

Ke-M12-W3300 Forearm Weapon

The Ke-M12-W3300 Forearm Weapon is a built-in weapon designed for the [Kirie Thought Armor](#) and the [Keiko Thought Armor](#) by [Kage Yaichiro-Chusa](#) and the team over at [Project THOUGHT](#) in [YE 33](#), though it was not constructed until assistance from [Ketsurui Fleet Yards](#) was obtained at a later time due to the illegality of civilian Aether-based weaponry. Due to this, early models of the Kirie and Keiko did not possess this weapon, though they were refitted at a later date. In [YE 39](#), upgraded variants of the Kirie and Keiko were released and these components were altered to be modular, but retain the same function.

Basic Information

Based heavily on the [Mindy 2A's Forearm Weapons](#), these are scaled up versions that draw Aetheric energy from space and has the same three modes of operation, in addition to a shielding function.

Mode One is a very powerful blade made of energy, strong enough to ignite flammable objects if not vaporize them, slice through doors and bulkheads, and cleave through enemy Power Armor. It should be noted that if two of these blades meet, they will merely pass through each other. The blade is proportionally longer than that of the Mindy's, due to the increased power available from the larger power systems it is meant to be used with.

Mode Two is an Aetheric Machine Gun, firing pulses at a rapid rate of fire. The energy in each pulse has been increased, so each pulse can cause slightly more damage and has slightly greater range than one from a Mindy. It is possible, however, to throttle the power down to a standard Mindy's level of power or even lower if desired.

Mode Three is a powerful beam which can pierce shields and penetrate shields, with the charge time eliminated due to its larger power supply, though it risks overheating with constant use. The beam can also be throttled down in power. By the time the beam is reduced to the power output of the Mindy, the beam becomes sustainable for longer periods, though care should still be taken not to overheat the forearm module.

In addition to the three modes of fire, there are shield projectors which are scaled up from the Mindy's version. Each emits a biconvex dome-shaped energy barrier of notable strength when an arm block is used which could be considered a barrier facing. The shield can deflect focused attacks and is good for a fair bit of anti-armor weaponry, though it is scaled up further from its Mindy-based inspiration. Using both arms increases the strength of the barrier, though it is not always cleanly doubled in protective value. Penetration of the shield does not damage the projectors themselves unless they are specifically hit, and a projector cannot be used if the forearm's built in weapons are in use or charging. If overpowered, however, the emitters can take up to 15 seconds to reset.

Technical Information

Location: Forearms Purpose: Anti-Armor Payload Effectively unlimited, so long as the Power Armor provides power Shielding: Tier 6, supplemental two-faced bubble barrier.

DR Ratings are compliant with [Damage Rating \(Version 3\)](#).

Full Power

Firing Mode	Purpose	Rate of Fire	Area of Effect	Range
Sword	Tier 6, Heavy Anti-Armor	Constant	Single Target	10'(3m), 4"(10cm) wide blade
Pulse	Tier 4, Light Anti-Armor	500 pulses per second	Single Target	4.3 miles(7,000m), 4"(10cm) wide pulse
Beam	Tier 6, Heavy Anti-Armor	Constant ¹	Single Target	50 miles(80km), 4"(10cm) wide beam

¹ May overheat after a long period of constant use

Power Throttled to Mindy Specs

Firing Mode	Purpose	Rate of Fire	Area of Effect	Range
Sword	Tier 5, Medium Anti-Armor	Constant	Single Target	6'6"(2m), 2"(5cm) wide blade
Pulse	Tier 3, Heavy Anti-Personnel	500 pulses per second	Single Target	3.1miles (5,000m), 2"(5cm) wide pulse
Beam	Tier 4, Light Anti-Armor	Constant ¹	Single Target	37.2 miles (60km), 2"(5cm) wide beam

¹ May overheat after a long period of constant use

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