



Starships D20 / TriCorp Ashanda-class I

Ashanda Heavy Fighter

The Ashanda-class Heavy Fighter was designed by a group of engineers from every facet of TriCorp. The principles, RanCorp, Metacorp, and SATAL Arms all sent their top ship designers in each field (weapons, hull, drive systems, controls ect.) as well as contracting help from the top engineer from each subsidiary company and KDY, Incom, and SFS engineers all pulled together to design and create this ship. They all worked together to make a ship that would be tough, resilient, fast and agile, and deceptively powerful.

The result ended up looking a bit like miniature Mon Calamari cruiser with pods and blisters on the hull at seemingly random spots. But some of the pods hold sensor gear or weapons. Some of the blisters are actually power screws that spiral up into the hull hiding the weapon attached to it in a sensor masked compartment. It's nearly impossible to detect the weapons when they are pulled up. The weapons can then spiral down all at once or individually for use. Once down they can spin back up or even just spin making the weapon turreted. Triple laser cannons and warhead 'hardpoints' are attached in these weapon blisters and thus the concealed punch of this fighter is greater than almost any other fighter in the galaxy.

Also like Mon Calamari ships, the Ashanda-class fighter is equipped with redundant shield systems making it tougher than usual and the entire hull is molecularly bonded at the seams making it tougher and more streamlined. The ship is as agile and swift as it appears to be and can out maneuver an X-wing or TIE fighter with relative ease.

Craft: TriCorp Ashanda-class Heavy Fighter

Class: Starfighter

Size: Small (26 m long)

Hyperdrive: x2

Passangers: None

Cargo Capacity: 200 kg

Consumables: 2 days

Cost: Not Available For Sale

Maximum Speed In Space: Ramming (11 squares/action)

Atmospheric Speed: 1,250 km/h (21 squares/action)

Crew: 1 (Expert +8)

Initiative: +9 (+1 size, +8 crew)

Maneuver: +9 (+1 size, +8 crew)

Defense: 21 (+1 size, +10 armor)

Shield Points: 90* (DR 5)

Backup shields: 180

Hull Points: 140 (DR 5)

Sensor Mask:

All weapons blisters when pulled in are set in a protective sensor masking field adding +15 to the DC of detecting the weapons when they are in their hidden mode.

Weapons:

4 Triple Laser Cannons

Fire Arc: Turret

Attack Bonus: +8 (+1 size, +4 crew, +3 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M/L n/a

18 Ordnance Hardpoints

Fire Arc: Varies

Attack Bonus: Varies

Damage: Varies

Range Modifiers: Varies

Note: The Ashanda may be fitted with up to 18 concussion missiles (8d10x2), 18 proton torpedoes (9d10x2), or any combination of the two.

Other ordnance includes various free-fall bombs, a pair of "eggs" (5d10x5), 8 heavy rockets (10d10x2), or 4 heavy space bombs (11d10x2).

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