

Ke-M12-W3301 Mini-Missile Launcher

The Ke-M12-W3301 Mini-Missile Launcher 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](#). Unlike other hard-mounted weapons, these launchers did not violate any laws and were therefore fully acceptable for use with the civilian Kirie and Keiko development models. Due to this, these have a secondary nomenclature of PT-M2-W3300 in models predating KFY involvement. 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

The Mini-Missile launcher is based on the [Ke-M2-W2907 Countermeasure Augmentation Pods](#) and the [Ke-M2-W2908 Offensive Augmentation Pods](#), though significantly modified. Being built into the leg allows the lower part of the leg's interior to be hollow and loaded with up Mini-Missiles. As a result of this and the increased size of the Kirie over the [Ke-M2-2D "Mindy II" Power Armor](#), the average Kirie/Keiko Mini-Missile is slightly larger than the Mindy equivalent. However, the loading system and forcefields in the launchers

allow for the smaller Mindy-based Mini-Missiles used in Augmentation Pods to be loaded and launched. Each leg can hold up to 20 Kirie/Keiko-based Mini-Missiles, SOSMs, or SOOWs; or up to 30 Mindy Augmentation Pod-based Mini-Missiles.

Another key difference, however, is that there are only 4 tubes per leg; allowing for volleys of up to 8 Mini-Missiles, though more volleys can be launched quickly if essential. This is designed to allow enough missiles to be launched to deal with a threat if needed, but still emphasize conservation of ammunition.

Technical Information

Location: Outer Calf of Leg Primary Purpose: Anti-Armor Secondary Purpose: Various Rate of Fire: 0.5 seconds per tube between launches, up to 4 simultaneous launches per leg. Payload 20 Kirie/Keiko/SOSM/SOOW-sized/30 Mindy Augmentation Pod-sized

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

Missile	Type	Damage	Range	Effect
Ke-M2-W2907-SDMM Subspace Detonating Mini-Missile	Mindy	N/A	80.47km / 50 miles	Creates holes in shield systems, disables FTL flight, collapses wormholes
Ke-M2-W2907-MFMA Multi-Function Missile Avoidance	Mindy	N/A	80.47km / 50 miles	Distracts enemy missiles with intense heat and electro-magneto-gravitic spikes
Ke-M2-W2907-ARMA Anti-Radar Missile Avoidance	Mindy	N/A	80.47km / 50 miles	Distracts enemy missiles with aetheric distortions and chaff dispersal
Ke-M2-W2907-SOSM Space and Orbital Sensor Misdirection	SOSM	N/A	382,235 km / 237,510 miles at .425c	Sensor baffling and false target misinformation by looking like a Mindy at long range
Ke-M2-W2908-MSAP Multi-purpose Shield and Armor Piercing	Mindy	Tier 4	80.47km / 50 miles	The MSAP Mini-Missile is designed to take out small hard and soft targets at close range
Ke-M2-W2908-SOOW Space and Orbital Offensive Warheads	SOOW	Tier 4	382,235 km / 237,510 miles at .425c	The SOOW Mini-Missile is designed to take out small hard and soft targets at long range
Ke-M12-W3301-SLAMM Standard Light-Armor Mini-Missile	Kirie/Keiko	Tier 4*	160km / 100 miles	Delivers a SLAG round or other preloaded payload
Ke-M12-W3301-SECO Shaped Electron Charged Ordinance	Kirie/Keiko	Tier 5*	160km / 100 miles	Penetrates armor to deliver electrons to overload electrical and containment systems
Ke-M12-W3301-TDMM Tracking Device Mini-Missile	Kirie/Keiko	Tier 4*	160km / 100 miles	Optionally penetrates or sticks to armor to deliver tracking device

* *variable depending on contents, area struck, and mode of operation respectively*

Mini-Missile Types

Mindy Augmentation Pod Mini-Missiles

See:

- [Ke-M2-W2907 Countermeasure Augmentation Pods](#)
- [Space and Orbital Sensor Misdirection \(SOSM\) Mini-Missiles](#)
- [Ke-M2-W2908 Offensive Augmentation Pods](#)
- [Space and Orbital Offensive Warheads \(SOOW\) Mini-Missiles](#)

Kirie/Keiko Mini-Missiles

Standard Light-Armor Mini-Missile

The Ke-M12-W3301-SLAMM (PT-M2-W3301-SLAMM) is a mini-missile originally designed to carry a [Ke-M4-W2902 LASR-SLAG](#) round inside, the round type being the choice of the soldier or Commanding Officer present. However, the missile is essentially an empty container which can carry other things as well, such as acting as a self-propelled [Shaped Charge Case](#) of [Type 31 Plastic Explosive](#). These Mini-Missiles are versatile, but have the downside of needing individually pre-prepared with their payload before use unless ordered by the CO pre-loaded from [Star Army Logistics](#)

Shaped Electron Charged Ordinance

A Ke-M12-W3301-SECO (PT-M2-W3301-SECO) is a mini-missile which contains a mass of electrons in a containment field, and has a penetrating head. When the mini-missile strikes a target, it penetrates into the target and the containment field fails, dumping the electrons into the target. Because of this it has the potential to disrupt and overload electrical and computer systems and cause failures in enemy containment systems where applicable. Its true effectiveness is highly variable, and depends on the placement of the strike and the thickness of the enemy armor. If well used, it can strike a joint and circumvent the armor, or disable a target without fully destroying it for capture.

Tracking Device Mini-Missile

At times, one doesn't want to destroy a target as much as merely track them. To achieve this end, the Ke-M12-W3301-TDMM (PT-M2-W3301-TDMM) was designed. This simply consists of a Quantum and Radio tracking device which can be activated, deactivated, or programmed by an Integrated Electronics System like on the Kirie and Keiko; a pad of [Molecure Solution](#), a penetrating and splitting tip, and an internally pressurized casing.

Upon launch, the device can operate in one of two modes. It can penetrate armor and split its tip out in four directions to anchor itself in of needed, or it can split its tip early and expose the Molecure Solution to simply make the tracking device adhere to the target. The missile is slowed down just before impact to avoid damaging the tracking device in this second mode - by air resistance from the split open tip when in atmosphere, and the venting of the air pressure inside the mini-missile when in space.

The tracking device is simple, and it can be adjusted in transmission frequency and the rate at which it transmits data. It can also be set not to transmit its position for a set length of time, so as to allow an enemy to get back to their ship or installation before revealing the location of the target.

It should be noted that this kind of micro-missile is often not the only type used in any Mini-Missile Launcher, so it is common practice to load one tube with a TDMM and not fire that tube until desired. This allows the other tubes in the Mini-Missile Launcher to be used with other kinds of ordinance.

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