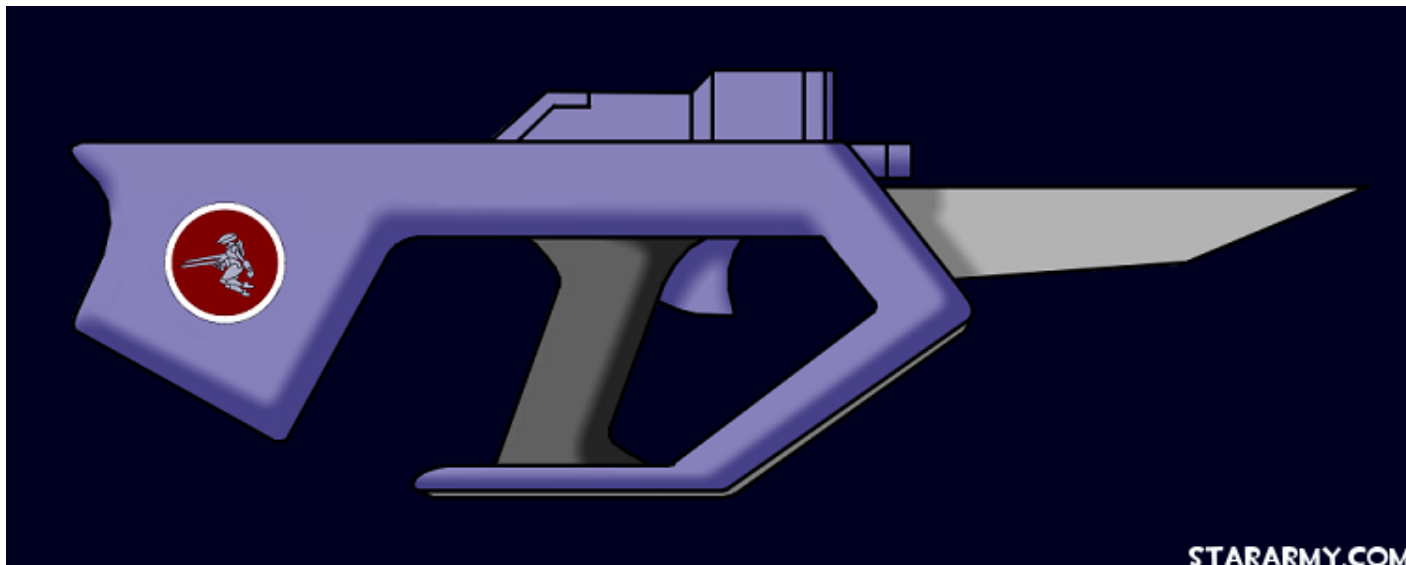
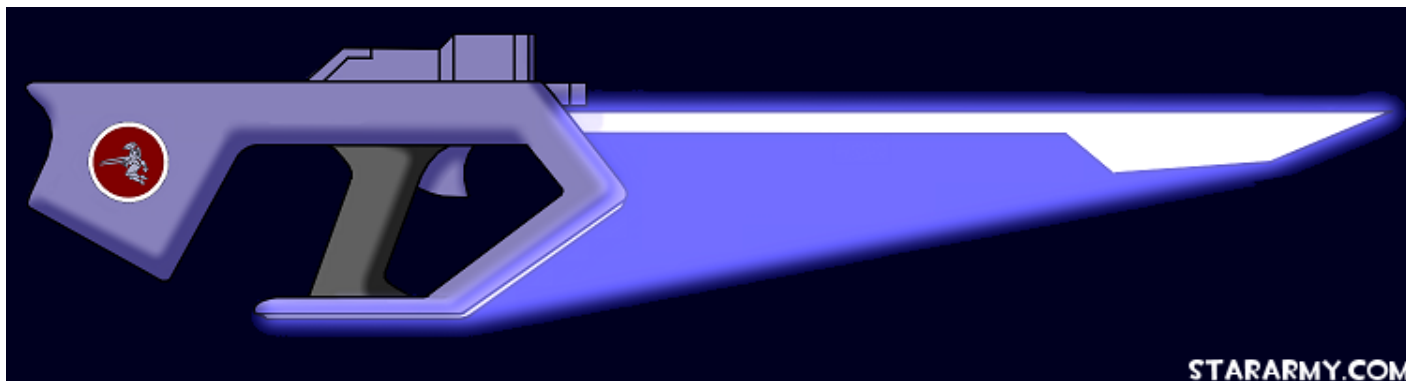


# Ke-M12-W3304 Aether Beam Carbine

Designed in [YE 33](#) for the [Keiko Thought Armor](#) and the [Kirie Thought Armor](#) by [Chusa Kage Yaichiro](#), the W3304 Aether Beam Carbine is a refined version of the [Ke-M2-W2901 Aether Beam Saber-Rifle](#). It was designed as a primary weapon option for the slightly larger mecha, though it couldn't be produced as a civilian [Project THOUGHT](#) model due to the illegality of Aether-based weaponry outside the military.



