



Starships D20 / TIE/gs Ground Support

TIE/gs Ground Support Fighter

The TIE/gs was designed by a joint Imperial Army-Navy team. All the flight controls are the same as the standard TIE but the light lasers' and grenade launchers' fire control systems are the stock Army variety. It is able to support the Imperial Army's advances with its anti-vehicle laser and antipersonnel grenade launcher. The speed it has is greater than most airspeeders, allowing it to dig out entrenched rebels with ease.

Craft: Sienar Fleet Systems TIE/gs

Class: Starfighter

Size: Diminutive (6.3 m long)

Hyperdrive: None

Passengers: None

Cargo Capacity: 35 kg

Consumables: 1 day

Cost: Not available for sale

Maximum Speed In Space: Ramming (10 squares/action)

Atmospheric Speed: 1,150 km/h (19 squares/action)

Crew: 1 (Skilled +4)

Initiative: +8 (+4 size, +4 crew)

Maneuver: +8 (+4 size, +4 crew)

Defense: 24 (+4 size, +10 armor)

Shield Points: 0

Hull Points: 90 (DR 5)

Weapons:

Laser Cannon

Fire Arc: Front

Attack Bonus: +8 (+4 size, +2 crew, +2 fire control)

Damage: 4d10x2

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

2 Light Laser Cannons

Fire Arc: Ventral turret

Attack Bonus: +9 (+4 size, +2 crew, +3 fire control)

Damage: 4d8

Range Increments: 100 m

Concussion Grenade Launcher

Fire Arc: Ventral turret

Attack Bonus: +7 (+4 size, +12 crew, +1 fire control)

Damage: 5d8

Range Increments: 25 m (20 m)

Special Systems: Terrain following Autopilot: usually, the autopilot is programmed to fly straight and level so the pilot can focus his attention on killing things. Casualties soared as TIE after TIE flew into the side of a cliff, building, mountain or other convenient obstacle. the terrain following system lets the pilot set in a certain altitude, and the TIE will maintain that height. It still flies in a straight line, but can be programmed with simple turns.

DC 8

Each Turn: +2

Each Extreme Turn: +7

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