



Starships D6 / Trisom N-13 Stinger

Trisom N-13 Stinger

Trisom Incorporated was a small rim world based speeder manufacturing company for a hundred years. Until Teron-ver, great grandson of the founder of Trisom Mavrik-ver, took control of Trisom and started building starships as well as speeders. The first completed design, the N-13 Stinger, was proposed to the New Republic who immediately applied for 2 squadrons of the Stingers. They were produced and sold to the New Republic with all due haste.

The N-13 Stinger is shaped with a 5 meter wide front, rounded so that the back is a mere 1.5 meters wide, with what appears to be a stinger that swings up above the middle of the ship 1 meter from the front of the Stinger itself. The stinger is 16 meters long, and uses a new generator named acrite N-18 pulse. The generator uses a new technology developed by Trisom known as acrite pulse fusion. The N-18 creates a huge amount of energy but is only the size of a normal X-wing's generator and can power enhanced shields, sensors, weapons and engines.

Unfortunately, the enhanced powers make it so very few pilots can handle the ship correctly without proper training.

Craft: Trisom N-13 Stinger

Type: Space superiority fighter

Scale: Starfighter

StarfighterLength: 15 meters

Skill: starfighter piloting: N-13 Stinger

Crew: 1 and a gunner

Crew Skill: Varies

Cargo Capacity: 200 Kilograms

Consumables: 1 week

Cost: 5 million (new)

Hyperdrive Multiplier: x1

Nav Computer: Uses astromech droid programmed with 10 jumps

Maneuverability: 3D+1

Space: 14

Atmosphere: 500; 1,500 kmh

Hull: 4D

Shields: 3D+2

Sensors:

Passive: 30/1D

Scan: 50/ 1D

Search: 80/3D

Focus: 4/3D+2

Weapons:

2 Laser Cannons

Fire Arc: frount

Skill: Starfighrter gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: frount

Skill: Starship gunnery

Ammo: 10 each

Fire Control: 3D

Space Range: 1/3/7

Atmosphere: 100/300/700

Damage: 9D

Heavy Ion Cannon

Fire Arc: frount

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D+2

Heavy Rocket Launcher

Fire Arc: Front

Skill: Starship gunnery

Ammo: 4

Fire Control: 4D

Space Range: 1/3/7

Atmosphere: 100/300/700

Damage: 11D

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