Starships D20 / Hammerhead Starfighter

Hammerhead Starfighter

The SF101c Hammerhead was designed at the dawn of the New Order. It's designers, Wereling Spaceworks, had hoped that the Empire would pick up a construction contract for it, but instead the Empire opted to go with the Sienar Fleet Systems' TIE fighter series instead. As a backup, Wereling Spaceworks began to sell the craft on the open market, but Incom's famed Z-95 Headhunters already had the market cornered. Refusing to completely scrap the Hammerhead design, Wereling built a handful of squadrons for both show and for its personal use as convoy protection.

The main feature of the Hammerhead that Wereling chose overly advertise is the turbo ion blaster turret located near the tail end of the ship. Normally the ion blaster is controlled by remote by the gunner in the cockpit, but there have been two other main variations to this, both eliminating the gunner. The first is simply locking the ion blaster in either a front or aft firing position so that the pilot can fire it without having to worry about aiming the turret. The second, and the more efficient alteration involves the cockpit being modified to fit a droid (commonly an R2 astromech) instead of a gunner. The astromech droid is able to link into the ship and control the turret itself. In addition, the astromech is able to store extra jumps to extend the Hammerhead's range.

The only reported combat situation involving the Hammerhead was a small skirmish in which a pair of pirate corvettes (owned by the Bloodlust pirates) launched a raid on a Wereling convoy. One of the bulk freighters in the convoy was modified into a light carrier capable of housing ten Hammerheads. The fighters were deployed, and mere minutes later, nine of the ten Hammerheads were destroyed, and the tenth was captured along with the rest of the convoy. Spokesmen from Wereling Spaceworks blamed this on pilot inexperience and did not blame the loss on the fighters themselves, although several eye witness reports stated that the turbo ion blaster had overloaded and exploded in at least three of the ships. Even though the majority of the Hammerheads in that engagement were destroyed, the crews from four of them were saved when their detachable cockpit command pods were picked up.

The cockpits can eject from the main fuselage and act as an emergency escape pod for the pilot and the gunner. Some Wereling Spaceworks technicians have modified these cockpit escape pods, making several versions of them that can be changed out before each mission.

Craft: Wereling Spaceworks' SF101c "Hammerhead"
Class: Starfighter

Size: Tiny (15.7 m long)
Hyperdrive: x3
Passangers: None
Cargo Capacity: Varies (see below)
Consumables: Varies (see below)
Cost: 145,000 (new), 95,000 (used)
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 850 km/h (17 squares/action)
Crew: Varies (see below)(Skilled +4)
Initiative: +6 (+2 size, +4 crew)
Maneuver: +6 (+2 size, +4 crew)
Defense: 22 (+2 size, +10 armor)
Shield Points: 0
Hull Points: 110 (DR 5)
Weapons:
2 Blaster Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +6 (+2 size, +2 crew, +2 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M/L n/a
Turbo Ion Blaster
Fire Arc: Turret
Attack Bonus: +8 (+2 size, +2 crew, +4 fire control)
Damage: 4d10x2
Range Modifiers: PB/S +0, M -2, L n/a

NOTE: When a pilot rolls a mishap while firing the turbo ion blaster, roll 1d6 and see the table below:
1-4 : Turbo ion blaster functions normally.
5 : Turbo ion blaster burns out. Cannot be repaired in battle. With replacement parts, Repair DC is 15 and takes one hour.
6 : Turbo ion blaster will explode in the next round causing 8d10x2 damage.

There are three basic variations of the escape pod, each with the following stats:

Craft: Wereling Spaceworks' SF101c-Escape I
Class: Escape pod
Size: Fine (4.5 m long)
Cargo Capacity: 10 kg
Consumables: 1 week
Crew: 2 (Normal +2)
Initiative: +10 (+8 size, +2 crew)
Maneuver: +10 (+8 size, +2 crew)
Defense: 28 (+8 size, +10 armor)
Hull Points: 30 (DR 5)

The Escape I was the original design concept that was created for the first production of the Hammerhead. It contains space for the pilot and the gunner and has a minimul amount of consumables.

Craft: Wereling Spaceworks' SF101c-Escape II
Class: Escape pod
Size: Fine (4.5 m long)
Cargo Capacity: 25 kg
Consumables: 2 weeks
Crew: 1 (Normal +2)
Initiative: +10 (+8 size, +2 crew)
Maneuver: +10 (+8 size, +2 crew)
Defense: 28 (+8 size, +10 armor)
Hull Points: 30 (DR 5)

The Escape II was is a modified version of the Escape I model and is only used when the Hammerhead is being crewed by only a pilot and the turbo ion blaster is in a fixed firing position, thus needing no gunner. The gunner's seat was removed and replaced by a small cargo hold for extra consumables.

Craft: Wereling Spaceworks' SF101c-Escape III
Class: Escape pod
Size: Fine (4.5 m long)
Cargo Capacity: 5 kg
Consumables: 9 days
Crew: 1 + Droid (Normal +2)
Initiative: +10 (+8 size, +2 crew)
Maneuver: +10 (+8 size, +2 crew)
Defense: 28 (+8 size, +10 armor)
Hull Points: 30 (DR 5)

The Escape III was a specially designed version of the Hammerhead escape cockpit. The gunners seat was removed in this model and replaced by an astromech droid interface. The astromech is located inside the cockpit, directly behind the pilot and linked directly into the Hammerhead's turbo ion blaster turret and navigation systems.

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