Starships D20 / Harass-class Heavy Fighter

Harass-class Heavy Fighter

The Harass-class heavy fighter is often mistakenly called the Harris fighter due to the chief designer on the programme: a Verpine called Aldom Sucuj Harris. With a crew of three, it's a tight squeeze but TaggeCo. made the most of the available space. With excellent shields, good engines and armament that packs a fair punch, they even managed to fit in a (albeit slow) backup hyperdrive and sufficient cargo space for supplies, a couple of passengers or more missiles (up to six more) for the concussion launcher. It is difficult but not impossible for the two gunners to reload the missile launcher in-flight, though TaggeCo. representatives do not recommend it during combat manoeuvres.

The Harass has a unique structure: when landed the ship appears quite flat and angular with a large wing-surface. When the fighter takes off its undercarriage retracts into the wingtip engine pods and the main wings open up (akin to an Incom T-65 X-wing's S-foils) for flight, with only the sturdy rear of the wings joining the powerful engines to the central fuselage.

Craft: TaggeCo. Harass-class Heavy Fighter
Era: Old Republic / Rise of the Empire +
Class: Starfighter
Cost: 135,000 credits
Size: Tiny +2
Crew: Skilled +4 (3: 1 pilot, 2 gunners)
Cargo: 11 metric tons
Consumables: 2 weeks
Hyperdrive: x1 (backup x18)
Max Speed: Attack
Defence: 22 (+2 size, +10 armour)
Shields: 80
Hull: 60
DR: 5

Weapon: 2 Heavy laser cannons
Fire Arc: 1 front, 1 rear
Attack Bonus: +10 (+2 size, +4 crew, +4 fire control)
Damage: 5d10x2
Ranges: +0/-2/--/--

Weapon: 1 concussion missile launcher (2 missiles)
Fire Arc: Front
Attack Bonus: +10 (+2 size, +4 crew, +4 fire control)
Damage: 7d10x2
Ranges: +0/--/--/--

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