

Ke-M3 Series "Kylie" Anti-Armor Power Armor

Ketsurui Fleet Yards Ke-M3-1c/1d "Kylie" Power Armor Items in italics apply to the Kylie Ke-M3-1d; everything else applies to both the 1c and 1d.

The Kylie was conceived by [Ketsurui Fleet Yards](#)' research and development team to meet the demands of certain other governments, with the added goal of making a power armor that would be extremely useful in [Yamatai Star Empire](#) space as well. Designed for close-in combat, and based on the extremely successful [Mindy M2 Power Armor](#), the armor is very lightweight and is equipped with appropriate weapons. During the early design phase, this armor was referred to as the M4 power armor; it was changed to the M3 before production because the old M3 design never made it to production. The prototype M3-1a featured a scalar wave projector on the left shoulder. The 1b model replaced it with a drone bay.

The current Kylie model, the 1C, is an updated version that uses all KFY-built parts. Note that the English name "Kylie" is replaced with the Japanese "Kairi" by most Japanese-speaking pilots.

The Kylie Ke-M3-1d is designed to be an upgraded and up-to-date version of the armor, meant to be nearly equal to the Mindy M2. The Ke-M3-1d is meant to have additional fire power, more options, and still maintain the light weight and maneuverable nature of the armor.

General Information

- Government:

Feisar Armaments Corporation Yamatai Star Empire

- Organizations:

Feisar Armaments Corporation Kessaku Electronic Systems Corporation Ketsurui Fleet Yards: Research and Development Star Army Research Administration

- * Type: Interceptor and Close Quarter Combat Power Armor
- Class: Ke-M3-1d "Kylie" (Kairi)
- Designer: [Ketsurui Fleet Yards](#)
- Manufacturers:

Ketsurui Fleet Yards WickedArms Corporation (1a and 1b only)

- Crew: 1 Pilot; Must be 5' to 5' 10" (1.52 to 1.78 m) and in good physical shape. Can be male or female.
- Height: 6 feet (1.83 m)
- Width: 20 inches (50.8 cm)
- Mass: 200 lbs. (90.72 kg)
- Speed (FTL): 2500c

- Speed (Sublight): 0.80c
- Speed (Atmospheric): Mach 1.7 at Earth sea level.
- Speed (Underwater): 50mph.

The LAMIA M3 “Kylie” is capable of transatmospheric operations, able to “hover,” able to shift its inertia as needed, and able to increase and decrease its weight as needed.

Systems Listings

Nomenclature	System Name	Notes
Ke-M2-E2701	Armor Integrated Electronics System	Updated version of Ks-AIES-1b
Ke-M2-E2702	Conformal Psionic Signal Controller Device	Newer version of unnamed PSC in Ke-M2-1d
Ke-M3-F2705	Titanium Alloy Endoskeletal Frame	First used in the Ke-M3-1a
Ke-M2-F2702	Flesh and Hemosynthetic Interior Insert	Upgraded from Ke-M3-F2706 Synthetic Core.
Ke-M2-F2703	Outer Armor with Thermoptic Camouflage	Andrium/Yarvex
Ke-M3-F2708	Outer Armor with Thermoptic Camouflage	Optional Andrium/Zanarium Armor Replacement
Ke-M3-F2709	Outer Armor with Thermoptic Camouflage	Zesuaium-Coated Titanium Boron Carbide
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

See also: [Kylie Accessories](#)

Weapons

Ketsurui Fleet Yards W2707 Forearm Aether Projection Weapons (2): Each of the Kylie's slightly-oversized forearms holds an interesting new weapons system that draws aetheric energy from space and projects it out in the form of a powerful energy blade. This blade is powerful enough to ignite objects on fire, cut through starship hulls and blast doors, and slice most other power armors in half. Additionally the blades can be fired in piercing pulses as a short-range energy submachinegun of sorts. Also known as the WickedArms WA-08.

- Primary Purpose: Anti-Power Armor
- Secondary Purpose: Anti-Personnel
- Damage: Heavy
- Range: 5,000 m (3.1 miles)
- Rate of Fire: Constant in sword mode. 500 pulses/sec in submachinegun mode.
- Payload Effectively unlimited. Power source is in the forearm with the weapon.