*Ke-M12-W3304 Aether Beam Carbine*



*Ke-M12-W3304 Aether Beam Carbine, Blade Deployed*

## Nomenclature Information

- Designer: [Chusa Kage Yaichiro](#)
- Manufacturer: [Star Army of Yamatai](#) and [Ketsurui Fleet Yards](#)
- Name: Ke-M12-W3304 Aether Beam Carbine
- Type: Mass Production Aether Carbine with Energy Blade
- Role: Anti-Armor, Anti-starship surgical Attacks, Hull cutting tool.
- Length: 0.61 meters (2') retracted, 1.07 meters (3' 6") extended

- Mass: 20 kg (44.1 pounds)

## About the Aether Beam Carbine

The [Keiko Thought Armor](#) and the [Kirie Thought Armor](#) were in need of a reliable and powerful weapon which could serve as a primary armament, one with stopping power sufficient for the size class, but reasonably easy to produce. The [Ke-M2-W2901 Aether Beam Saber-Rifle](#) represented that kind of power and versatility, and had been mass produced already for a Power Armor of the lower size class, though at a different time when the Empire had more resources to expend freely. Still, it provided a melee weapon, a hull cutting tool, a powerful offensive weapon, and an anti-personnel handheld weapon all in one – something needed given the Kirie and Keiko couldn't use NSPs and could otherwise only use their Nodal Support Drones for anti-personnel roles.

The various modes of fire, the safety, and the scope's zoom were managed by a [Ke-M12-E3301 Weapon Subcomputer](#) interface with the Thought Armor; making them thought-based commands rather than controlled by buttons and knobs. While the trigger can also be fully thought-managed and bypass the physical trigger, it is not the default nor recommended for rookies. Not only did this improve the response time of the pilot changing modes and being ready to fire; but it removed a significant number of small, individual parts from the design and simplified the production process.

Aside from the more complex telescoping blade emitter, which is [Zesuaium](#)-coated [Yama-Dura](#) and is both notably lighter and cheaper than a full solid Zesuaium blade, many of the parts were simplified and integrated, to make fewer parts necessary without a loss in power. The Zesuaium coating is used to prevent the blade from being destroyed by the Aether. Even the body of the weapon is simple and rugged-looking, reflecting the design and production ideologies which allow the power of the Aether Beam Saber Rifle to be adopted for use in the new model. The physical blade only needed to be extended to block other physical blades, as it could emit the energy blade at full length as well as use other modes of fire while retracted.

Rather than being more powerful than the Mindy's signature weapon, it is equally powerful but shorter and cheaper to produce due to the modernization. The reduction of parts leave it as more durable and easier for technicians to service, and the blades being Zesuaium-coated instead of solid Zesuaium notably reduce the weight. It can toggle through modes faster and more precisely use its scope via the [Ke-M12-E3301 Weapon Subcomputer](#). Also of note is that since the Thought Armors have significantly more power than the Mindy, a Thought Armor can power an Aether Beam Carbine in each hand – and without disabling the forearm projectors.

## Appearance

Designed to be a simplified and shortened version of the Aether Beam Saber Rifle, the Aether Beam Carbine is somewhat angular though still sleek. It is Star Army Blue with a Hinomaru on either side of the stock, in which the weapon's Energy Magazine and retractable external power cable are located. A removable panel exists on the weapon's left side for access to an internal removable BR-28 Rechargeable Battery.

The Carbine lacks buttons and knobs, the only manual control being the physical trigger. The blade emitter is short, though it can telescope out for use as a physical blade if needed. The appearance of the weapon is due both to the lack of a need for physical controls as well as efforts to make the weapon cheap by minimizing the complexity and number of parts.

