tracking System: FTL tracking system allows for precise targeting of targets that would normally be impossible to hit due to range and the limitations of standard sensory equipment. Range: 294,000 miles (473,177 km).

Time-Modulated Ultra-Wide Band Radar: Signals transmitted by UWB radars are pulses generated pseudo-randomly in time. They are only 0.75 nanoseconds in duration. The energy content in any conventional frequency band is below the noise, making TM-UWB transmission highly covert. TM-UWB has no carrier frequency or conversion, and because of the low frequency content of TM-UWB signals, they are capable of seeing through foliage and nonmetallic objects better than regular radar can. Ideal for atmospheric operations and nebulae.

Quintessent Wave Differentialometer: This device, created with both back-engineered enemy technology from the debris 2nd Battle of Ralfaris and the already advanced understanding of aetheric energy, gives the Mindy's AIES an extra edge by calculating the shape, mass and velocity of objects by looking at the ripples the objects make in the seas of energy. The QWD has a range of 200 miles (321.869 km).

Fire Control: The AIES does not use an independent Fire Control System per se, but operates a sub-system of itself dedicated to fire control operations. AIES compensates for all movement of the armor and of target ships, and can track upwards of 25,000 targets ranging from pebble-sized shrapnel to planets. AIES-FCS is a balanced system, and works for the armor's defense, as well as offense. Weapons under AIES's control automatically: target sensitive areas of enemy ships; identify friendly assets; optimize beam power and range; guide missiles and torpedoes, assign (and reassign, when necessary) targets in real-time; and control ECM, and ECCM functions. AIES-FCS usually controls all indirect weapons systems. The pilot fires, and AIES takes over tracking the target, creating a "fire and forget" system.

Combined Field System: The Mindy M2 uses a combined field system. In effect, the CFS sustains a small "pocket universe" around the vessel by nesting electrogravitic and electrostatic fields. Objects inside the bubble are protected from both solid and beam weaponry, because the projectiles or beams pass through the curved space and around the armor. The combined field can serve a number of purposes, including propulsion, defense, weaponry (powering the NSBs) and stealth; for this reason, it is almost always on to some extent.

Propulsion: The armor propels itself at speeds many times the speed of light by generating continuum distortions in the CFS and nesting them to create asymmetric peristaltic fields. This allows the armor to travel thousands of times the speed of light. Distortion based systems allow the armor to stop or move nearly instantly because the armor has not "moved" in the traditional sense.

Shielding: The Ke-M2-P2701 also protects the Mindy from scalar attacks.

KFY Ke-M2-P2900 Teleportation Unit (Optional Replacement for 2704 NSB Launcher): The Star Army Research Administration developed a new teleportation unit, primarily in the secret base system known as Scorpio. Given the unstable political times and the wars, SARA deemed secrecy a must and thus the system was successfully kept completely hidden from everyone but the researchers and selected members of Ketsurui. The Mindy's teleportation system has been tested to perfection over the last few years by an impressive number of prototypes in various training missions and real missions such as depositing agents on the YSS Horizon during the assassination of Kai Ashigari, and field-tested as early as YE 27 by Yui's identical daughter, Ketsurui Chiaki. After the devastating Battle of Hoshi no Iori, Taisho Yui, head of SARA, decided to put the teleportation system into action as a part of regular Star Army forces, starting with special forces and test units. It is accurate, but limited in ways that make equipping it to a starship an impossibility for the time being.

- Range: About 3 AU. Longer jumps could be made with the help of a starship IES and TQP-RDD.
- Maximum Mass: Can safely transport up to about 250kg. Do not exceed, or partial teleportation may occur.
- Damage: In atmospheric environments, causes mild shockwave of heat and sound. More dangerous indoors.
- Charge Cycle: Approximately one full minute to charge, during which the main aether cannon shouldn't be used.

Out of Character Information

Data retrieved from backup of the old website, posted for the sake of reference for old characters that still happen to be hanging on to one. Stats should be treated with some degree of caution since they don't line up with current guidelines.

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