Starships D6 / Lumnar SQ-9 Squid Grappler

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. Seperated 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 grappler arms extend and prep for combat. The conical shape of the ship's shell and the extension of the four grappler arms are what give the ship it's name. The grappler arms are especially long with telescoping powerful servomotros 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 uppersides of each arm and an I/O jack input signals into the brain and central enrvous system giving the pilot the feel of being one with the ship. The grappler arms respon almost like an actual extra pair of arms. Also a tight beam alser 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 it's 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
- Atmosphereic 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 bonues/penalties). If a lightly damaged or higher is scored, the arm penetrates.

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