Starships D20 / Verdant Spaceworks Shuriek

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
Class: Starfighter
Size: Diminutive (7.2 m long)
Hyperdrive: x0.5
Passangers: 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
All text and stats by Dave Maloney,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.