



Starships D20 / TIE Phage

TIE Phage

The TIE Phage was a failed production run that was never introduced into the Imperial Navy due to the downfall of the Empire after the death of Palpatine.

Craft: Sienar Fleet Systems' TIE/PG Phage: Type IA

Class: Starfighter

Cost: Not available for sale

Size: Diminutive (9.6 meters long)

Crew: 1 (Skilled +4)

Passengers: None

Cargo Capacity: 35 kilograms

Consumables: 1 week

Hyperdrive: x1

Maximum Speed: Ramming

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

Shield Points: 140

Hull Points: 130

DR: 5

Weapon: 2 Double Heavy Laser Cannons

Fire Arc: Front

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

Damage: 5d10x2, 6d10x2 (fire-linked)

Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 4 Laser Cannons

Fire Arc: Front

Attack Bonus: +14 (+4 size, +4 crew, +6 fire control)

Damage: 4d10x2, 7d10x2 (fire-linked)

Range Modifiers: PB +0, S -2, M/L n/a

Weapon: Concussion Missile Launcher (6 missiles)

Fire Arc: Front

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

Damage: 9d10x2

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

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