

A paper model of the
Taiidan Imperial Vanaar-Jet Class
Heavy Cruiser
A creation of Enterprise-E

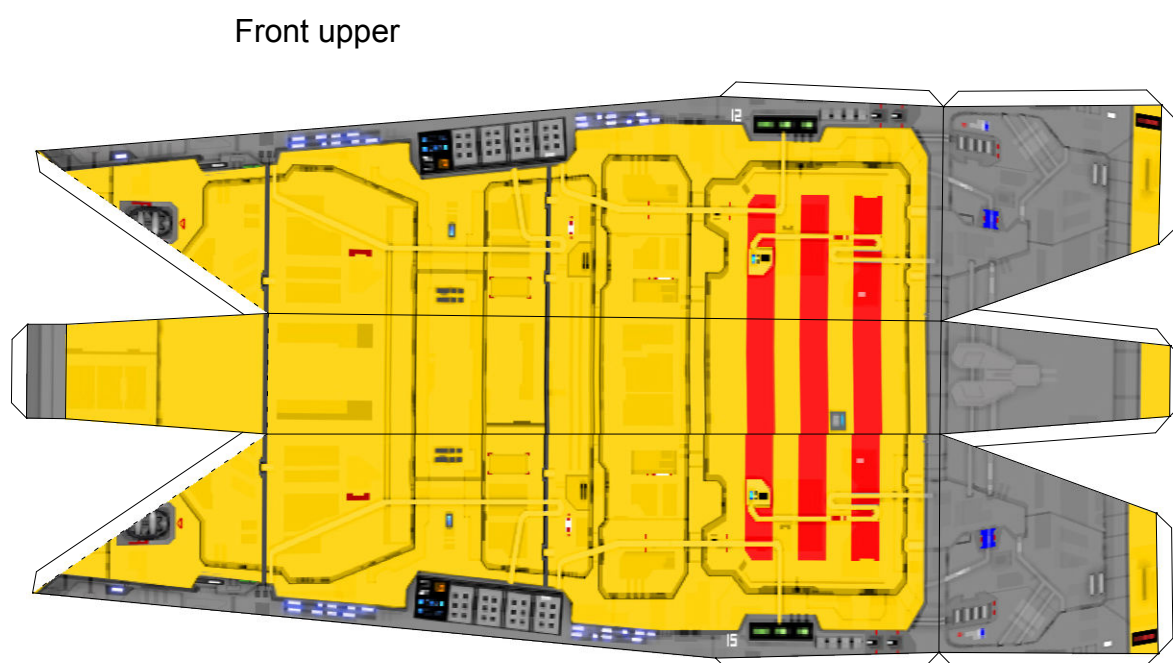
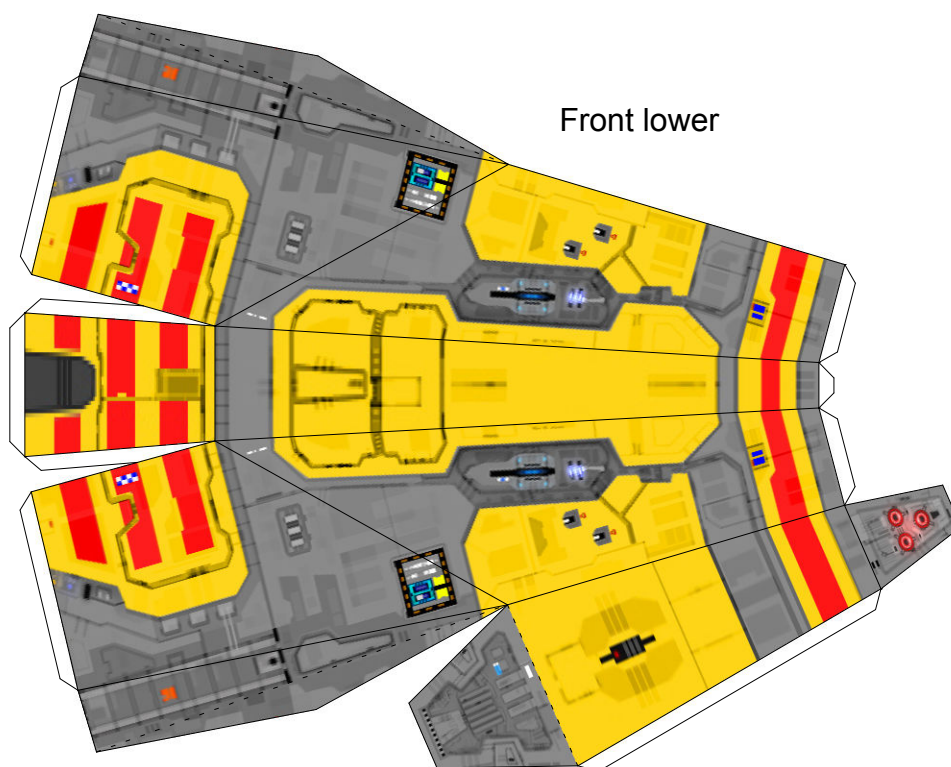
Yellow/red (Taiidan Imperial default) version

