



Starships D20 / Lumnar Industries A-2

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 moved 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 fuselage. 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 strictly 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:

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