Starships D20 / Lumnar Industries A-2 Grapp

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
Class: Starfighter
Size: Tiny (20.3 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 40 kg
Consumables: 5 days
Cost: 115,000 (new)
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 1,250 km/h (20 squares/action)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: None
Hull Points: 90 (DR 5)
Weapons:
EMDW Generator
Fire Arc: Turret
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: Prevents use of shields
Range Modifiers: PB/S +0, M/L n/a
Game Notes: A roll is required each round to keep the generator targeted on the enemy ship.
2 Grappler Arms
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
Concussion Missiles (16 Carried)
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 9d10x2
Missil Quality:

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Dave Maloney,OverLord, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.