

Ke-M6-W3100 Plasma Blade

The Ke-M6-W3100 Plasma Blade is a handheld energy blade created for use by the Yamatai Star Empire infantry and power armors. The weapon is mainly composed of a single cylinder that is 10 inches in length and 3 inches in diameter. It should be noted that unarmored infantry should be careful with this weapon as not only is the blade deadly, but extremely hot and can burn bio-material as close as 2 inches away.

Purpose: Anti-Mecha Damage: Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (



: Staff needs to determine which). Range: 6ft. (1.8m) Payload: Effectively unlimited when properly attached to a [Ke-M2-2D "Mindy II" Power Armor](#)'s forearm projectors, or 5 minutes of cumulative use with a BR-28 battery. Visualization: The blade, when projected, looks much like a narrow candle flame — thicker at the bottom, curving up into a fine tip. The plasma is colored blue-white.

Construction

The Plasma Blade is constructed in three main parts. On the bottom of the unit is a rectangular socket for a BR-28 battery cell as well as a cord that allows the unit to connect to the forearm projectors of the Mindy 2. The casing of the cylinder is [Durandium Alloy](#) that has a rubber grip wrapped around it. Underneath the Durandium casing is another casing that provides electromagnetic shielding to the device.

There are two sets of controls for the blade. *The first set* is one inch from the top of the cylinder; two pressure switches (buttons). In order for the blade to activate into constant-on mode, both switches must be depressed then released at the same time. To deactivate the blade, pressure must be applied to both switches, however timing is not critical. *The second set* utilizes half of the first by requiring the user to depress the right button first, then grip the cylinder in either the middle or the bottom. Pushing just the right button will pop up two shallow grip switches that must be tightly depressed in order active the blade.

Power Cell

The bottom 1/3rd of the device is the power receptacle. The receptacle has plugins to plug into the [Ke-M2-2D "Mindy II" Power Armor](#) forearm projectors for power, as well as a slot for a BR-28 battery. Using the BR-28 the Plasma Blade can operate for 5 minutes of cumulative use. The power cell also serves another vital use. A secondary battery is installed in the device that keeps cooling fluid running through the device at all times, preventing damage from occurring to the power supply as well as the magnetic field projector due to the extreme heat of plasma. Furthermore, this cooling system has micro vents all over the cylinder so that the blade is weldable by unarmored troops.

Magnetic Field Projector

The middle 1/3rd of the Plasma Blade is composed of the magnetic field projector. When active the projector allows plasma to exit the weapon and flow down a predefined blade shape. The blade can extend to a maximum length of 6ft.

Plasma Containment Basin

The upper 1/3rd of the Plasma Blade is the plasma containment cell. Powerful magnets ring the inside of the cylinder at this point in order to keep the plasma contained while the device is unpowered. When the device is activated magnets are deactivated so that the plasma may exit the whole of the chamber.

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