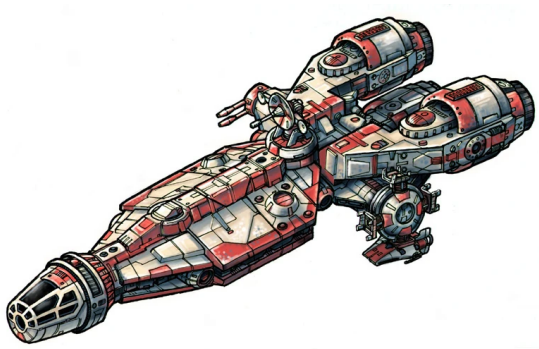
Starships D6 / Rotating Launch Frame

ROTATING LAUNCH FRAME



Model: NLR-4 Rotating Launch Ring
Type: Starfighter launch system
Scale: Starfighter
Skill: Starfighter Piloting/Space Transports*
Fire Arc: Front*
Crew: 1
Cost: 10,000 credits
Weight: 100 metric tons
Availability: 2
Difficulty: Moderate
Fire Control: 1D
Range:
-Space: 2/7/15
Speed: 15
Ammo: 4 starfighters
Rate Of Fire: 1

GAME NOTES:

When starfighters are docked with the launch frame, it can launch them at high speed from the base ship at a Space Speed of 15. This is faster than most starfighters' Space Speed, and their engines can maintain this speed as long as they fly in a straight line after launch. Once they change direction, the are reduced to their normal Speed. Great for getting these starfighters into combat or where ever they need to go in realspace quickly, but it is not useable in an atmosphere. When not made ready for launch the starfighters can be stored in the base ship's hangar or cargo hold if it is large enough to hold them. Otherwise, starfighters can stay docked with the launch ring when not being used.

Skill

The launch system can be operated either by a pilot in a starfighter docked with the ring, or by a member of the crew such as an engineer or dock master/cargo master, or from the bridge. When installed, players/GMs can decide where the controls for the launch ring are installed and which crewmate can use them. Extra Weapon Control Linkages (Galaxy Guide 6 Tramp Freighters page 41) can installed so the launch system can be used and operated in other locations and by other people.

Fire Arc

The default fire arc for the direction starfighters are launched is "Front", and the starfighters are

effectively launched as a weapon (keep in mind, starfighters could in theor be launched to hit other ships or objects and use the ramming rules to decide damage, and some crafty players may even want to develop this as some kind of weapon if the damage pay-off makes it worth while). Other Fire Arcs are possible, if the base ship is large enough to support this. If so, this must be decided when installed.

Availability Chart:

1 - Readily available throughout the galaxy.
2 - Available only in large cities or spaceports.
3 - Specialized item, normally available only on planet of origin.
4 - Rare item, difficult to find anywhere.
F - Fee or permit often required for purchase.
R - Restricted on most planets, and normally may not be bought or sold withithout appropriate Imperial or other relevant license.
X - Illegal on most planets. Possession or use often violates Imperial or local laws except for specially authorized individuals; penalties may be severe.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.