

Basic Grapplers

The Basic Grapplers are a pair of grapplers which are designed to be mounted on ships for the purposes of salvage and cargo loading. Typically one pair is installed, unless the ship is large. They each typically have a basic laser blaster and a [KFY Graviton Beam Projector](#) installed in the palm and are utilitarian constructs which can double as a weapon if needed. Each typically has 5 fingers around a sphereoid "palm", to which simplistic jointed arms are attached. These arms tend to telescope to extend reach.



It should be noted that smaller versions of these grapplers can be used in cargo bays, but lack any form of weaponry or gravity control systems in the palms.

While the starship exterior variant can serve as a secondary weapon system (or a main weapon in the case of the [Packrat-class Light Cargo Ship](#)), the grapplers can also change position to provide a form of Point Defense.

Class: YS-Y1-M3200 Type: Grapppler System Designers: [Yuki Toshio](#) Manufacturer: [Yuki Toshio](#), at his Shipyard Production: Made by request Fielded by: Civilians

Location: Typically at the front of the upper hull, or facing forward out the sides of the hull **Primary Purpose:** Salvaging and loading of Cargo **Secondary Purpose:** Anti-Mecha/Anti-Starship

Damage: Tier 10, Light Anti-Starship each **Area of Effect:** A 10 degree-wide arc

Range: 150,000 km (About 93,205.6788 miles)

Rate of Fire: Once every 10 seconds Payload Effectively unlimited, so long as the ship provides power

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