The paper model is 40 cm long when assembled, and it is in scale with the Qwaar-Jet Heavy Cruiser model also created by me, which is available on PaperStarships.

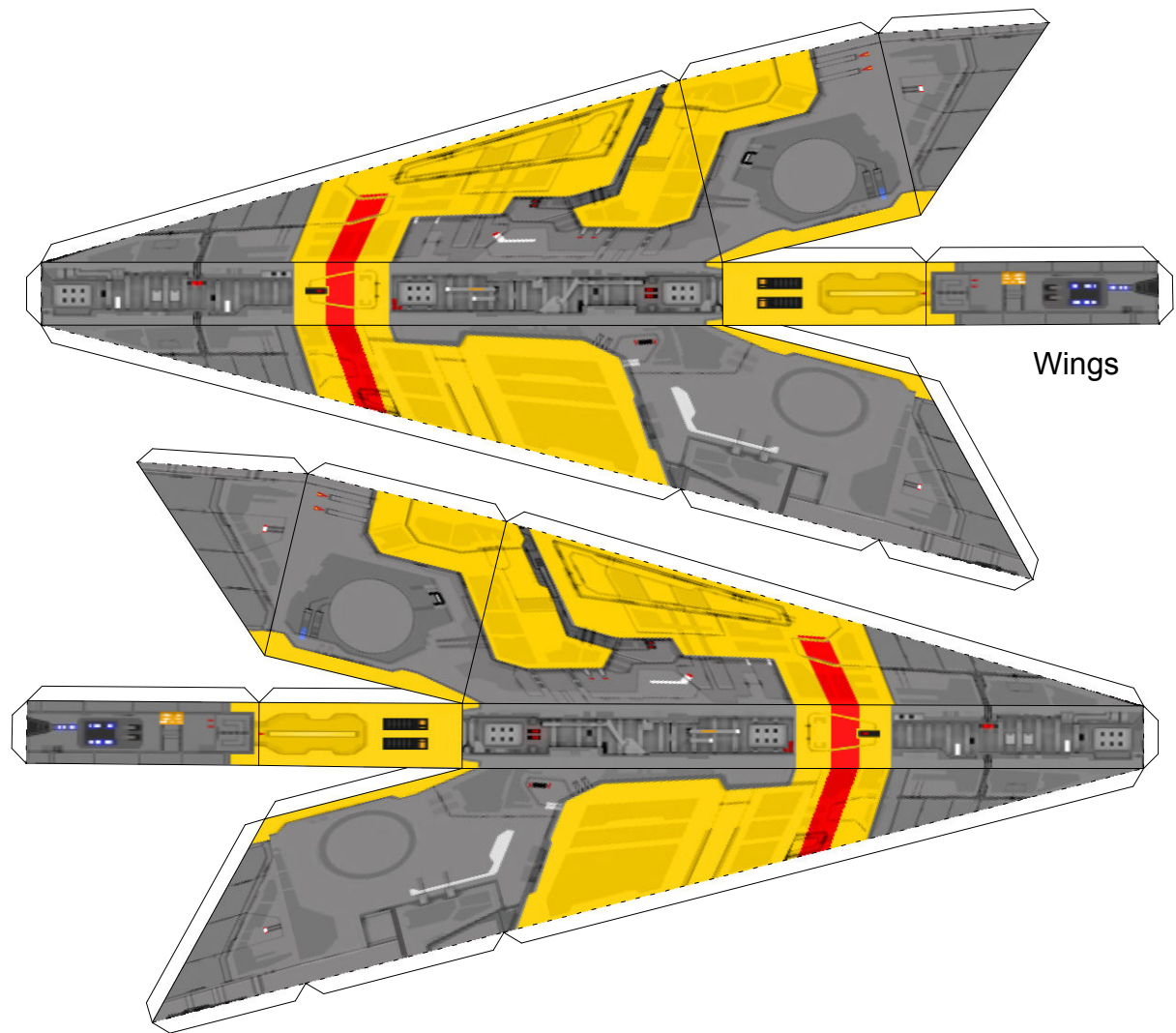
Ship description:

