Starships D6 / The Outlaw Star



The Outlaw Star

Craft: XGP15A-II Outlaw Star
Type: Prototype space transport
Scale: Starfighter
Dimensions:
-Length: 52.2m
Skill: Space transports: Outlaw Star
Crew: 2 (Including special Bio-Android navigator)
Crew Skill: Varies by crew members
Passengers: 10 (50 in emergencies)
Cargo Capacity: 100 metric tons
Consumables: 1 month (when the crew can afford a full stock)
Cost: N/A (prototype starship)
Hyperdrive: x1/2 (Backup: x1)
Nav Computer: Yes (see below for details on the Bio-Android)
Maneuverability: 3D+2
Speed:
-Space: 10
-Atmosphere: 415; 1,200kmh
Hull: 5D
-Grappler Arms Strength: 4D
Defenses:
-Shields: 2D
-2 Arm Guards: +1D (per arm, to parry, ejectable)
Sensors: (See below for details on Melfina/Bio-Android crew)
  Passive: 25/0D
  Scan: 50/1D
  Search: 75/2D
  Focus: 4/4D

WEAPONS:
  Heavy Blaster Pistol (Grappler Arms)
    Location: Mounted under hull, held by grappler arms
    Fire Arc: "turret" (aimed by grappler arms)
    Crew: 1 (pilot/grappler combat)
    Skill: Grappler combat
    Scale: Starfighter
    Fire Control: 3D
    Space Range: 1-4/16/32
    Atmosphere Range: 50-300/1.2/2.4km
    Damage: 6D
    Ammo: 25 (can reload with extra clips)
    Rate of Fire: 1 (blast per attack)

Axe (Grappler Arms)
Location: Mounted under hull, held by grappler arms
Fire Arc: Close combat
Crew: 1 (pilot/grappler combat)
Skill: Grappler combat
Scale: Starfighter
Fire Control: 3D
Space Range: Close combat
Atmosphere Range: Close combat
Damage: Str+3D (7D)
Ammo: 1 axe
Rate of Fire: 1 (strike per attack)

4 Missile Launchers (fire-link capable)
Location: Forward hull
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 8D
Ammo: 4 (missiles per launcher)
Rate of Fire: 1 to 4 (missiles per attack)

2 Blaster Cannon Turrets
Location: Mounted to the upper and lower hull
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/12/24
Atmosphere Range: 50-300/1.2/2.4km
Damage: 5D+2
Ammo: N/A
Rate of Fire: 1 (blaster bolt per attack)

DESCRIPTION:

The XGP15A-II, christened the Outlaw Star by Gene and his crew, is "the fastest, most advanced ship in the galaxy". It was constructed by the Kei space pirate guild using connections with the Space Forces military. Powered by four plasma fusion Unsen engines and a powerful M?nchhausen reactor for use with its "sub-ether" faster-than-light drive. In addition, it is a "grappler ship", a spaceship with manipulator arms modified for combat purposes. It is designed so that the Bio-Android Melfina, who was created by the scientist Gwen Khan, can link up with and control the navigational systems. This was intended for the sole purpose of navigating the Galactic Leyline.

The Outlaw Star first makes its appearance as Gene Starwind and his friend, James "Jim" Hawking, have been hired by Hot Ice Hilda, a space pirate, to steal the ship from a remote location hidden in an asteroid. Hilda has a large case that releases a naked woman named Melfina, who is important to the mission to procure the ship. As they are in the process of doing so, space pirates

attack the group several times, and Hilda's nature comes to light, as well as the relationship between her and the ship, as it was created by the Kei pirates using state-of-the-art technology from the space forces. The ship itself at first has a bluish-green paint job.

Gene and Jim steal the ship as they are attacked by a group of Kei pirates, but Hilda is lost in the event, which pushes Gene forward to take the ship and make a name for himself in space. They then go on many adventures together, gaining new friends in the process like Aisha Clanclan of the Ctarl Ctarl, and "Twilight" Suzuka, an assassin who joins the group for her own reasons. The Outlaw Star itself (as Gene names the ship after they first reach port after stealing it from the kei pirates) has an advanced AI computer named Gilliam, very wise and intelligent, mild mannered and polite. Gene paints the ship red after obtaining it, like the color of his hair.

By the end of the series "Outlaw Star", the crew fully discover that the purpose of the XGP15A-II was to "dive into the ether" and navigate its way to the Galactic Leyline, using Melfina as a special navigation system that would succeed where all other attempts to reach the Leyline had failed. The Layline itself was thought to be many things, such as immense treasure or a source of ultimate power, and other rumors. In the end, it was discovered to be a device of ancient and highly advanced, magic-like origins that could grant any wish to anyone, and possibly the reason for the disappearance of the race that created it so long ago.

In the end, Gene and his crew battle the Kei pirates and the McDougal brothers for possession of the Galactic Leyline, even dying in the process, but to be brought back to life for a final, all-out battle between Gene and the crew linked with the Outlaw Star in a way never before, and the leader of the Kei pirates, now bonded with his ship and using it as his new body. The ensuing battle had the ships battle each other, while Gene fought the pirate leader in a sort of astral plane.

The crew of the outlaw Star were victorious. After the battle, the Leyline decided it would hide itself elsewhere, and Gene and the others returned to Sentinel III, where it all began. Gene served his time in jail on the planet for crimes commited in the beginning of the story (namely, forcing a departure of their ship without paying their fees, while being attacked by space pirates), then once freed and rejoining Melfina, Jim and the others, they headed back into space for further adventures...

SPECIAL: If Melfina (or other type of special Bio-Android) are available, the Outlaw Star will have +3D on its Sensor rolls, as well as having the ability to navigate its way through areas of space that would otherwise be impossible to fly through, such as the Galactic Leyline, or perhaps other anomalies presented in WEG Star Wars RPG, such as finding the way to the Maw Installation through the black hole cluster. It is common to make the android the actual navigator of the ship's crew, but otherwise they would be a necessary component in the ship's operation to gain these advantages.

--GAME NOTES--

It should be noted that I have made several attempts to adapt mecha, or robotic vehicles, into Star Wars D6 RPG rules. After all my attempts, I find that this is rather easy. The mecha always have a "STRENGTH" stat, like charcaters have the Strength ability score. Mecha can wrestle and grapple like characters, just as they can pick up assorted firearms built for their larger size, and even various close combat weapons, all depending on what's needed at any given time. Most combat mecha carry several different weapons to be used like this, giving them much needed versatility in the heat of battle.

The Outlaw Star, while being a very cool ship, makes use of 'grappler arms', giving the ship the ability to fight in close combat and use arms like a mecha. It can grapple an opponent, wrestle with them, punch them even, and best of all, the Outlaw Star comes equipped with weaponry that the arms can hold and use in combat for different purposes.

The stats above list the skill for these grappler arms as "Grappler Combat". This is tailored for the flavor of the Outaw Star anime series. Most mecha I have statted out, in general, use the skills,

Mecha Combat, Mecha Gunnery and Mecha Piloting, with Mecha Combat having the option of being used for both attacks and defense, or using a seperate skill all-together called Mecha Parry. The Outlaw Star can use these skills for Grappler Combat if desired, depening on what the GM/players have in mind if they wish to use the ship, the choice is yours. :)

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