



# Starships D6 / Verdant Spaceworks SA-

## 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 comparable to an X-wing in many ways.

The Hammerhead has a short sleek fuselage with slightly curved wings sloping off and a blunted end in front of the cockpit. It has a strong advanced hull plating design and a shield system that was considered very powerful for its 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 its 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 missiles, 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 disappeared from public view for the most part. Some Pirate and Mercenary groups bought the little craft up here 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

Type: Multipurpose Starfighter

Era: Empire Strikes Back +  
Scale: Starfighter  
Length: 11.5 meters  
Skill: Starfighter Piloting: Hammerhead  
Crew: 1  
Cargo Capacity: 50 kilograms  
Consumables: 1 week  
Cost: 130,000 (new), 70,000 (used)  
Hyperdrive Multiplier: x2  
Nav Computer: Limited to 3 jumps  
Maneuverability: 3D+1  
Space: 8  
Atmosphere: 380; 1,100 kmh  
Hull: 4D+1  
Shields: 1D+2  
Sensors:

Passive: 25/0D  
Scan: 55/1D+1  
Search: 80/2D+1  
Focus: 5/5D

#### Weapons

##### Double Ion Blaster

Fire Arc: Turret  
Skill: Starship gunery  
Fire Rate: 2  
Fire Control: 7D (with Astromech and fire control)  
Space Range: 5-15/25/36  
Atmosphere Range: 500-1500/2.5/3.6 km  
Damage: 4D+2 (ionization)

##### Heavy Blaster Gatling

Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3D  
Fire Rate: 5  
Space Range: 5-10/15/25  
Atmosphere Range: 500-1000/1.5/2.5 km  
Damage: 5D+2

Game 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 difficulty or dodge by or 10 whichever is lowest, hits the target. If multiple targets are within the spray, roll once while rolling dodges for all within the spray, if hits are established they are spread sequentially over all the targets.

6 Ordnance Hardpoints

Fire Arc: Forward

Skill: Starship gunnery

Fire Control: 3D

Space Range: Varies

Atmosphere Range: Varies

Damage: Varies

Note: The SA-43 may be fitted with up to 6 concussion missiles

(8D), 6 proton torpedoes (9D), or any combination of the two.

Other ordnance includes 2 heavy rockets (10D), or 2 heavy space bombs (11D).

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