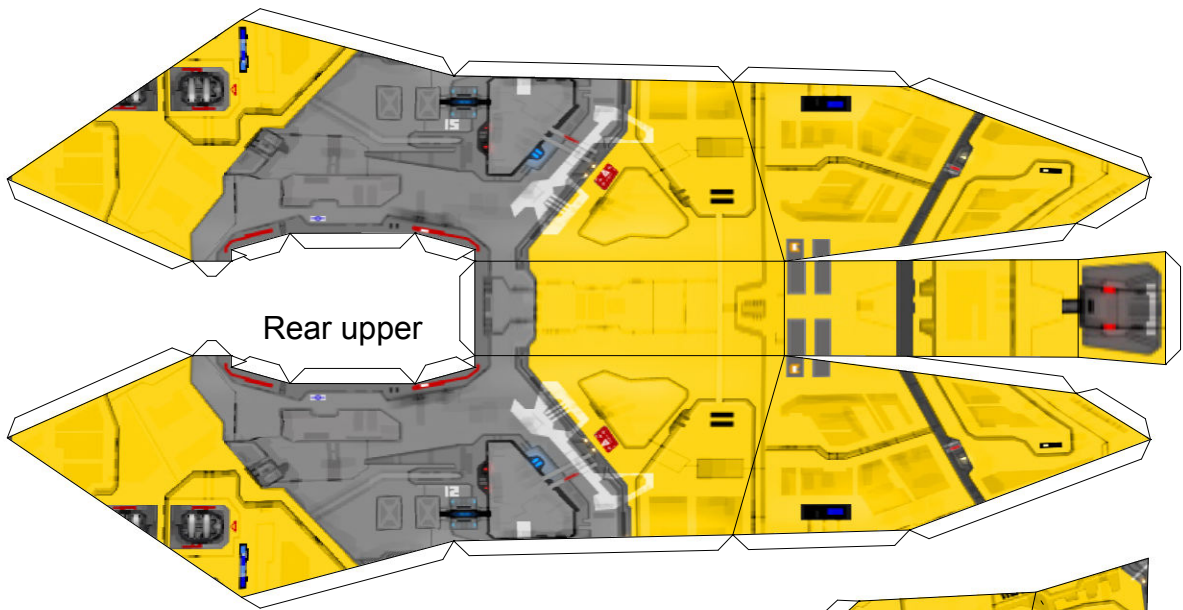
The Vanaar-Jet class heavy cruiser is the newest of Imperial warships. It was already rejected once, in favour of the Qwaar-Jet II, which firepower and strength was more than enough in most situations, while the ship was only 2/3 the size of the Vanaar-Jet class, thus more economic to build and maintain. But then there came breakthroughs in the ever-advanced Taiidan beam weapon technology. A breakthrough that huge, that the Qwaar-Jet II's hull and powerplants couldn't handle it, and so the Vanaar-Jet project was reincarnated. Slowly, and hidden, the prototype was built...

The first sighting of a Vanaar-Jet class ship was when it suddenly appeared from the hide of a nebula, near a Republican convoy. It annihilated the convoy and it's fighter escorts. No ship could stand it's fire for longer than some seconds. Soon only a Hiigaran battlecruiser, and two destroyers hyperspaced in, to intercept the unknown ship. When the battlecruiser approached the Vanaar-Jet, it fired all it's four fully functional dark-matter beams at once, and virtually cut the battlecruiser in half with only one salvo. One of the two destroyers managed to escape badly damaged, as the Vanaar-Jet disappeared in the nebula. Almost nothing is known about this new Imperial cruiser -not even how many exist- by the other factions, except the mysterious attacks, and the feeling of plain fear that strikes any starship crew who see a Vanaar-Jet appearing before them.

