

## 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 mounted 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 separate 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 acquire 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 best 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 positioned 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 with 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 accommodate 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.

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