

Verdant Spaceworks Shurieken Interceptor

The Shurieken Interceptor was the only fighter produced by Verdant Spaceworks they wouldn't sell. The ship is a very closely guarded corporate secret used in their private security fleet. The pilots who pilot these craft are some of the best the Verdant Security Force has to offer and all squadrons of these fighters are elite units. The craft are never broken up from squadrons to keep them from falling into the hands of others. The only people not in the VSF who get to see these craft, usually don't live long enough to give any information on the craft.

Based heavily off the Empire's TIE Defender, the Shruieken uses three very powerful ion engines instead of two as well as the most state of the art hyperdrives possible. Powerful, yet small, maneuvering jets sit at the back and front corners of the wicked blade-like wings that give the craft its name. This plus its form makes it incredibly maneuverable, able to fire complex jet bursts for incredibly complicated evasive maneuvers.

The ship also has very narrow profiles along most of the ship making it very hard to hit. The craft started production at the beginning of Thrawn's Campaign. Halfway through the time of the Reborn Emperor, Verdant declared itself independent of all government law and claims and that all Verdant Technologies/Spaceworks Facilities were sovereign unto themselves and actually laid claim onto entire systems.

The New Republic was too badly beaten down by the Emperor's Galaxy Gun to do anything about it, and the Emperor was too distracted to notice much. The Empire sent a task force to Wrouna, the site of Verdant's headquarters in space. The taskforce was headed by a Super Star destroyer, with three Imperial-class Star destroyers and two lancer frigates. While the details remain sketchy, it is known that an entire wing of Shruieken was deployed into battle and that only four of the craft were destroyed despite the incredible number of TIEs and the two Lancers. Verdant's capital ships pounded the Star Destroyers into debris and from that point forth nobody dared to dispute Verdant's claims.

Craft: Verdant Spaceworks Shurieken Interceptor

Class: Starfighter

Size: Diminutive (7.2 m long)

Hyperdrive: x0.5

Passengers: None

Cargo Capacity: 30 kg

Consumables: 3 days

Cost: Not available for sale

Maximum Speed In Space: Ramming (13 squares/action)

Atmospheric Speed: 1,550 km/h (27 squares/action)

Crew: 1 (Expert +8)

Initiative: +12 (+4 size, +8 crew)

Maneuver: +12 (+4 size, +8 crew)

Defense: 24 (+4 size, +10 armor)

Shield Points: 100 (DR 5)

Hull Points: 110 (DR 5)

Weapons:

3 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +10 (+4 size, +4 crew, +2 fire control)

Damage: 6d10x2

Range Modifiers: PB/S +0, M/L n/a

2 Ion Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)

Damage: 4d10x2

Range Modifiers: PB/S +0, M -2, L n/a

Concussion Missile Launcher (6 total)

Fire Arc: Front

Attack Bonus: +11 (+4 size, +4 crew, +3 fire control)

Damage: 9d10x2

Missil Quality: Ordinary (+10)

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

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