

# The Grapple Stunner

*"Nekovalkyrja can fly, Yamataians can hover, but I've got this. This is gonna level the playing field."*

**Designer/Creator:** [Luca Pavone](#) **(Suggested) Price:** None. **Individual Component Costs:**

- Co2 Gas Tank, 500 ml (100 KS)
- Miniature Air Pressuriser, pressurises to 200 psi (50 KS)
- Air Hoses (20 KS)
- Stone Thread Cable, 4 mm diameter and 50 feet long, interwoven with high-elasticity electric wire (50 KS)
- Reeling Mechanisms, able to support 400 Pounds (100 KS)
- Collapsible, serrated Durandium Grappling Piton, three pronged and closes upon impact (50 KS)
- Arm length Leather Glove with Baseplates (10 KS)
- Power Cell (20 KS)
- Kinetic Recharging Mechanisms (100 KS)
- Covers for all of the Mechanisms (50 KS)
- Harness Connections (50 KS)

Total Cost: 600 KS

## Nomenclature Information

**Name:** The Grapple Stunner **Type:** Chemical, Electrical, Awesome **Role:** Transportation, Enemy Pulling, Less-Than-Lethal Attack, Lethal Attack **Length:** Forearm length, ending at the elbow **Weight:** 3.7 Pounds

## About the Grapple Stunner

The Grapple Stunner was an idea conceived by Luca Pavone. He made a few considerations about transportation, and a less-than-lethal device to take down enemies. He eventually decided to kill two birds with one stone and create a Grappling Hook crossed with an Electrical Stun Gun. He sketched a few ideas and decided to settle on something based on various movies he'd seen, taking various practical considerations and the research of others into account.

Luca mostly had to worry about how to make an effective gas-powered Grappling Hook gun that was able to fire a reasonable distance, and pull himself up to where the piton landed, or pull a target closer. Turning it into an electrical Stun Gun proved to be another challenge, since the rope had to be strong enough to support his weight and more, and deliver a cable with the electrical charge. [Seiren Isbala](#) was able to refine Luca's sketches into something workable, and create a prototype.

All that remains is a bit of field testing to be done, hopefully it won't explode on the first try...

<http://starmy.com/roleplay/viewtopic.php?p=106947#p106947> < Luca unveils his plans to the ISC

Phoenix crew.

## Upgrades

After some testing and a break in the machine, Luca found that there were a pair of unintended secondary functions thanks to the slap-dash nature of the prototype construction. Namely, the **Phoenix Punch**, and the **EMP Blast**. He utilised the Phoenix Punch by pure accident, and the EMP Blast replaced his ability to use the grappling hook.

Luca is currently attempting to restore the Grappler functionality, whilst keeping these two new attacks. With the aid of some research from the InterNep, he found that a battery composed of thousands of layers of carbon nanotubes inside a capacitor powering an electric servo motor would be able to pump out the power necessary to hurt a Power Armour.

A side effect of this discovery is that the electric servo motors that power this functionality now enlarge his right arm since they were built to conform to the contour of his forearm. The length of the line was also increased for extra versatility, taking advantage of the new space.

## Discharge Info

**Projection/Ammo Type:** Compressed Air/CO2, Carbon Nanotube Capacitor Battery **Firing**

**Mechanisms:** The Grappling Hook is fired by clenching one's hand, but not the thumb. Phoenix Punch is activated by clenching your fist hard enough to make your knuckles crack, and throwing a punch. EMP Burst is activated by a button. **Reloading Mechanism:** Uses the Kinetic Energy Recharging mechanisms to harness the force generated by the reeling mechanisms to recharge the batteries that power the pressuriser and shocking component. The Phoenix Punch and EMP Blast run on a separate current, and require battery replacements.



Ranges listed are applicable in 1g of gravity

Effective Range 80 metres

**Muzzle Velocity:** 400 (FPS) **Muzzle Blast:** Blast of highly pressurised air. **Firing Mode(s):** Grapple, Stun, Shock, Phoenix Punch, EMP Blast **Recoil:** Considerable enough to make the user want to hold their arm with their other hand to aim properly. Phoenix Punch pushes the user's arm forward rather than back.

**Rate Of Fire:** Reels in at a rate of 25 feet a second, shoots out at muzzle velocity. The Reeling mechanisms take half a second to change from shooting to reeling in. The Phoenix Punch relies on how quickly the user can punch.

**Damage Rating:** Tier 1, Light Anti-Personnel from blunt impact with Grapple mode, Tier 2, Medium Anti-Personnel in Stun Mode, Tier 3, Heavy Anti-Personnel on Shock mode, and can overload unshielded electronics. Tier 4, Light Anti-Armor on Phoenix Punch.

## Maintenance Info

Remove the cover for the reeling mechanisms and oil moving parts and replace batteries if required. In case of broken cable, order a replacement, remove broken cable and insert new cable.

Phoenix Punch and EMP Blast batteries are ejected and easily replaced with the push of a button. They're good for at least fifteen attacks since they run on a current separate to the grappling hook. Spent batteries are rechargeable.

## Visual Info

It appears to be a forearm length glove with a slightly enlarged forearm and straps that allow the device to tie to a harness. The dorsal part of the hand seems to stick out, and houses the collapsible piton. Within the forearm, the mechanisms are stored, including the power cell, reeling mechanisms and cable, as well as some circuitry. Between the wrist and the thumb is a button that fires the Grappling Hook, and between the pinkie finger and wrist is the fire selection.

To either side of the piton housing, there are electrodes that facilitate the use of the Phoenix Punch and EMP Blast.



Picture Pending!

## Miscellaneous Info

The arm glove is designed to connect to a body harness to bear the weight of the the user reeling something in or out without tearing their arm off. (Some impromptu testing found this to be the case!)

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