Starships D6 / Lumnar Industries A-2 Grapple

Lumnar A-2 Grappler Bomber

A larger variant of the A-1 fighter-grappler, the A-2 Bomber pack a devastating punch. The multiphase projectile launchers and their ammunition cases have been removed and an additional grappler arm has been added in. The two grappler arms were mvoed out to the sides just under the main body of the craft. The EMDW was kept in place and a full set of concussion missile racks was added. Five powerful drive engine are packed tightly together in the rear of the craft's fusalage. The grappler arms on the A-2 are smaller but more powerful. They do not contain a transport tube for the pilot to board enemy craft with. The A-2's grapplers are stricly for causing damage or grabbing onto other craft.

Craft: Lumnar Industries A-2 Grappler Bomber
Type: Bomber
Scale: Starfighter
Length: 20.3 meters
Skill: Starfighter piloting: A-2 Grappler
Crew: 1
Cost: 115,000 (new)
Cargo Capacity: 40 kilograms
Consumables: 5 days
Manuverability: 3D
Space: 6
Atmosphere: 435; 1,250 kmh
Hull: 3D
Sensors:
- Passive: 10/1D
- Scan: 35/2D+1
- Search: 60/3D+1
- Focus: 3/4D

Weapons:
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.

2 Grappler Arms
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 3D
- Space Range: 1-3/6/10
- Damage: 5D

Concussion Missiles (16 Carried)

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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