Starships D20 / Verdant Spaceworks SA-43 H

Verdant Spaceworks Hammerhead Fighter

A fairly popular design, the SA-43 hammerhead was a short lived success. It was designed at a time when new products were being developed but not released. It is a sleek and graceful ship and comprable to an X-wing in many ways.

The Hammerhead has a short sleek fusalge with slightly curved wings sloping off and a blunted end in ront of the cockpit. It has a strong advanced hull plating design and a shield system that was considered very powerful for it's time.

The ship carried powerful sublight and hyperdrive engines. The ship was also well known for having an ejectable cockpit. Should the ship suffer critical damage the cockpit can seal and jettison itself away retaining it's air supply. From there the pilot's seat may also eject if need be. This gives pilots more chance of surviving if their fighter gets shot up around them.

In terms of armament the Hammerhead carried a fairly impressive tow, especially since this was one of Verdant's first fighters ever. Mounted on a chin gimble is a heavy blaster gatling which can track across a fifty degree firing arc. An automated turret was originally going to be used for the secondary weapon, a double Ion Cannon. However, the accuracy of such a weapon turned out to be so low it was unfeasible. Instead an Astromech droid slot was put in just aft of the cockpit. The astromech would handle astrogation control in place of a nav computer, but it would also handle firing the ion turret that sits between the wings at the back.

Finally, the Hammerhead's curved wings hold six hardpoints capable of being fitted with various misisiles, usually torpedoes or missiles. About two months before the Battle of Endor, Verdant Spaceworks and a bunch of other companies released a mass of new ships.

The SA-43 dissapeared from public view for the most part. Some Pirate and Mercenary groups boguht the little craft up ehre and there, as well as private security fleets and customs agencies. After Endor it became a common sight in the rim to see Hammerheads running patrols.

Craft: Verdant Spaceworks SA-43 Hammerhead
Class: Starfighter
Size: Tiny (11.5 m long)
Hyperdrive: x2
Passangers: None
Cargo Capacity: 50 kg

Consumables: 1 week
Cost: 130,000 (new), 70,000 (used)
Maximum Speed In Space: Ramming (9 squares/action)
Atmospheric Speed: 1,100 km/h (18 squares/action)
Crew: 1 (Normal +2)
Initiative: +4 (+2 size, +2 crew)
Maneuver: +4 (+2 size, +2 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 50 (DR 5)
Hull Points: 130 (DR 5)
Weapons:
Double Ion Blaster
Fire Arc: Turret
Attack Bonus: +9 (+2 size, +7 fire control(with astromech))
Damage: 5d10x2
Range Modifiers: PB/S +0, M -2, L n/a
Heavy Blaster Gatling
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: 6d10x2
Range Modifiers: PB/S +0, M/L n/a
Notes: On constant-fire mode the gatling fire a burst of 10 rounds per shot. When firing a 'spray', a hit is established, then a number of 'rounds' equal to the number to hit beat the Defense by or 10 whichever is lowest, hits the target. If multiple targets are within the spray, roll once against the highest Defense, if hits are established they are spread sequentially over all the targets.
6 Ordnance Hardpoints
Fire Arc: Front
Attack Bonus: +5 (+2 size, +3 fire control)
Damage: Varies
Range Modifiers: Varies
Note: The SA-43 may be fitted with up to 6 concussion missiles (8d10x2), 6 proton torpedoes (9d10x2), or any combination of the two. Other ordnance includes 2 heavy rockets (10d10x2), or 2 heavy space bombs (11d10x2).

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