



Starships D6 / TIE Patrol Craft

TIE Patrol Craft

The TIE/pc Patrol Craft was used in limited numbers by Moff Jerr Uhlmann in the Palvar Sector shortly before the return of the clone Emperor Palpatine.

The TIE/pc is in reality a stripped down and modified version of the older TIE/sr Lone Scout-A which was the Empire's standard scout ship for several years. Imperial technicians removed the large sensor array structure off of the top of the craft, increasing both overall speed and maneuverability. Hardpoints on the bent wings were fitted with the laser cannons from TIE Interceptors while the original light laser cannon that was mounted on the chin of the cockpit was replaced with a light ion cannon.

Those TIE/pc in service serve almost the same role as the infamous Skipray blastboat, patrolling the edges of star systems, adding to the picket and/or close support lines in a fleet and even during assaults.

Craft: Delfii StarDrives/Wereling Spaceworks TIE/pc Patrol Craft

Type: Modified SFS TIE/sr Lone Scout-A

Scale: Starfighter

Length: 24 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Astrogation 4D, starfighter piloting 4D+1, starship gunnery 4D

Cargo Capacity: 50 metric tons (cargo bay)

Consumables: 1 week

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+2

Space: 7

Atmosphere: 295, 850 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 60/2D

Focus: 3/3D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Light Ion Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 2D

Game Notes: Equipped with repulsorlifts and retractable landing struts.

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