



Starships D20 / 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 immediatly applied for 2 sqaudrons 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 if 16 meters long, and use a new generater named acrite N-18 pulse The generater uses a new technolgy 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 generater 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

Class: Starfighter

Size: Tiny (15 m long)

Hyperdrive: x1

Passangers: None

Cargo Capacity: 200 kg

Consumables: 1 week

Cost: 5 million (new)

Maximum Speed In Space: Ramming (14 squares/action)

Atmospheric Speed: 1,500 km/h (26 squares/action)

Crew: 1 (Normal +2)

Initiative: +4 (+2 size, +2 crew)

Maneuver: +4 (+2 size, +2 crew)

Defense: 22 (+2 size, +10 armor)

Shield Points: 110 (DR 5)

Hull Points: 120 (DR 5)

Weapons:

2 Laser Cannons

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 5d10x2

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

2 Proton Torpedo Launchers

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 9d10x2

Missil Quality: Ordinary (+10)

Heavy Ion Cannon

Fire Arc: Front

Attack Bonus: +5 (+2 size, +3 fire control)

Damage: 5d10x2

Range Modifiers: PB/S +0, M -2, L n/a

Heavy Rocket Launcher

Fire Arc: Front

Attack Bonus: +6 (+2 size, +4 fire control)

Damage: 11d10x2

Missil Quality: Ordinary (+10)

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