

# Fi'nein Pulse Engine

The Fi'nein Pulse Engine, designed by the [Kingdom of Neshaten](#) in EE 002, and put into service in EE 002-v, is a new kind of propulsion system intended to be used on small vehicles such as cars and even tanks and can serve as a backup engine for star fighters and a manoeuvring system for larger ships and even stations. It works by generating some anti-gravitational pulses to propel an object forward; these pulses are much too small to appear on sensors specialized to pick up graviton emissions as the pulses would become masked by the natural occurring gravity waves coming from planets and other celestial objects. However, the pulses can be picked up if executed in close proximity to a scanner.

Unlike traditional engines which provide a continuous amount of thrust and can operate independently without the need of another, the Fi'nein isn't like this; and requires a primary engine in order to work; this is because by itself the engine provides too minimal of thrust to really be of usage in anything that has a lot of mass to it - such as tanks, starfighters, and starships or anything that is bigger - and more armoured - than a civilian car.

Instead, the engine was designed to be coupled with the [Luxiton Gravitic Engine](#); not only to improve its performance but also to let the two engines work in tandem by reducing the stress applied to the LGE.

From:

<https://wiki.starmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.starmy.com/doku.php?id=faction:neshaten:fi\\_nein\\_pulse\\_engine](https://wiki.starmy.com/doku.php?id=faction:neshaten:fi_nein_pulse_engine)

Last update: **2023/12/21 00:59**

