



## Starships D20 / RanCorp Katarn Space

### Katarn Starfighter

The Katarn Space Superiority Fighter was also made to be an atmospheric superiority fighter. Based off the N-1 design of old Republic days the katarn look quite peculiar. Modern day fighters, mainly snubs, narrow down at the front whereas the Katarn narrows down in the back. A long tail holding the hyperdrive and astromech stretches from the fuselage. On either side powerful twin engines provide incredible sublight speed. The sleek design gives the craft nearly unmatched maneuverability and speed in a stock starfighter. Under the sleek yet broad nose of the craft are twin cannons. On either sweeping side of the nose is a proton torpedo tube with a full rack of 6 warheads stored within the craft. Though the armament is actually less than that of x-wings, its speed and maneuverability make it much more dangerous.

Craft: RanCorp Katarn Space Superiority Fighter

Class: Starfighter

Size: Small (26 m long)

Hyperdrive: x3 (backup x8)

Passengers: None

Cargo Capacity: 200 kg

Consumables: 5 weeks

Cost: 190,000 (new), 100,000 (used)

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,200 km/h (20 squares/action)

Crew: 1 (Normal +2)

Initiative: +3 (+1 size, +2 crew)

Maneuver: +3 (+1 size, +2 crew)

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

Shield Points: 60 (DR 5)

Hull Points: 90 (DR 5)

Weapons:

2 Dual Laser Cannons

Fire Arc: Front

Attack Bonus: +5 (+1 size, +4 fire control)

Damage: 5d10x2

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

2 Proton Torpedo Launchers

Fire Arc: Front

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

Damage: 9d10x2

Missil Quality: Ordinary (+10)

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