

Lumnar SQ-9 "Squid" Grappler

The SQ-9 'Squid' was designed after the XGP project. The SQ-9 is meant to be a large scale assault craft often deployed in groups of 4-8 to assault entire enemy taskforces. There are two forms the SQ-9 takes.

The first an opponent usually sees is with the 'shell'. This shell is not any form of protective armour or the sort. Rather it is a large missile launching platform. The shell breaks open along seams and splits, component turning towards targets to reveal 64 single use concussion missile launchers. As the shell sheds itself, it releases all sixty-four missiles at once at multiple or a single enemy ship. Fired at a single ship this spread is a single deadly hammerblow capable of destroying or badly damaging almost any capital ship out there. Separated into groups the spread can be a dangerous blanket that can wipe out entire fighter screens or simply cause widespread damage against smaller capital ships.

Once the shell is shed the four powerful grapples extend and prep for combat. The conical shape of the ship's shell and the extension of the four grapple arms are what give the ship its name. The grapple arms are especially long with telescoping powerful servomotors allowing them to extend and retract rapidly.

The SQ-9 also carries four rapid fire laser cannons in a burst configuration to add a little extra firepower just in case. The SQ-9 uses the new advanced implant based interface. Plugs in the under and upsides of each arm and an I/O jack input signals into the brain and central nervous system giving the pilot the feel of being one with the ship. The grapple arms respond almost like an actual extra pair of arms. Also a tight beam sensor inputs data directly through the visual cortex feeding sensor data straight into the pilot's brain.

Unlike the XGP there is only one pilot in this craft who must do everything, so all data must be directly input to the user's brain through these various links. This saves time and energy allowing them to check diagnostics, sensors, navigation and so forth without looking away from battle controls. The ship's rather hefty cost and the nature of its shell detract from the ship however some groups do still purchase the craft. They are mainly seen in the purchase of some members of the New Republic for system or sector fleets.

Craft: Lumnar Industries XGP Grappler Cruiser

Type: Multi-role starfighter

Era Introduced: 1 Year After Endor

Scale: Starfighter

Length: 30 meters (without shell); 85 meters with shell

Skill: (A)Grappler Piloting

Crew: 1

Cost: 315,000 (50,000 for a new 'shell')

Cargo Capacity: 300 kilograms

Consumables: 3 days

Hyperdrive Multiplier: x2

Nav Computer: Yes

Manuverability: 3D+1

Space: 10; 8(with shell)

Atmosphere: 450, 1,350kmh; 365, 1,050kmh (with shell)

Hull: 3D+2

Sheilds: 2D

Sensors:

Passive 30/0D

Scan 50/1D

Search 75/2D

Focus 4/4D+1

Weapons:

Concussion Missiles (64 Carried; Fire all at once)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 6D

Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 9D

Game Notes: May fire at different tagrtes but all fire at once. once all missile are away the skeletal frame of the shell falls away leaving the main body of the fighter. If all fired at a single target damage is 24D.

4 Laser Cannons

Fire Arc: Front

Skill: Starship Gunnery

Crew: Gunner

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

4 Grappler Arms

Fire Arc: Turret (have flexible reach, can twist and pivot in any direction)

Skill: Starship Gunnery

Scale: Starfighter

Crew: Pilot

Fire Control: 4D

Space Range: 3-6/12/20

Damage: 5D+1

Game Notes: The grappler arm can be used to grab hold of a ship, or to punch through it's armour. If the gunner is attempting to punch through the armour, they roll their damage versus the opponent's hull code -2D (no scale bonuses/penalties). If a lightly damaged or higher is scored, the arm penetrates.

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