Starships D6 / Verdant Spaceworks Firewall G

Verdant Spaceworks Firewall Gunship

The Firewall gunship is an example of modular design taken to the extreme. The Firewall is half the size of an Imperial-class Star Destroyer but carries an armament comparable to one. It carries heavy turbolaser batteries and ion cannons on all sides allowing it to hammer enemy capital ships, while a spread of quad cannons protects the ship from fighter attacks, and the infamous Trench Run Syndrome. Finally a wedge of concussion missiles across the ship's nose give it a knockout punch against heavier enemy ships.

The Firewall even looks like a miniature Star Destroyer, but with a much smoother hull. The Firewalls were originaly being sold to the Empire, however about a year and a half after the Battle of Endor, the deal changed and the Empire couldn't buy the ships anymore. One or two Warlrods picked up their own contracts but it wasn't as ripe a deal as one with a unified Empire.

Verdant later began their deals with the Hapes Consortium and 'accidently' let their customers see specs for the Firewall. The Hapes loved the ship, even it's appearance was perfect to them. Soon a new contract for the ships was made, however Verdant kept secret shipyards in the space of three of the msot powerful warlords, producing these ships and others for them.

The most infamous of these ships though was the prototype which was actually bought by the planet Napan to be the flagship for it's new security force around the time of the Reborn Emperor. This ship was named the Granshirio, or Grande Hiro, after martial artist legend Hiro Teshobi.

Craft: Verdant Spaceworks' Firewall Gunship
Type: Gunship
Era: 1 month Pre-Endor +
Scale: Capital
Length: 800 meters
Skill: Capital ship piloting: Fireall
Crew: 18,000, gunners: 605, skeleton: 1,350/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1
Passengers: 1,098 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 4 years
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9

Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Shields: 5D*
Backup Shields: 5D
Sensors:
- Passive: 40/1D
- Scan: 60/2D
- Search: 120/3D
- Focus: 5/4D

Weapons:
80 Turbolaser Batteries
- Fire Arc: 25 front, 20 left, 20 right, 15 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 3-15/35/75
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

10 Ion Cannon Batteries
- Fire Arc: 3 front, 2 left, 2 right, 3 back
- Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 1-10/25/50
- Atmosphere Range: 2-20/50/100 km
- Damage: 4D

40 Quad Laser Cannons
- Fire Arc: 10 front, 10 left, 10 right, 10 back
- Scale: Starfighter
- Crew: 2
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-10/30/60 km
- Damage: 5D

20 Concussion Missile Launchers (linked in two banks)
- Fire Arc: Front
- Crew: 3
- Fire Control: 3D
- Skill: Capital ship gunnery
- Space Range: 2-12/30/60
- Atmosphere Range: 4-24/60/120 km
- Damage: 11D

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