# Starships D20 / TriCorp Ashanda-class Heavy

Ashanda Heavy Fighter

The Ashanda-class Heavy Fighter was designed by a group of engineers from every facet of TriCorp. The principles, RanCorp, Metacorp, and SATAL Arms all sent their top ship desingners in each field (weapons, hull, drive systems, controls ect.) as well as contracting help from the top engineer from each subsidiary company and KDY, Incom, and SFS enginners all pulled together to design and create this ship. They all worked together to make a ship that would be tough, resiliant, fast and agile, and deceptively powerful.

The result ended up looking a bit like minature Mon Calamari cruiser with pods and blisters on the hull at seemingly random spots. But some of the pods hold sensor gear or weapons. Some of the blisters are actually power screws that spiral up into the hull hiding the weapon attached to it in a sensor masked compartment. It's nearly impossible to detect the weapons when they are pulled up. The weapons can then spiral down all at once or individualy for use. Once down they can spin back up or even just spin making the weapon turreted. Triple laser cannons and warhead 'hardpoints' are attached in these weapon blisters and thus the concealed punch of this fighter is greater than almost any other fighter in the galaxy.

Also like Mon Calamari ships, the Ashanda-class fighter is equipped with redundant shield systems making it tougher than usual and the entire hull is molecularly bonded at the seems making it tougher and more streamlined. The ship is as agile and swift as it appears to be and can out manuver an X-wing or TIE fighter with relative ease.

Craft: TriCorp Ashanda-class Heavy Fighter
Class: Starfighter
Size: Small (26 m long)
Hyperdrive: x2
Passangers: None
Cargo Capacity: 200 kg
Consumables: 2 days
Cost: Not Available For Sale
Maximum Speed In Space: Ramming (11 squares/action)
Atmospheric Speed: 1,250 km/h (21 squares/action)
Crew: 1 (Expert +8)
Initiative: +9 (+1 size, +8 crew)
Maneuver: +9 (+1 size, +8 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 90* (DR 5)
Backup shields: 180

Hull Points: 140 (DR 5)
Sensor Mask:
All weapons blisters when pulled in are set in a protetive sensor masking field adding +15 to the DC of detecting the weapons when they are in their hidden mode.
Weapons:
4 Triple Laser Cannons
Fire Arc: Turret
Attack Bonus: +8 (+1 size, +4 crew, +3 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
18 Ordnance Hardpoints
Fire Arc: Varies
Attack Bonus: Varies
Damage: Varies
Range Modifiers: Varies
Note: The Ashanda may be fitted with up to 18 concussion missiles (8d10x2), 18 proton torpedoes (9d10x2), or any combination of the two. Other ordnance includes various free-fall bombs, a pair of "eggs" (5d10x5), 8 heavy rockets (10d10x2), or 4 heavy space bombs (11d10x2).

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