Starships D20 / Nubian Alpha 20 Light Transp

Nubian Alpha 20 Light Transport

The Nubian Alpha 20 was the follow up to the widely used Alpha 10. Nubian designers opted to use a completely different spaceframe from that of the Alpha 10 and X-1 bomber, giving the ship a completely different appearance.

Broad and flat, with four Incom Ds-5 ion fission drives jutting from the aft, the Alpha 20 looked a lot more impressive than it actually was. In reality, the Alpha 20 was underpowered as the Nubians strived to gain sales based upon the starship's appearance, and not its performance. This was a mistake.

Sales for the Alpha 20 started strong, but soon declined heavily as word of mouth spread throughout the market. While some customers thoroughly enjoyed their Alpha 20s, those who purchased the vessel for professional reasons were highly dissatisified.

The Alpha 20 could barely power the engine drives that it mounted, and many owners found themselves running on two of the drives and not the full complement of four. The generators just couldn't handle the power demands of all four engines. Some owners had the two inside engines removed completely and either sold them or kept them in storage as spares, while others simply "unplugged" them and kept them installed as emergency backups. The truth was that the Alpha 20 could attain the same sublight speeds with its stock generator on all four engines being partially powered as it could on just two of the drives fully powered.

Sticking true to the Alpha 10, the Alpha 20 could be easily modified and new systems were often quite easily and cheaply installed. However, many upgrades to the ship required an upgrade or replacement of the generator first - this sometimes cost thousands of credits in parts and labor.

Despite the improvements and advantages in the stock Alpha 20 over even several modified Alpha 10s, it was never a widely popular design. For every Alpha 20 that was ever built and sold, there were five Alpha 10s reselling in used starship dealerships.

Craft: Nubian Alpha 20 Light Transport
Class: Transport
Cost: 140,000 credits (new), 55,000 credits (used)
Size: Small (27 meters long)
Crew: 2
Passengers: 2
Cargo Capacity: 70 metric tons

Consumables: 3 weeks
Hyperdrive: x2 (backup x30)
Max Speed: Cruising
Defense: 21 (+1 size, +10 armor)
Shield Points: 30
Hull Points: 120
DR: 5

Weapon: Double laser cannons (2, fire-linked)
Fire Arc: Front
Attack Bonus: +5 (+1 size, +4 fire control)
Damage: 4d10x2
Range Modifiers: PB +0, S +0, M/L n/a

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