Starships D6 / Lumnar Industries A-1 Grapple

Lumnar A-1 Grappler Fighter

The A-1 Grappler is the first release of Lumnar's new starship concept line. Using unconventional methods of combat, Lumnar believes it's new line of ships will be able to dominate space and facilitate the neccesity for all ships to be upgraded or converted to meet this new threat, thus bringing them much more business.

The A-1 uses a unique pilot interface system involving a device which uses a tight beam flashed directly through the eye to send data directly to the pilot's brain. The testing of this system was dangerous and resulted in insanity and death among many cases until it was refined.

The next innovation comes in the form of it's primary weaponry. This is a the multi-phase projectile launchers. The launchers fire rapid bursts of these small shells which phase in and out of realspace. They are designed to actually go off inside the hull of the target ship causing more effective damage. To make the use of these weapons, as well as the other weapon innovations, a way to bring down shields was required.

The Electro-Magnetic Distortion Wave Generator was the answer to this problem. Generating and directing a wave of specialized electromagnetic pulses, the generator renders starship shields inopperable. This system also prevents the grappler from being able to use shield,s so the stakes even out. the final, and key innvoation is the use of a grappler arm. This is an extendable, flexible, arm with grasping claw and internal transport tube in it. The arm can grasp onto enemy ship, or try to pounch through their hulls.

The fighters can punch through the hulls of larger ships , and pull themselves in using the arm. From there the pilot can then actually board the enemy ship throguh a hatch on the 'palm' of the grappler. The concept was that a squadron or two of these fighters would use their generators to drop a large ship's shields, punch throguh the hull with their grappler arms, and then board the craft and take it over. Due to the space and energy taken up by
the new iunnovative systems, certain sacrifices had to be made. Shields were out of the quesiton, as were hyperdrive and nav computers. Due to the energy requirements already present, no energy weapons could be fit on the ship. To make up for the lack of conventional energy weapons, four powerful concussion missiles are fitted in tubes at the rear quarter of the fighter. Though only four missiles it's a signifigant punch added on, almost as an
afterthought.

All and all the A-1 is a very impressive ship, and it bodes well for the future of Lumnar's new line of starships.

Craft: Lumnar Industries A-1 Grappler Fighter
Type: Interceptor/boarding Craft
Scale: Starfighter
Length: 18 meters
Skill: Starfighter piloting: A-1

Crew: 1
Cost: 115,000 (new)
Cargo Capacity: 40 kilograms
Consumables: 5 days
Manuverability: 3D
Space: 8
Atmosphere: 435; 1,250 kmh
Hull: 3D
Sensors:
Passive: 10/1D
Scan: 35/2D+1
Search: 60/3D+1
Focus: 3/4D
Weapons:
2 Multi-Phase Projectile Launchers (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
EMDW Generator
Fire Arc: Turret
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-6/15/30
Damage: Prevents use of shields
Game Notes: A roll is required each round to keep the generator targeted on the enemy ship.
Grappler Arm
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/6/10
Damage: 4D+2
Game Notes: The grappler arm can be used to grab hold of a ship, or to punch through it's armour. If the pilot is attempting to punch through the armour, they roll their damage versus the opponent's hull code -2D (no scale bonues/penalties). If a lightly damaged or higher is scored, the arm penetrates. the pilot may board the target vessel throguh the grappler arm if this occurs.
4 Concussion Missiles
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphereic Range: 50-100/300/700
Damage: 9D

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