

# Energy Management System: Delimiter

A limiter is a component or software system present in all generators which reduces the generator's output far below its maximum output in order to ensure safe and stable operation and to prolong the lifetime of the generator itself.

Despite this, there are times when raw performance comes before the lifetime of components, usually for survival – or to power and fire energetic weapons which are up to one scale above what the unit is normally capable of using for a very short time. This is where the EMS-Delimiter comes into play, as a software augmentation for vehicles and units.



## How it works

Basically, the EMS-D reads the generator management software and forces an order at the machine-code level to remove the limiter on the generator via a code interrupt exploit - in this sense, the EMS-Delimiter is a hack.

Typically, the EMS-D sits between the user and the generator, allowing for brief peppering of delimited performance, depending on available system authority – or locking the limiter open until onboard diagnostics report the system is critical. Repeated use will seriously damage the system or dramatically shorten the life-time of its components.

**Cost:** 50KS

## In Roleplay

If a player has this software installed on their unit (which may be illegal), the player can request the GM for permission to perform limiter-release. The GM **must** agree and acknowledge the software has both been installed and can be used as in some situations, the GM will want to override the player or flat out may not want the extra hassle of such a thing.

## First Stage Release

### About

Essentially, First-Stage Limiter Release is a short-term perk that could be thought of as a fate-roll or be used to compensate against a more advanced opponent. It isn't always successful and has a large

number of problems, both in and out of character.

### **As a device to build drama**

There are many ways in which such a thing could create conflict. For example, whenever it is used, the generator overheats. If the player is close to the generator, they will suffer burns and injuries. Characters may choose to hide its usage from other players if they discuss it with the GM and then reveal the burns and get people asking questions. This could take a normally proficient pilot and bring them down a notch for being dependent on such a thing.

It could also be used to create a bad relationship between maintenance personnel and pilots, especially if they're constantly bringing back damaged units. If they conclude from a pristine exterior and cooked interior that the pilot has used such a system, there would obviously be hell to pay and perhaps even the possibility of being court-martial, unless the unit they operate within condones such a thing.

In terms of perks, there's the extra performance which could be used to build a reputation of proficiency for the pilot or to power heavier equipment the unit wouldn't normally be capable of using – for example, a frame carrying a portable disposable shock-cannon to be used during opening engagements. The weapon would be very heavy and cumbersome, have a long charge time, have a very limited number of shots and be hugely impractical.

### **Activation**

When activated (and only with GM permission), a countdown of around two minutes appears in the cockpit (this number may be higher if the unit is using higher quality parts than stock). GMs tick this number down (though players may be allowed some limited control of it). The operator of the armor (the player) can start and stop First-Stage-Release as they see fit on demand, using it in bursts if they want to. When not in use, the numbers gradually recover back to their total as the generator recovers.

### **Operation**

When the counter ticker hits zero, the unit will switch to emergency power mode, underperforming for the rest of the remaining sortie. In addition, an especially cruel GM may force this on the player regardless, due to the unreliability of the system.

At any point, GMs can step in and stop players by using this unreliability as an excuse for the system not to work.

## **Second Stage Release**

### **About**

GMs and players should think of this as a sort of berserker mode and use it to build tension since the characters life is effectively on the line. It is ideal for last stands and suicide strikes, especially when making sacrifices to save other characters - generating sympathy or changing the tone of roleplay very quickly and making no-win situations survival for other players.

Even if a character survives, they will have burns, fractures and internal injuries to deal with keeping them out of the cockpit for a while and their unit will be totalled. There will also be the legal ramifications to deal with, such as possible court-martial and dismissal.

## Activation

In this emergency performance mode after first-stage is completely expended, it is possible to force a second-limiter removal. Basically, Second-Staging is first-staging on steroids - and it almost always has very catastrophic consequences, even if the user survives. As always, GM permission is required and for whatever reason the GM sees fit, they can outright deny its use. In the event Second-Stage is activated, the units own computer will protest in some way, that the system is being threatened or jeopardised and recommend the immediate termination of whatever is being run.

## Operation

As before, a ticker counts down. Essentially, all systems can be maxed out and performance is far above average, though while in use, the unit is constantly taking damage steadily, whether or not it is hit due to overheating. In addition, stopping the system in Second-Stage breaks the generator and the unit will refuse to startup again, even if it has emergency power. Even then, it may refuse to actually stop. The pilot will almost always have second or third degree burns across his or her body, depending on the placement and level of shielding between them and the generator. If the ticker hits zero, the unit explodes. If the unit is aetheric, it effectively becomes an aetheric bomb. If the generator can be ejected via explosive bolts or cut away from the unit and launched, it could be used as a weapon by another player.

## OOO Information

This page was created by [Osaka/Osakanone](#) on 2012/06/02 15:14.

No approval information was found on forum search.

Inspiration:

- [YF21 - Limiter Release](#)
- [Eva 02 - 'The Beast'](#)
- [Bugatti Veyron - Delimited at top speed](#)
- [Gundam - Trans-am mode](#)

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Last update: **2023/12/21 00:57**

