

Harpy M5 Scout Armor

Ketsurui Fleet Yards Ke-M5-1A High-Agility Reconnaissance Power armor, Yamataian (Harpy)

The Ke-M5 “Harpy” is the fifth LAMIA (Light Advanced Mechanized Infantry Armor) unit designed by [Ketsurui Zaibatsu](#), designed for [Yamataians](#) in the field. In the same vein as the [Ke-M4-1A Sylph](#), the Harpy is a light armor, but is instead focused more on ground and atmospheric combat instead of aboard-ship combat. The armor has three assets that set it apart from the original Sylph – its dual flight/propulsion systems, which allow it to cover great distances much faster than the Sylph with less energy cost; Xiulurium coating for stealth purposes; and a complex, back-mounted sensor suite for recon work.

About the Harpy M5

What the Sylph does for [NH-29](#), the Harpy does for Yamataians. However, because the Yamataian was not designed for infantry work, the Harpy is meant to be an indirect combat armor. It acts as the forward eyes and ears for Sylph squadrons with its superior speed, stealth and sensory capabilities. It loses out on defense, as its armor is light to allow it higher mobility and reduce the drain on its capacitors.

Any Yamataian pilot can operate the Harpy by sliding herself into the smooth, soft synthetic interior, which will open for entry and exit. The control system is similar to that of the [M3 Kylie](#), which detects brain patterns to discern specific actions. Appropriately sized humans, including Geshrin, can pilot this armor, though it functions best with the computerized brain of a Yamataian.

The Harpy was more expensive than its original counterpart because of its more complex systems, and therefore was not produced in the same numbers (a ratio of about seven Sylphs for every Harpy, or roughly two per Sylph squadron).

With the revamping of the Sylph I into the space-oriented [Sylph II](#), and more importantly the construction of the more powerful and versatile [M6 Daisy](#), the Harpy was quickly relegated to an even more specialized role, and its helmet was modified to accept any computer-brained pilot.

Recently, Ketsurui Zaibatsu has minimized the Harpy's mission profile even further with the creation of the M6-1C Daisy SAS. M5s are now more commonly seen as test armors for sniper and stealth squadrons.

General data

Government: [Yamatai Star Empire](#)

Organization: [Star Army of Yamatai](#)

Type: Synthetic-Core Light Power Armor

Class: Light Advanced Mechanized Infantry Armor: Series 5, Model A (Type 29)

Designer: [Star Army Research Administration](#)

Manufacturers:

Ketsurui Fleet Yards

Star Army of Yamatai (Aboard starships)

Entered Service: [YE 29](#)

Pilot Information: Requires one Yamataian pilot in good physical shape to operate. Pregnant Yamataian women may NOT safely pilot the Harpy M5. Other humans can pilot the Harpy, but not with the same level of effectiveness. Pilot must be between 153 cm (~5') to 208 cm (~6' 10") tall. An average Yamataian is 160cm (5' 3") tall.

Height: 185 cm (nearly 6' 1" tall) with a 160 cm (5' 3") Yamataian inside. Pilot may be 5' to 6' 10", with maximum armor height being 224 cm (~88.6 in)

Width: 62 cm (20.41 in) normal; 438 cm (172.4 in) with retractable gliding wings extended.

Mass: 79 kg (174.17 lbs).

Speeds:

Light Fusion Thruster Pack, atmospheric/STL: 400 km/h (~248.55 mph)

Glider, atmospheric: 100 km/h (~62.14 mph)

Anti-gravity drive, land/underwater: 112.65 km/h (70 mph)

Note: While the M5 Harpy is capable of making low-orbit atmospheric entries, it is not designed for space travel and thus is not considered useful for transatmospheric operations. It is capable of performing both in atmospheric and in vacuum adequately despite a lack of reasonable STL/FTL movement. It

can hover and set foot in mid-air.

Systems Listings

Ke-M5-E2901 Armor Integrated Electronics System

Ke-M5-E2902 Conformal Psionic Signal Control Device

Ke-M5-F2901 Titanium Alloy Endoskeletal Frame

Ke-M5-F2906 Synthetic insert

Ke-M5-F2903 Outer Armor with Thermo-optic Camouflage (Andrium chainmail/plates/Yarvex)

Ke-M5-F2903 Xiulurium armor coating

Ke-M5-G2901 Capacitor System

Ke-M5-R2901 Repulsor Drive System

Ke-M5-R2902 Light Fusion Thruster Pack

Weapons

Ketsurui Fleet Yards Ke-M4-W2901 Mk.II "Light Armor Sniper Rifle": A variant of the Mk.I Light Armor Service Rifle, the Mk.II gives M5-suited soldiers a sniper weapon that does not have the of the restrictions of the M3-W2708 Shoulder-Fired 50mm Railgun, yet retains some long-distance killing power. While the weapon is effective against infantry and light armored vehicles, it is considered fairly ineffective against targets bigger than mecha. Combined field systems or external kinetic dampeners can dull its damage. The M4-2901 Mk.II is standard issue for the Harpy power armor, but is considered unsuitable for space armors. This does not, however, restrict its usage in space.

- Purpose: Anti-personnel, anti-armor
- Damage: Medium, Light
- Range: Up to 8,000 m (max 20,000 m in atmosphere)
- Rate of Fire: Semi-automatic only
- Payload 100 round magazine (or 200 round large magazine). Rounds may be ball (common), hollow-point (less common), armor piercing (less common), tracers, or dummy rounds for training.

