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