

# Yggdrasillian Grappler Pulser

Each grapppler arm has a Pulser in the digit armature, where the “palm” would be in a hand. This can be used for applying wide pulses of energy to push larger debris chunks or asteroids, be it for searching for materials, carrying an object of larger mass than the ship itself to a nearby location in the same star system, or more narrow blasts used to crack or blast apart large targets. This is good for mining purposes, as well as clearing wreckage for larger ships in a rescue effort. Of course, this can also be used in a weapons capacity, as omni-directional blasters to protect the ship, which can redirect their position and angle rapidly by allowing the Grappler computer to communicate with the targeting system (This is the only way the grapplers can be used as a weapon while the ship's shields are engaged). Also, if the grapplers manage to grab a mecha in battle, and the electrodes do not paralyze the mecha, a point-blank blast could deal considerable damage. Like the other YGS parts, this has several dynamic attributes, such as intensity, frequency, and focus/beam width, and is controlled manually by a tactile system, or much more often by the grapppler computer system.

The manner in which the Pulsers operate warrants mention. The Pulsers can either push or blast an object by altering the energy output, the frequency the output is modulated to, and the focus. To push an object, the beam is set to a relatively low energy setting at a high frequency, to simulate a gentle, but effectively constant, force against the object. As the object gains momentum, the energy output is gradually increased until the object has reached the desired speed, and then the object moves on momentum, the energy of the pulses being lowered, but decreased or increased as needed. The frequency likely remains constant, and can be focused as needed depending on the surface area of the object being pushed. This is a way of moving objects too large for bringing inside or are too sensitive or volatile to be moved with the Graviton Beam Projectors or the grapplers themselves. To blast something apart, the digits are moved into a position where they will not be hit by the Pulser, and a higher energy output is released right off the bat, usually at a lower frequency/rate of fire to conserve energy. However, if needed, a relatively high frequency of energy can be used to fire an effectively constant beam. However, this is relatively draining for the ship's power systems if other systems are enabled, though not so much if the beam is narrow enough. The number of factors almost require a computer-controlled system if the Pulser is to be used in combat.

It has been determined that the “pushing” action of the Pulser can also become a makeshift shield that defends the digits and “palm” assembly of the grapppler. However, while engaged in pushing/shield mode, no electrode or melee functions can take place. The Pulser, however, can switch frequencies, focus, and energy output relatively quickly, switching the Pulser from pulse mode to blast mode very quickly. The result is a shielding system which can block an attack and fire a blast literally as soon as the attack has been halted, possibly with a physical reaction time on the order of microseconds when controlled by the grapppler computer system. In addition, in emergencies where conventional communications systems are jammed, the Pulsers can be used on maximum focus arc, low energy amplitude to send out a frequency modulated signal, capable of encryption, not dissimilar to FM radio. However, this is not a faster-than-light communications system, and at this time, is almost unique to the Yggdrasill and her allied ships. This communications system is called [Yggdrasill Emergency Pulser Communications System](#) (YEPCS, pronounced “yep-kiss”).

- Primary Purpose: Pulsing/Pushing and Cracking/Blasting apart debris and asteroids
- Secondary Purpose: Onmidirectional Blaster System, dynamic grapppler blocking shield. Emergency

communication system.

- Damage: Moderate to heavy, varies depending on instance, voltage and current settings, and beam focus. Max DR 2.
- Range: same as the grapplers, 50 meters (point blank), 3,000 mile beam reach, omnidirectional, wide or narrow pattern.
- Rate of Fire: 0.1 Hz to 2.6 GHz
- Payload: Effectively unlimited, as long as the ship provides power.

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