Hand to Hand Combat: The Harpy M5 Power Armor is as agile as a Nekovalkyrja, far more agile than any human. Sharing the abilities of the Nekovalkyrja in order to maximize the ease of use, the Harpy has extremely flexible joints and nearly as much physical strength as the [M2 Mindy](#) (which is still quite a bit). With the armor's gravity-controlling abilities, the force, speed, and particularly the mobility of the armor is substantial, and the movement can be made as erratic and unpredictable as the pilot can think. However, its armor is weaker, so punching through metal doors and such is ill advised.

Additional Weaponry: The Harpy's weapon load out is lighter than even the Sylph, as it lacks the extra racks on its back to carry spare arms. Sidearms, such as an [NSP](#) or a [Type 28 SMG](#), are often taped to the thighs or calves of the armor by their pilots. There are NO weapon mounts on its back, as its primary drive system is stored there and could damage the weapon. It can fit a [CFWEP Package](#) on top of the backpack. It theoretically can use any hand-held weapon it can pick up.

Systems Layout

Defensive/External Systems

Outer Armor: In order to be a highly mobile and very light armor, the Harpy has thin [Durandium Alloy](#) plates on its thighs and torso area, and a Durandium chain mail mesh covering its torso. The lower legs and arms are made of titanium alloy that provides less protection. It still uses a flexible titanium-based alloy frame similar to the Sylph's, and has Yarvex protecting its joints. The Harpy 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. The Ke-M5-R2901 vector-projection can protect the Harpy from scalar attacks.

Note that the helmet is removable (and is removed before entering or exiting the armor) and is necessary to operate the armor.

Active Camouflage: Can place the image of what is on one side of the craft onto the other, creating the effect of invisibility. The Harpy power armor can also use this system to project holograms.

Stealth Armor: For stealth concealment, the armor plating is coated with Xiulurium. Xiulurium is a "stealth" armor that lacks protective value and is used to generate a stealth field around the armor. This stealth field also masks the armor's presence to scalar wave and quintessence differentialometer type sensors. It is flexible but offers only negligible protection. Xiulurium bonds to both the Durandium and the titanium sections of the Harpy.

Conformal PSC Device: The Ke-M5-E2902 PSC ([Psionic Signal Controller](#)) generates a field that engulfs and protects the Harpy entirely, extending out two inches outward of the power armor to prevent the appearance of obvious psionic "dead zones".

Internal Systems

Interior: The Harpy'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 is mildly shielded from heat, to differ the effects of energy weapons. Like the Sylph and Kylie, much of the piloting is done via nerve signals sent to muscles.

Life Support: The core of the Harpy houses the life support systems, which include a rebreather system, an oxygen supply, and a nutrient-enriched (sterile) water supply. The Harpy can support a pilot for up to 7 days before replenishment is needed, or up to 4 years in stasis. If needed, the Harpy can filter outside air to replenish its supply (not usually done until absolutely necessary, though). The Harpy'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. The interior synthetics 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 simple - signals sent to muscles are monitored by the armor, which responds in kind. Brain waves and eye movements are monitored to aid in other, usually more complex tasks.

Self-Destruct: The M5 Harpy lacks a dedicated self-destruct system, but can be triggered to self-

terminate so that its technology will not fall in enemy hands. This process can be initiated by the pilot (or AIES, if the pilot is dead). The electrical system on the armor overloads its circuits, causing the capacitor to explode and destroy the armor, but not before all electronics within the armor are slagged.

Armor Integrated Electronics System: The Ke-M5-E2901 The Harpy uses the [Armor Integrated Electronics System \(AIES\)](#) for communications, sensors, fire control, and computing.

Miscellaneous systems

Glider Array: As both a power saving and a stealth measure, the Harpy has thin, extending fold-out wings in its backpack unit. They measure five meters in total wingspan. These wings are designed to be used at altitudes up to 2,000 meters and are made of aluminum. Essentially, the Harpy pilot turns off its primary propulsion system and, with some help from AIES, glides along within an atmosphere toward a destination or target.

Light Fusion Thruster Pack: This protrusion looks like a built-in backpack on the Harpy's back. It houses the Glider Array on top of the fusion thrusters, which look like two nozzles parallel from each other when looking at the bottom of the pack. The nozzles can be moved via AIES just enough to allow the armor to hover if absolutely necessary, and throttle control is between 5 and 105 percent. The thrusters take a lot of power from the Harpy, so they are used in place of the repulsor drive only when necessary.

Capacitor System: While lacking an aether generator of its own, the Harpy does possess an array of highly reliable capacitors (Ke-M5-G2901) that can store enough power to guarantee the suit running to its full capacity for up to 2 weeks of continuous exertion after which the armor will power down. The armor itself can be maintained in a 'sleep mode' while its user is under stasis or when the armor is simply not being used, and can function with its life support properties only for up to 5 years before power is entirely depleted. The amount of power left in sleep-mode is proportional to the amount of power left in active mode, meaning that if the suit was running actively for the equivalent of 7 days, only 2.5 years will remain for when the Harpy is in sleep mode.

OOC Notes

Approved by [Wes](#) on July 5, 2006 ¹⁾

| Products & Items Database | |
|---------------------------|---|
| Product Categories | power armor |
| Product Name | Harpy M5 Scout Armor |
| Manufacturer | Ketsurui Fleet Yards , Star Army Wiki |
| Year Released | YE 29 |
| Mass (kg) | 79 kg |

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<https://stararmy.com/roleplay-forum/index.php?threads/ketsurui-fleet-yards-ke-m5-1a-harpy-armor.12949/#post-186339>

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