

Ke-M6-W3406 Daisy Multipurpose Plasma Weapon

Designed to perform several functions, the Ke-M6-W3406 Multipurpose Plasma Weapon combines the function of the [Pulse Energy Weapon](#) with the capabilities of a wrist-mounted plasma blade. The blade is capable of combat and hull cutting modes. The Multipurpose Plasma Weapon, or MPW, serves as a replacement for the standard PEW and was introduced into service in [YE 34](#) alongside the new [Daisy II](#).

About and History of the Ke-M6-W3406 Plasma Projector

Despite the [Star Army of Yamatai](#) preference for, and excellence in, space based combat, its forces have numerous difficulties in regards to terrestrial or ground combat. The [M6 "Daisy"](#) armor in particular lacked a dedicated Melee weapon, despite being designed for more planetary usage. Because of the different conditions of ground based warfare, armored infantry would often find themselves in close proximity with enemy forces, and without an effective melee weapon, were at a disadvantage when opposing forces did have such weapons and escape was not a feasible option.

Using Data from numerous conflicts and battles, [Ketsurui Zaibatsu](#) and [Origin Industries](#) worked together to create a system that filled the melee weapon role with a reliable and cost effective device. The result was the [Ke-M6-W3405 Daisy Wristblade](#) which was made for general issue and mass production. A more powerful and capable weapon was needed for elite troops, NCO's, and special operations. This need was filled by the Multipurpose Plasma Weapon; a Plasma sub Machine Gun that could be used as a blade with a Hull-Cutting mode. In Blade mode the MPW forms a tight beam or 'blade' out of plasma which can be used as a melee weapon for close quarters combat. In Hull-Cutting mode, the same blade is extended to better cut through hulls, doors, and other hardened objects. Although it is quite powerful, it is detrimental to keep the device active for long periods of time - the MPW has a high power consumption, is very dangerous when active, and is not subtle in any shape, way or form. Additionally, it sacrifices the standard PEWs' mini-turret ability for the added tactical flexibility.

Appearance

The W3406 Multipurpose Plasma Weapon was carefully built to look as though it were an integrated piece of the Power armor. The MPW is a compact, tough and rugged weapon designed to appear as part of the armor itself. Like its predecessor, the MPW can rise out of its recessed area to pivot to a limited degree and allow the user to aim it with the neural up-link while simultaneously using a handheld weapon. The weapon's muzzle looks like a standard, rounded barrel which also has slits to the side from which the plasma blade will expand as it has a flattened, wider shape when compared to the spherical bolts of plasma fired in Sub Machine Gun mode.

Nomenclature Information

Below you will find the general nomenclature information of the weapon:

- Designer: [Ketsurui Zaibatsu](#), [Origin Armor Works](#)
- Manufacturer: [Ketsurui Fleet Yards](#), Star Army of Yamatai (Aboard starships), [Origin Armor Works](#)
- Name: Multipurpose Plasma Weapon
- Nomenclature: Ke-M6-W3406
- Type: Multipurpose Plasma Projector
- Role: Wrist Mounted Power Armor SMG, Wristblade, Wrist Mounted Hull Cutter
- Effective Range 500 Meters (SMG), 1 Meter (Combat Blade), 1-3 Meters (Hull Cutter Blade¹⁾)
- Rate of Fire (SMG): 480 Rounds Per Minute, 8 Rounds Per Second

Damage Quickchart		
Mode	Damage	runtime
Plasma SMG	Tier 3	effectively unlimited
Plasma Blade	Tier 6	1 Minute
Hull Cutter	Tier 6	1 Minute

See: [Damage Rating \(Version 3\)](#) for more details

Discharge Information

The Multipurpose Plasma Weapon has multiple modes, each with a unique type of discharge.

Muzzle Flash and Retort

When firing plasma bolts, the weapon creates a quick, blue, flash the same color as the bolts being fired. Additionally, stray ionized gases not included within the plasma bolt can be seen dispersing like vapor. The retort of the weapon is a small high pitched whining caused by the electrical systems charging followed by a dull pop comparable to a small caliber handgun. The bolts themselves 'sizzle' through the air and leave a very faint blue contrail of ionized gas.