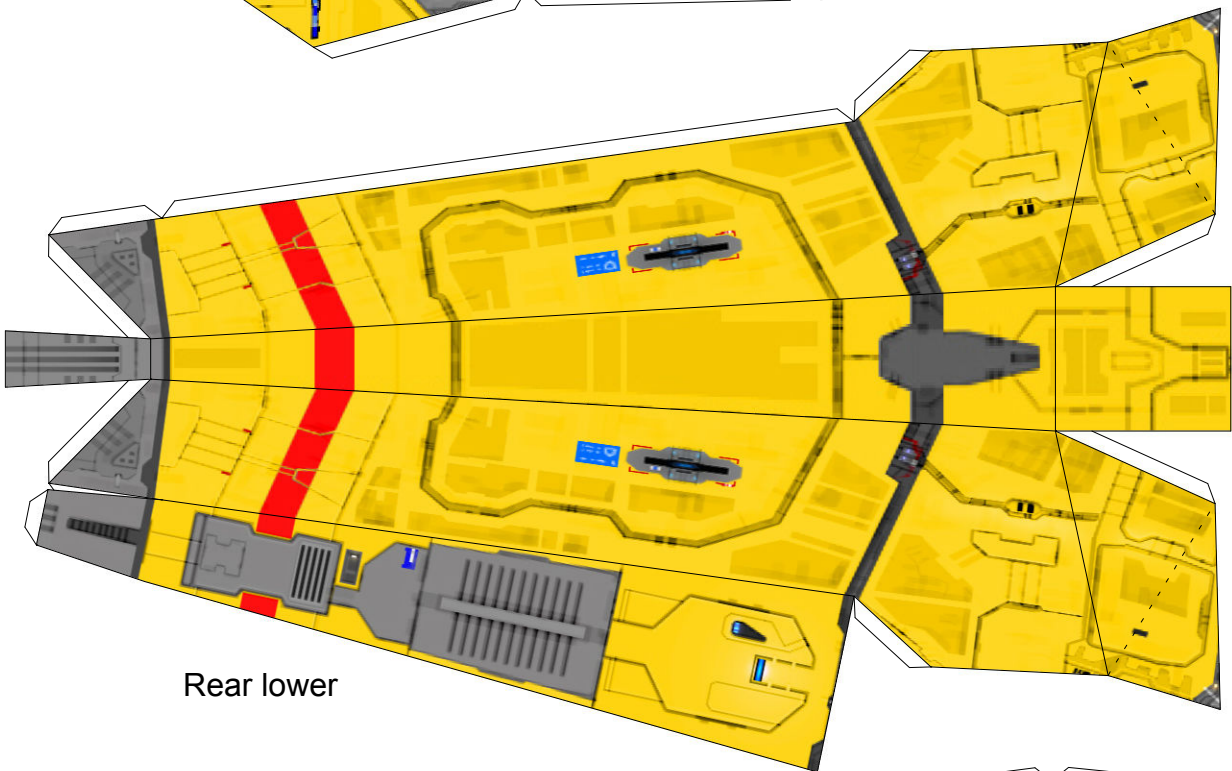


Please make sure to install internal reinforcer before finally assembling this section