## Discharge Information

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

Firing Mode	Purpose	Rate of Fire	Area of Effect	Range
Aether Beam Mode	<a href="#">Tier 7</a> , Light Anti-Mecha	Three 3-second beams every 15 seconds	Single Target	1.58 Light-Seconds (473,177 km / 294,000 miles)
Phased Pulse Mode Stun	<a href="#">Tier 0</a> , Stun	9 pulses per second (Auto)	Single Target	500 meters normal, 750 meters maximum
Phased Pulse Mode	<a href="#">Tier 4</a> , Light Anti-Armor	9 pulses per second (Auto)	Single Target	500 meters normal, 750 meters maximum
Sword	<a href="#">Tier 8</a> , Medium Anti-Mecha	Constant	Single Target	2.75m (9'0")

It should be noted that the Aether Beam Mode gives a blue burst of energy, the Sword appears as a glowing blue energy blade, and the Phased Pulse mode is a green burst of energy. The weapon is powered by a BU-M20 energy magazine for 23 three-second Aether beams, or a minute of cumulative rapid pulse/sword mode. This is indefinite if connected to Kirie or Keiko as it can replenish the weapon's power.

## Firing Mechanism

The physical firing mechanism is a simple but well-designed trigger, which is simply pulled to allow the weapon to discharge under the correct conditions. The physical blade need not be deployed to use any mode of fire, even sword, but it is recommended for catching and blocking enemy blades. The requirements for discharging the weapon are very specific. Installed inside the grip of the weapon is a [Ke-M12-E3301 Weapon Subcomputer](#) system. The pilot must wish to discharge the weapon when the trigger is pulled, or else the safety will prevent it from going off. This system relies upon the nterface with the pilot in the Thought Armor and is also how the Carbine cycles between its various modes of fire and intensity, the deployment and retraction of the physical blade, and keeps the pilot aware of the weapon's energy levels. The intent behind this is to keep the weapon from being used against Star Army forces by the enemy or accidentally fired.

## Magazine Description

The Aether Beam Carbine is compatible with the same BU-M20 Energy Magazine used by the Ke-M2-

W2901 Aether Beam Saber Rifle, which is inserted into the weapon's stock. Also in the stock is a recessed cable which can be spooled out and connected to the Kirie or Keiko for direct power. This gives 23 three second beams, or a minute of pulse or beam mode. The efficiency of the blade system has been boosted roughly 40%, and allows the blade to be lengthened slightly in sword mode without reducing runtime.

The weapon also comes with a [BR-28 Series Battery Magazine](#) for the Phased Pulse mode which is not typically removed from the weapon. It is underneath a removable panel in the side and is recharged by the connection to the Thought Armor or the BU-M20 when one is installed. Often, surplus BR-28A Batteries from [Nekovalkyrja Service Pistol, Type 28s](#) are installed, but BR-28Es from [Nekovalkyrja Service Pistol, Type 30s](#) can also be used.

## Weapon Mechanisms

Because of the fact that the device is restricted technology, there are relatively few parts which can be serviced except by certified Star Army Technicians. The only replaceable parts are the cable which connects the rifle to the Thought Armor, the energy magazines, the trigger mechanism, the scope, the grip(which also contains the computer), and the [Zesuaium-coated Yama-Dura](#) blade which can be swapped out in the unlikely event that it takes damage or needs to be stabbed into something and left behind. Because the weapon is restricted technology, it and its components cannot be purchased.

Safety: Toggled by [Ke-M12-E3301 Weapon Subcomputer](#) Fire Mode Selector: Toggled by [Ke-M12-E3301 Weapon Subcomputer](#) Weapon Sight: High Resolution 1 Light-Second Optic Energy Source: BU-M20 Energy Magazine or direct from Thought Armor via cable. BR-28 Rechargeable Battery for the Phased Pulse mode charged by above.

## Low Power Mode Compatibility

While technically compatible with Low Power Mode when using the Energy Magazine instead of the Thought Armor's power system, the output of the weapon's primary modes of fire are easily detectable. When used in its Pulsed Rifle mode as an NSP, however, it is easy on the Thought Armor's battery system and difficult to detect while tethered or not. As long as the main mode of fire is not used, it can be used in stealth and planetary operations with relative safety as an anti-personnel and melee weapon.

Due to this, and the fact that the Kirie and Keiko can often use two handheld weapons if needed, it is not uncommon for this Carbine to be brought along on ground operations as a backup/emergency weapon.

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