Starships D20 / Assault TIE

Assault TIE

Another distinct fighter, with greatly enhanced and overpowered weaponry, was used at least as early as a few months after the Battle of Endor. This ship had four cannons of enormous size on the wingtips, and one cannon of more ordinary magnitude on each wing hub. There are no weapons on the chin of the cockpit ball.

One such TIE/as was flown by one Major Grode, of His Majesty's Crimson Squadron, stationed at an Army garrison on Cilpar. The garrison was in disarray and had suffered from the continual attrition brought by a local resistance movement. Grode had obvious problems with equipment and personnel which may be the reason why he was the only member of his unit to possess the elite fighter: it may be the only operable one left; or he may have simply scrounged it. Since the Imperial forces remaining on Cilpar were particularly decadent, it can be assumed that this design predates the Emperor's fall and was not particularly rare.

Craft: Sienar Fleet Systems' TIE/as "Assault TIE"
Class: Starfighter
Cost: Not available for sale
Size: Diminutive (6.55 meters long)
Crew: 1 (Skilled +4)
Passengers: None
Cargo Capacity: 60 kilograms
Consumables: 2 days
Hyperdrive: None
Maximum Speed: Ramming
Defense: 24 (+4 size, +10 armor)
Shield Points: 0
Hull Points: 60
DR: 5

Weapon: 4 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)
Damage: 6d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)
Damage: 4d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Alternate weapons configuration replaces the dual light laser cannons with a pair of light ion cannons with the following stats:

Weapon: 2 Light Ion Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +14 (+4 size, +4 crew, +6 fire control)
Damage: Special
Range Modifiers: PB +0, S -2, M/L n/a

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