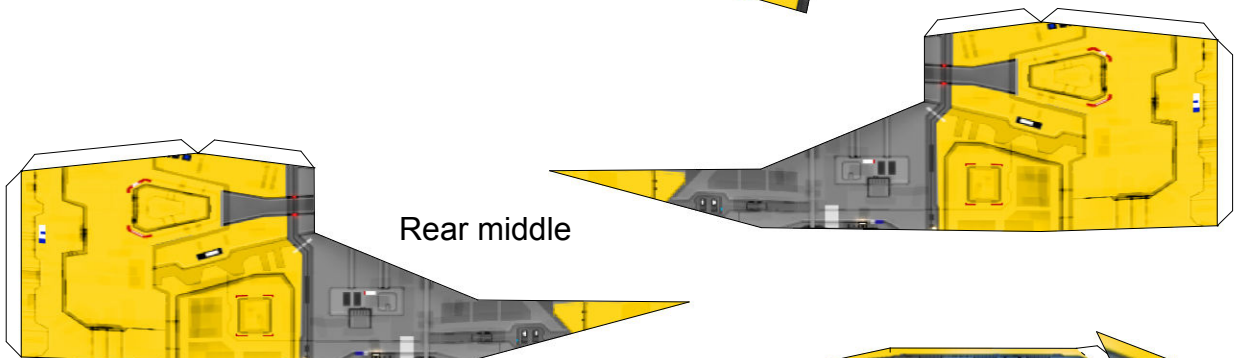




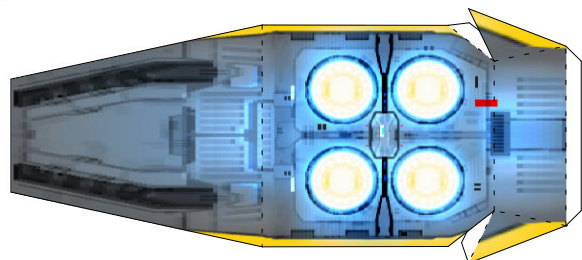
Rear upper



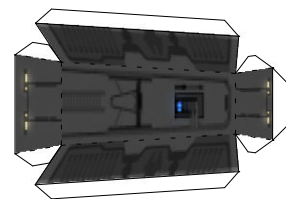
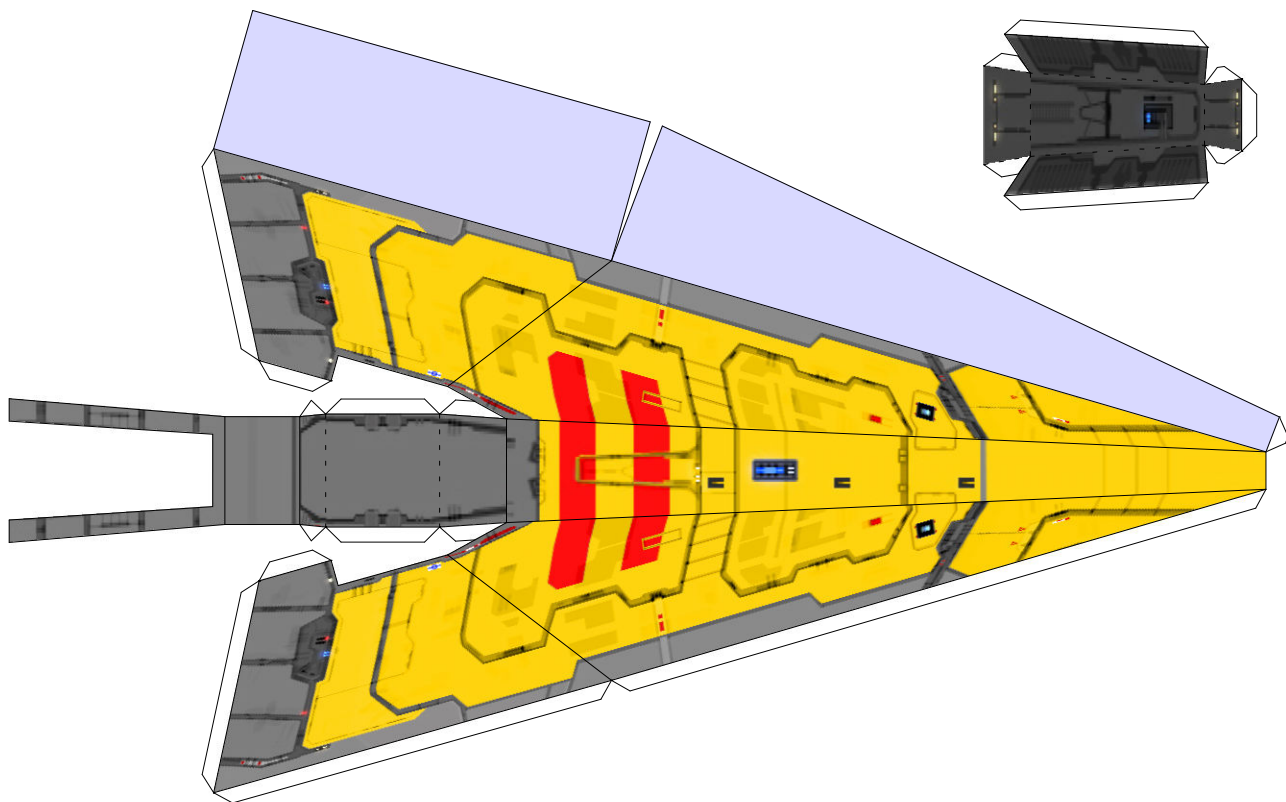
Rear lower



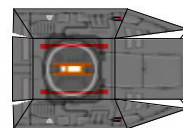
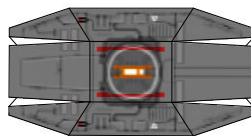
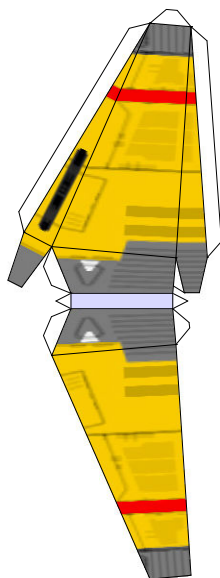
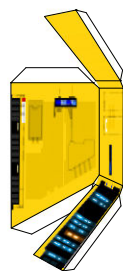
Rear middle