Plasma Bolt

The plasma bolts that the Multipurpose Plasma Weapon fires are roughly the size of a large marble. They are a very bright electric blue with a white hot center, however, the plasma bolts merely look like blue colored bullet tracers when moving. At maximum range, the projectiles typically double in size - past 500 meters, they exponentially expand in size as the plasma blooms, diminishing overall penetrative ability and stopping power. The 'glare' from the plasma bolts should be noted, as it can light grass, leaves, clothing and flesh on fire by simply passing by too closely.

Plasma Blade

When in blade mode, the Multipurpose Plasma Weapon emits an electromagnetic field that brings the plasma it generates into a cohesive, flattened, triangular blade which measures an inch and a half at the base, narrowing down to a point at its tip. In coloration, the blade is typically electric blue, just as the plasma bolts are and also has blue ionized gases escaping from the plasma field. When active, the blade sounds like a high-powered blowtorch. Due to the powerful electromagnetic field and particle density of the blade, it interacts with physical objects and may briefly parry aether based melee weapons.

Energy Source

Typically, the Multipurpose Plasma Weapon obtains power from the suit it is attached to. In order to create plasma, the weapon uses atmospheric gas that is gathered before use, which despite being less efficient than specialized gases chosen for the specific purpose of being turned into plasma, performs well enough to get the job done.

Weapon Mechanisms

The Multipurpose Plasma Weapon has several systems which work together to allow the weapon to function as intended.

Firing Mechanism

In SMG mode, the weapon takes a tiny amount of gas from its compact internal tank and ionizes it into plasma before guiding it out of the weapon and downrange using electromagnetic fields. The entire process takes just a fraction of a second, and there is no noticeable delay between the command and the firing of the weapon.

Blade mode differs by expelling gas out the tank and through the weapon which rapidly ionizes it into plasma which instead of being propelled from the weapon is pushed into a magnetic envelop which contains it. The gas has a low loss over time, as energy is expended to keep the gas fully ionized. Activation is quick, only taking one second to fully form the blade. Upon deactivation, the weapon will collect as much of the gas as possible, but will still suffer a 30% loss.

Loading and Operation

Prior to use, the Multipurpose Plasma Weapon takes a few seconds to rapidly take in atmospheric gasses for use in creating plasma. Once Gasses have been collected, the weapon is a simple point and fire slaved to the suit's method of activating the weapon. It can be activated by neural control, SPINE or a physical trigger system. If the gasses become depleted during combat, the weapon will take a few seconds to refill its compact air tanks. In zero atmosphere environments however, the weapon may have

its case opened up and the small cylinder tank replaced. Typically, it will last over 1000 rounds of constant fire, and over one minute of continuous blade use.

Weapon Modes

The Multipurpose Plasma Weapon has three modes of operation to choose from; the first is SMG mode, which operates just like a PEW, rapidly shooting bolts of plasma with moderate accuracy and range. The other two modes of the MPW are Combat Blade mode, which creates a 'short' meter long blade, and Hull Cutter mode creates a multi-meter length blade. Combat Blade mode allows it to cut through armor found on power armors quickly, While Hull Cutter mode is best used for slowly cutting through thick ship hulls and hardened objects as its name implies.

Weapon Sight

The Multipurpose Plasma Weapon solely relies on the heads up display and targeting systems of the armor it is equipped to. Seasoned users will often use stream of plasma bolts to 'eyeball' the targets however.

Blade Safety Plate

While the plasma blade is active, A telescopic safety plate extends from the base of the weapon. This plate primarily serves to prevent the user from accidentally touching the active blade. Additionally, it serves to provide protection to the armored hand from the heat dissipating from the plasma blade itself. When the plasma blade is not in use, the plate collapses into storage, out of sight.

Attachment Point

The weapon utilizes one hard point, allowing for it to be attached and linked to a power armor's wrist hardpoint, drawing energy directly from it for operation. It takes up the same slot or space as the standardized [Pulse Energy Weapon](#), replacing the default system.

OOO Notes

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1)

consumes additional power and does damage over time; not effective for melee

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