Ke-M2-W2913 Aether/Scalar Submachine Gun

The Ketsurui Fleet Yards Aether/Scalar Submachine gun uses a spatial distortion to release condensed potentials from the aether in a coherent phased beam. Because of the subspace effects of the beam, it is ideal to compromise distortion shielding. The submachine gun can mount a bayonet-style blade and its battery magazine is housed in a bullpup-style butt. The W2913 entered service in YE 29.

Mindy M2 Power Armor
Art by Newton Ewell
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General

Class: Submachine Gun Nomenclature: Ke-M2-W2913 Designers: Ketsurui Zaibatsu Manufacturer:
Ketsurui Zaibatsu Users of this product: Star Army of Yamatai

- Purpose: Anti-Armor/Anti-Personnel
- Firing Mode: Aether/Scalar (Lethal/Heavy/Stun)
- Damage:
    - Tier 4 for rapid aether fire (aether blade)
    - Tier 5 for beam mode or sword mode (aether blade)
    - Tier 3, Heavy Anti-Personnel - NSP equivalent Grenade mode (upper barrel)
    - Tier 2, Medium Anti-Personnel - NSP equivalent Anti-Personnel Mode (upper barrel)
    - Stun mode (upper barrel) - Scalar setting may disable electronics at impact point and cause
      live ammunition to 'cook-off'.
- Range: Up to 294,000 miles (473,177 km) for aether weapon and 5 kilometers for NSP-equivalent
  gun
- Rate of Fire (Rapid Pulse): 18 Pulses per second/1080 PPM (Automatic). Note: Effective on targets
  such as fighters.
- Payload The BU-M20 battery magazine holds enough power for 13500 shots on Scalar lethal or stun
  setting. The Scalar heavy setting consumes 5 times more power (2700 shots maximum). Aether
  setting consumes five times more power than scalar heavy (or 25 times more power than scalar
  lethal/stun) so to last a 30 seconds of constant aether fire (540 shots).

WARNING: Don't use the aether setting unless you're in power armor or you're likely to be set on fire.

Bayonet

A meter-long aether saber bayonet is available for this weapon.

OOC Notes

Wes wrote this page. Art detail from a commission Wes purchased from Newton Ewell.