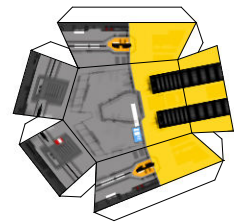
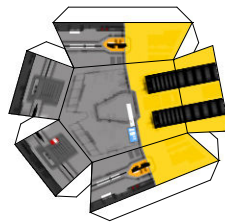
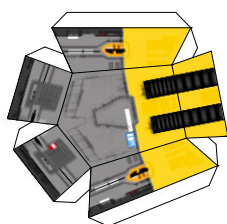
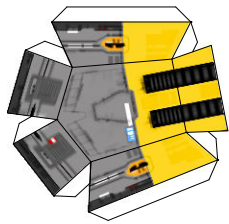
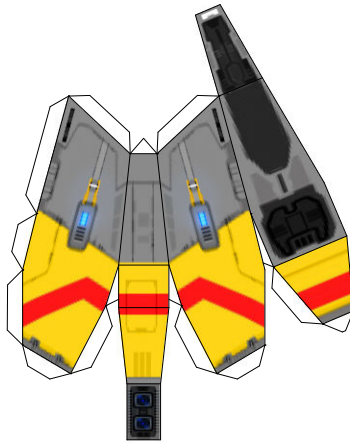
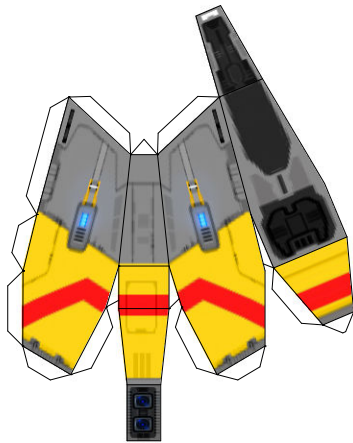
Engines



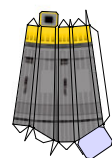
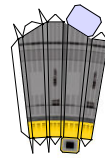
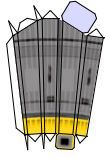
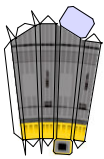
Additional parts:



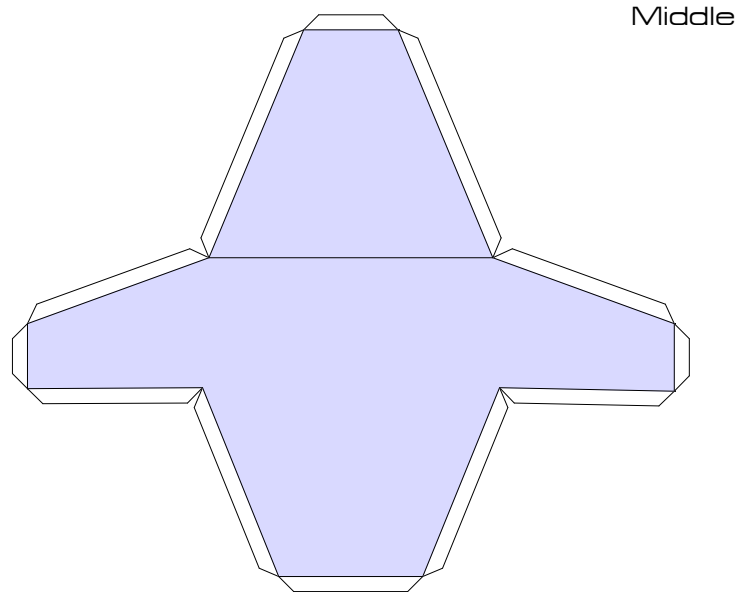
Weapons:



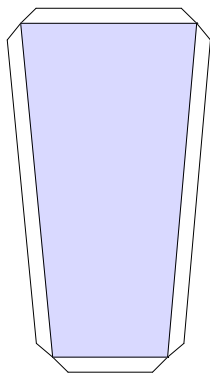
Ignore those very narrow flaps, they're just there because they can't be deactivated.



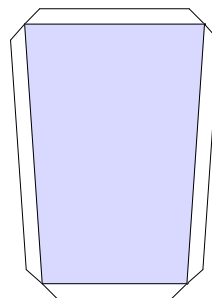
Internal Reinforcers:



Front



Tail



For best effect glue these on cardboard (take care to preserve the flaps)