Starships D20 / Verdant Motors Shanda Class

Shanda Personal Transport/Freighter

The Shanda Personal Transport was designed by Verdant Motors to be a craft for a spacer on the go. It's a sort of combination of a low class yacht and a light freighter. It has a long missile like form with a X shaped group of tail-fins and a group of 6 powerful sublight engines. The craft has a dull yellow color to it from the alloy used in making it's hull. It's main defensive capabilities come not from the civilian level weapons it carries but from the Defensor Shield Globes. They are fit into snug depressions in the hull. These launch and spiral around the ship forming powerful reflective energy shields all about the ship, sometimes forming them to block shots rather than actualy jsut cover the whole ship. The Defensors can also be drawn close togetehr to relase an energy blast all around the ship of signifagant magnitude. There is also an option to buy a droid rbain for the ship that can handle piloting, astrogation and other shipboard tasks for them.

Craft: Verdant Motors Shanda Class Personal Transport
Class: Space Transport
Size: Small (40 m long)
Hyperdrive: None
Passangers: 5
Cargo Capacity: 135 tons
Consumables: 1 month
Cost: 210,000 (new)
Maximum Speed In Space: Attack (7 squares/action)
Atmospheric Speed: 720 km/h (12 squares/action)
Crew: 1 (Normal +2)
Initiative: +3 (+1 size, +2 crew)
Maneuver: +3 (+1 size, +2 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: *
Hull Points: 130 (DR 10)
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +3 (+1 size, +2 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a

Fire Arc: Front
Attack Bonus: +3 (+1 size, +2 fire control)
Damage: None
Range Modifiers: PB +0, S/M/L n/a

Notes: Three Defensors can form a triangular shield 1 square large with a strength of 90 (DR 10), every two defensors added to that adds 30 (DR 10) strength and 1 squares that the shield can cover. The Defensors can form a ring of 14 around the craft and fire a discagre blast all around with a damage of 6d10x2 and blast radius of 3 squares units.

Optional Droid Brain
Crew: None (droid brain)(Skilled +4)
Cost: 90,000

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