Starships D6 / Verdant Spaceworks Shurieke

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, manuvering jets sit at the back and front corners of the wicked blade-like wings that give the craft it's name. This plus it's form makes it incredibly manuverable, able to fire complex jet brusts for incredibly complicated evasive manuevers.

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 Camapign. Halfway through the time of the Reborn Emperor, Verdant declared itself independant of all goverment law and claims and that all Verdant Technologies/Spaceworks Facilities were soveriegn 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 Shruiekens 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
Type: Interceptor
Era: Endor +5 years +
Scale: Starfighter
Length: 7.2 meters
Skill: Starfighter Piloting: Shurieken
Crew: 1
Crew Skill: Astrogation 5D+2, starfighter piloting 6D, starship gunnery 6D+2, starship shields 5D+2, sensors 5D+1
Cargo Capacity: 30 kilograms
Consumables: 3 days
Hyperdrive Multiplier: x0.5
Manuverability: 5D
Space: 15

Atmosphere: 520; 1,550 kmh
Hull: 3D+2
Sheilds: 3D+1
Sensors:
- Passive 35/0D
- Scan 60/1D
- Search 90/2D
- Focus 5/4D+2

Weapons:
3 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 6D

2 Ion Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 4D
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 4D

Concussion Missile Launcher (6 total)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 3D
- Space Range: 1/3/7
- Atmosphereic Range: 50-100/300/700
- Damage: 9D

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