

PPG Push Pull Guard

History and Development

Originally developed for the [AIR](#) ELEMENTAL-series powered armorsuit, the [NAM](#) Push Pull Guard was originally intended to be used as a focusing point for the [AIRs](#) innovative tractor and repulsion-based pulley system. Within the center of the Push Pull Guard is a charged Push/Pull Rod; the idea was for the rod to be used as a focusing point to create a large wave of force in front of the [AIR](#).

The kinetic energy exerted from the focused repulsion wave is enough to cause severe trauma to both armored and unarmored targets.

PPG-01a

The first iteration of the PPG developed for the [AIR](#) was designed as a sturdy small rectangular forearm shield. The Push/Pull Rod was placed in the center of the guard, underneath the plating. Although the PPG-01a model was the first of its kind to see use in [Nepleslian military structure](#), initial preference for the PPG-01a over standard [VBCS Vibrosaw Weaponry](#) variants was overwhelming, leading to further iterations and, eventually, a near-standardization in [Nepleslian](#) powered armorsuits.

The PPG-01a model debuted on the [AIR](#) ELEMENTAL model, as well as the [STORM](#) and [AIR 2](#) variants.

Location: Worn over the length of the left arm **Purpose:** Kinetic Force **Secondary:** Focus for Tractor/Repulsion fields **Damage:** Tier 3, Heavy Anti-Personnel / Tier 3, Heavy Anti-Personnel

Range: Melee, 200m wave Rate of Fire: 2 second charge, 5 second cooldown between use **Area of Effect:** Single Effect Ammunition Effectively unlimited

PPP-01a

The resounding success of the Push Pull Guard on the original [AIR](#) and its predecessors, [NAM Terratech designers](#) were all too eager to include the essential design philosophy into the newer models of [Nepleslian](#) powered armorsuits.

Debuting on the top-of-the-line (as of [YE 30](#)) [Hostile](#) powered infantry armorsuit, the Push Pull Plating is an enhanced version of the successful PPG-01a, the only major difference being the much larger area of protection from the armor plating and the composition of the plating itself. The PPP-01a follows the [Hostile's](#) right arm from wrist to shoulder, allowing near-complete coverage of the upper body when turned in a proper firing angle. The alloy composing the guard is also a mixture of both base [Durandium Alloy](#) and a small layer of [Nerimium](#) covering exposed areas. Although the weight of [Nerimium](#), due to its super-dense nature, has caused problems with armor-use in the past, the small amounts allow a slight increase in protective capability while still maintaining a reasonable weight limit.

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As a result, the PPP-01a is simple an upgrade that expands on the protective capabilities of the actual guard and does not needlessly alter the already potent abilities of the Push/Pull system as a whole.

Location: Worn over the length of the entire left arm **Purpose:** Kinetic Attack **Secondary:** Secondary Protection **Damage:** Tier 3, Heavy Anti-Personnel / Tier 3, Heavy Anti-Personnel

Range: Melee Rate of Fire: 2 second charge, 4 second cooldown between use **Area of Effect:** Single Effect Ammunition Effectively unlimited

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