Ketsurui Fleet Yards W2708 Shoulder-Fired 50mm Railgun (1): This weapon (also known as the

WickedArms WA-09) is approximately 4 feet long and is attached to the shoulder by means of a small, movable arm. It can pivot up, down, and side-to-side as well as 45 degrees back, allowing it to fire hands-free at any target to the front or above from a standing position, or to be used as a shoulder-fired sniper weapons from a prone position. Uses WickedArms AM-09-18 and AM-09-78 series ammunition or AP-8 mortar rounds available here.

Along with the traditional ammo offered by WickedArms, the W2708 has been recently complemented with antimatter containing slugs, and aether tap slugs.

- Primary Purpose: Anti-Armor
- Secondary Purpose: Sniping
- Damage: Heavy
- Range: 15,000 m (9.3 miles)
- Rate of Fire: 3 rounds a second.
- Payload 18 rounds in a helical magazine. Optional backpack extension increases capacity to 78 rounds.

Ketsurui Fleet Yards W2709 Drone Launcher (1): The original left shoulder weapon (the WA-10) was replaced in the 1B version of the power armor by a small shoulder unit that houses two small scout drones. The W2709 contains a charging system for both of them and covers the drones when they are not in use. The drones can float in midair and are generally used to look around corners. They also have a small pulse weapon equivalent to a GP-13 Pulse Pistol. The W2709 is also known as the WickedArms WA-12. The model of the drone is the WickedArms DM-01.

In the Ke-M3-1d variant of the Kylie, the drone launching system has been adapted to be able to be attached to the hip of the Kylie, thus making them available to be pulled from the launcher by hand for deployment.

- Primary Purpose: Reconnaissance
- Secondary Purpose: Anti-Personnel
- Damage: Light
- Range: 15,000 m (9.3 miles)
- Rate of Fire: Can launch one or both drones at once.
- Payload 2 drones. Each can operate for up to 2 hours and fire up to 30 shots before needing to return.

Ketsurui Fleet Yards W2710 Mini-Missile Launcher Pods (2): Located on the lower legs of the power armor's thin body, these launchers face at an upwards angle for firing while on the ground. The design of the launches also saves space and allows for easy reloading. The two conformal pods (Based on the WA-05 launchers used by the Lamia and Mindy power armors) 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. Also known as the WickedArms WA-11.

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

Hand to Hand Combat: The Kylie is awesomely agile, far more agile than any human; it 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. It can stop or turn on a dime and the movement can be made as erratic and unpredictable as the pilot can think. The Kylie can also walk up walls, on ceilings, or in midair.

In the Ke-M3-1d variant, the Kylie's gloves have been adorned with studs to allow for additional damage to be gained from punching at a target.

Note: The power armor can fully utilize any human-scale weapon as well. Some pilots tape their issued sidearms and/or rifles (as well as personal items and extra armor) to their mecha just in case their weapons or armor fails.

Systems

Armor and Stealth Systems

Outer Armor is a mixture of plates of Andrium plating, Yarovex (A highly advanced gluon mesh), and an advanced, flexible Titanium-based alloy frame. The armor is most armored on the main body, and the outside section of the limbs (where the Andrium plating is). The Kylie 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) and contains parts of the control system that are necessary to operate the armor beyond basic muscular movement.

In the Ke-M3-1d variant of the Kylie, the Andrium plates have been replaced with Zesuaum. Areas that were protected by Yarovex, have been increased in strength with the addition of a Zesuaum chain mesh.

Interior

The Kylie's warm insides are composed of soft, smooth synthetics that mold themselves to the pilot's body to fit like a glove. The organic components provide shock absorption as well as augmented strength to the pilot. The interior includes a sophisticated nanotech system that can repair damage to the Kylie'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 Kylie is done through a brain monitoring system (built into the helmet). Actual operation of the armor is moderately easy, since it is based on nerve signals sent to muscles. Additionally, most Kylie armors are set up to provide strong stimulus to the pilot's pleasure centers when enemy kills are scored.

