Starships D20 / Shuriken Landing Craft

Shuriken Landing Craft

During the time before the Battle of Endor, some of Sienar Fleet Systems' top engineers began to develop a new type of dropship that was quick and able to unload troops into battle in seconds. Sienar executives found the project too expensive and unnecessary after the Emperor's death, however, and ordered the cancellation of it. The design was considered too good of a concept by the head engineers of the project, however, and they left Sienar Fleet Systems to start their own company, Crimtan Technologies. It was fitting that the new dropship was going to be the company's first manufactured ship, which they intended to sell throughout the galaxy to all military forces in order to gain popularity and investors. The finished project became known as the Shuriken landing craft, because of its four-pointed shuriken shape.

Upon reaching orbit, a command ship will normally send Shurikens towards the planet in groups of four or five at a time. The craft will then shoot into the atmosphere with the "four points" of the hull folded slightly up to decrease wind resistance. Some variants of the Shuriken have compartments which will drop a swarm of grenades onto the surface to wipe out any enemy forces attempting to fire surface to air weapons at the craft. Upon landing, the points will move down at a slight angle as landing gear. The tip of each point will then open up and detract ramps to the ground. The troops are assigned to disembark at a certain ramp beforehand so that 1/4 of the troops exit from each ramp to increase troop deployment considerably. The four heavy laser turrets are each manned by a single gunner, who can provide cover fire to the troops by firing on swarms of approaching enemy soldiers, vehicles, or even starfighters due to its wide range of turning. To prevent any enemy soldiers from attempting to sabotage the engines
on the bottom of the craft, each Shuriken is designed with a repeating blaster turret manned by a gunner above it at a small terminal. At the center of the craft where the points converge is the command pod, which has a domed ceiling. This portion of the ship is the most heavy shielded, and can jettison from the rest of the craft if it sustains heavy damage. Also on board the ship are four molecularly-reinforced holding cells for any key prisoners acquired. As for the designers' goal for quick deployment of troops into the battle, Shurikens have been timed landing and deploying all troops in such incredibly short times as 18 seconds. It is for this reason that many factions have began to buy these jet black dropships in great numbers for quick planetary assaults.

Craft: Crimtan Technologies NJA-168x Shuriken-class Landing Craft
Class: Space Transport
Size: Medium (52 m long)

Hyperdrive: x1
Passangers: 80 (troops),4 (prisoners)
Cargo Capacity: 22 tons
Consumables: 3 weeks
Cost: 150,000 credits
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 420 km/h (8 squares/action)
Crew: 6 (Skilled +4)
Initiative: +4 (+4 crew)
Maneuver: +4 (+4 crew)
Defense: 20 (+10 armor)
Shield Points: 90 (DR 10)
Hull Points: 150 (DR 10)
Weapons:
4 Heavy Laser Cannons
Fire Arc: Turret(one on the base of each "point")
Attack Bonus: +6 (+2 crew, +4 fire control)
Damage: 6d10x2
Range Modifiers: PB/S +0, M/L n/a
Repeating Blaster
Fire Arc: Turret (beneath command pod)
Attack Bonus: +6 (+2 crew, +4 fire control)
Damage: 4d8
Range Modifiers: 25 m

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Pete Haas,Overlord, 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.