

Scalable Graviton Beam Projector Array

The Scalable Graviton Beam Projector Array is a cluster of [Scalable Graviton Beam Projectors](#), usually custom oriented to work optimally with a ship's hull. The number of projectors and the size depends on the hull shape, ship size, and power needs of the ship.

History

Originally developed for [Project THOUGHT](#) by Kage Yaichiro in [YE 32](#), the Ke-R3200 [Scalable Graviton Beam Projector](#) was originally the PT-M1-R3200, so designated because it was intended to be used for a Mecha's frictionless joint system, but was not sufficient for the task. Thus it was repurposed as a [KFY Graviton Beam Projector](#) design which could be scaled in size easily and cheaply.

[Hanako](#) called upon Yaichiro to upgrade the [YSS Eucharis](#) to utilize an array of these, and this system was result. The system would be installed as a standard item on the [Yui 7-class Scout](#) designed later that year. Two years later, in [YE 34](#), Yaichiro would have such an array installed into the [YSS Sakura II Plot](#)'s hull as a permanent component as well.

Basic Description

The array typically consists of a minimum of three Scalable Graviton Beam Projectors of equal output, though may contain multiple projectors of varying strength. Placement and arrangement depends on the shape of the individual ship, but typically lower power ones are placed on vertices while stronger ones are placed on flat pieces of hull (as well as on the rear of the ship for towing). The general idea is to provide as full a coverage area as possible with the smaller close range ones, while the longer range ones on the hull's flatter surfaces can grab larger objects.

Due to the fact the array contains multiple projectors, it is possible not only to dictate an object's position and velocity in space, but also its rotation and general orientation. This is especially true when the object is close to the ship, where the smaller projectors on the vertices can be utilized.

Intended Uses

- Towing or manipulating objects in space
- Rescuing Ships, Power Armor, or Vehicles
- Salvage

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