In the Ke-M3-1d variant, the synthetic warm insides have the option of being replaced with the Mindy's which 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 Ke-M3-1d's interior. The interior is shielded from heat and radiation, to protect the pilot from the rigors of space travel and atmospheric reentry. In the Ke-M3-1d variant, the SLICS and SPINE connections have been carried over and are kept available for Nekoalkyrja whom wish to pilot the armor, and Neplesians whom have been properly augmented. Along with SLICS and SPINE, an additional interchangeable interface system has been included, thus accommodating Neplesians whom have different neural-cybernetic connections than standard Yamatai-issue equipment.

Life Support

The torso section of the Kylie houses the life support systems of the Kylie, which include the an oxygen supply, and a liquid nutrient supply. The Kylie can support a pilot for up to 3 days before replenishment is needed. If needed, the Kylie can filter outside air to replenish its supply (not usually done until absolutely necessary, though). Oxygen is both supplied for the both to breath (mostly for psychological reasons) and forced through the pilot's skin, much like the way a skydiver does not have to breathe while falling. The Kylie's interior includes a catheter device that wriggles its way into the pilot's urethra and bladder, keeping the pilots from having to exit the suit to urinate.

Active Camouflage

Puts the image of what is on one side of the craft onto the other, creating the effect of near-invisibility. The exterior of the Kylie is also equipped with flashing red collision-avoidance lights, which can be turned on and off at the pilot's discretion. Along with being able to project an image of what is on the other side of the armor, the active camouflage system in the Ke-M3-1d is capable of projecting a desired image, such as different unit markings, and armor appearance, thus allowing the Ke-M3-1d to appear as another make of armor from afar.

Conformal PSC Device

The PSC (Psionic Signal Control) 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 Kylie, and extends only two inches out past the surface of the

armor (thus, it will not create an obvious psionic “dead zone”).

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.

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). Housed in the armor's left shoulder and covered when not in use.
- **Subspace:** Allows faster-than-light transmission. A standard means of communication; it is used for video streams. Inside the power armor, there's a small camera pointed at the pilot's face for this purpose. Not to be confused with hyperspace communications, which the Kylie does not have. The Kylie's CDD bubble is used as the transceiver for these communications.
- **Tachyon:** Starting with Kylie 1c variants (which use the newer E2701 AIES), the Kylie includes a

mid-range tachyon communications system for additional FTL capability. Range: 1,000,000 miles (1,609,345 km). Directional, built into the right forearm.

- **External Audio:** The Kylie 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 on the armor's head which helps at night.
- **Optical Tracking System (skin):** Much like the NH-17S or NH-22M neko, the Kylie 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 (chest):** Signals transmitted by UWB radars are pulses generated pseudo-randomly in time. They are only .1 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, no conversion either up or down, 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 Kylie'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 Kylie M3 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 Kylie from scalar attacks.

Overhauled Power Distribution System

The Ke-M3-1d’s power system has been altered from the Ke-M3-1c’s configuration. Thus updated configuration has given the armor additional options for attachments, interaction with cybernetic power systems of the armor’s pilot, and an attachment point to allow the Ketsurui Fleet Yards Ke-M2-2901 Aether Beam Rifle to be attached to the Ke-M3-1d’s power system.

Added Attachment Hard Points

The Ke-M3-1d variant has had additional attachment points added to the external armor. Attachment points have been added to the Ke-M3-1d’s hips (x2), thighs (x2) (Reduced number due to hardpoints already being present.), upper arms (x2), upper back (x2), and the lower back (x1). The attachment point on the Ke-M3-1d’s lower back has been designed to allow the recent Mindy attachments to be compatible with the Ke-M3-1d.

Helmet Locking System

The Ke-M3-1d has had an additional feature added to the normal helmet of the Kylie. Included with the helmet is a “Locking” system which places four retractable pins into small holes along the connection point of the helmet to the armor. The locking system can be deactivated by a simple command from the

pilot, or by a medical or command override put in through the communications and computing system.

Retractable Holster

A sliding Zesuaium panel is located on the right and left thighs of the Ke-M3-1d, this panel can be slid aside to allow a wide strip of Yarvex to be pulled from the panel. This Yarvex strip is connected to a pair of spools that can provide slack, or pull the strip tightly. This strip is intended to serve as an adjustable holster for a pilot's side arm or other small weapons.

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Last update: **2023/12/21 01:01**

