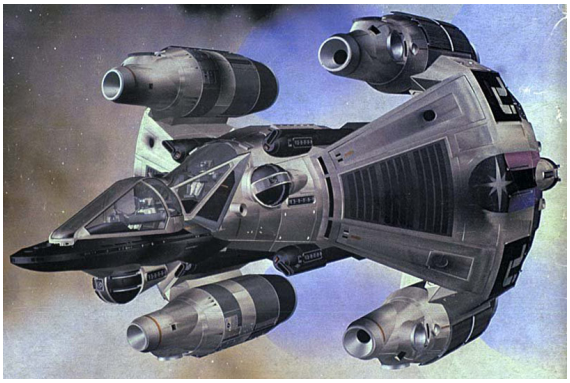
Starships D6 / Star League Gunstar



Star League Gunstar (Standard Model)

Craft: Star League Gunstar
Type: All-purpose starfighter
Scale: Starfighter
Dimensions:
-Length: 18.5m
Skill: Starfighter piloting: Gunstar
Crew: 2 (1 pilot/navigator, 1 gunner/starfighter)
Crew Skill: Astrogation 4D, starfighter piloting 5D, starship gunnery 5D+1, missile weapons 5D
Passengers: 0 (1 in emergency)
Cargo Capacity: 20 kilograms
Consumables: 1 week (emergency packs)
Cost:
Hyperdrive: x1
Nav Computer: Yes
Maneuverability: 3D
Speed:
-Space: 7
-Atmosphere: 350; 1,000kmh
Hull: 5D
Defenses:
-Shields: 1D+2
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D

WEAPONS:
5 Laser Turrets (fire-linked)
Location: 1 mounted under the nose, 2 mounted either side behind top of cockpit, 2 mouted to either far aft side
Fire Arc: turret
Crew: 1 (gunner/Starfighter)
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 3D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 7D
Ammo: N/A
Rate of Fire: 1
Special: The turrets are fire-linked and positioned to fire three turrets at any fire arc.

4 Photon Bolt Launchers (fire-link optional!)
Location: mounted behind cockpit around central fuselage
Fire Arc: front/"turret"
Crew: 1 (gunner/Starfighter)
Skill: Missile Weapons
Scale: Starfighter
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 8D
Ammo: 6 (missile bolts per launcher)
Rate of Fire: 1 to 4; OR 1 (fire-linked)

Particle Beam
Location: mounted in nose
Fire Arc: front
Crew: 1 (gunner/starfighter)
Skill: Capital ship gunnery
Scale: Capital
Fire Control: 2D
Space Range: 1-4/16/30
Atmosphere Range: 50-400/1.6/3km
Damage: 4D
Ammo: N/A
Rate of Fire: 1/3 rounds (must recharge for 2 rounds after every shot)

DESCRIPTION:

"Greetings, Starfighter. You have been recruited by the Star League to defend the Frontier against Xur and the Kodan armada."

In the 1984 movie "The Last Starfighter", we are introduced to the story of Alex Rogan of modern day Earth (of 1984) and his tale of becoming a "Starfighter", the title given to the gunners of the famous and powerful Gunstars of the Star League.

The Gunstar is the standard combat ship of the Star League to defend Rylos and the rest of its Star League member worlds from outside threats such as the Kodan Empire and their powerful fleets. It has two cockpits for seperate crew stations. The forward cockpit is the Starfighter's station, who is the craft's gunner. The Starfighter has access to all of the Gunstar's weapon systems at the touch of their fingers and ready to use at any time. The Starfighter's chair is a gyroscopic assembly that turns and swivels in every direction, allowing the Starfighter gunner to aquire targets from any direction (fire arc). Because the main laser weapons are turrets, they can engage enemies from any direction. Even if they cannot be seen visibly from behind the Gunstar's bulky frame, the Starfighter can still lock onto them via the targeting systems in the Gunstar and fire upon them. The Photon Bolts also can engage targets from any direction, as they fire forward from their launchers, then change direction to pursue the target of choice, even turning completely backwards to engage enemies positioned behind the Gunstar.

The Starfighter's chair has a targeting screen positioned directly in front of him. When activated, a reticle and gauges appear on the screen. The Starfighter must face directly forward when using the weapons systems. If they look to the side, the targeting reticle disappears. It is still there, but suspended in a Zenon mist instead of a solid screen, allowing for better visibility around the Gunstar. Almost the entire forward cockpit is composed of transparent plating to allow as close to full visibility as possible for the Starfighter to focus on combat and eliminating enemy targets.

The second cockpit is located behind the first. It is the Navigator's station, the title given to the

Gunstar's pilot. While the Starfighter gunner is solely responsible for offensive combat, the navigator is responsible for all flight controls, as well as maintaining the Gunstar's systems and performing repairs as needed (and when possible). The Navigator performs all defensive maneuvers during combat, dodging enemies while giving the Starfighter the bets positions possible for engaging enemies.

Together, Starfighter and Navigator learn to work in unison as one in the field of combat, becoming a force to be reckoned with for the Kodan and any other enemy that would see the Star League crumble to dust.

While the lasers and photon bolts are shown throughout the movie, the particle beam was not really shown. It could be assumed to be a special weapon to engage larger, stronger targets or as a weapon of last resort (like in many videogames, haha).

The laser turrets are postioned all around the hull, with one on the lower nose, two directly behind and somewhat above the central fuselage and cockpit, and the final two are at either far side corner at the aft of the hull. This positioning of the turrets aith the hull design allows any three turrets to be brought to bear on any fire arc and be used fire-linked. The nose turret can fire aft to fire-link with the other two in the rear due to a wide visibility range by the gunstar's hull design from that direction. The nose turret actually fires with any other two turrets when they fire in any direction, and is always used, unlike the others who depend on what direction is being fired upon.

The photon bolts are launched from thick, cylindrical launcher ports placed along the central fuselage of the hull, easily visible between the cockpits and the inner corners of the starboard and port hull sections. Their ammunition is stored in those sections, as well as fuel for the engines and power and other systems, all behind thick gunstar hull plating.

Until Alex Rogan's story, Gunstars regularly patrolled the Frontier to keep an eye on the borders in case someone attempted to penetrate the Frontier's protective energy barrier. Afterwards, all Gunstars posted on Rylos were destroyed by Xur's sneak attack, leaving only Alex's and grig's prototype to defend Rylos and the frontier from Xur and the assaulting Kodan armada. After the conflict was resolved, it would be assumed that new Gunstars would have been produced to fill the ranks, along with the training of more Starfighters and Navigators to crew them.

While the Gunstars technically are only meant to accomodate a crew of two, a passenger can be taken aboard when needed, as Alex did when he briefly returned to Earth to let his family know what had happened to him and to bring his girlfriend back to Rylos for his new future rebuilding the Star League.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text, 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.