# Starships D20 / TIE Boarder

TIE Boarder

The TIE Boarder is a direct design variant of the TIE Bomber. The weapons pod was replaced by a very cramped passenger compartment that extends out a full meter more in length than the standard pod with a small airlock and plasma torch on the front.

During a boarding operation, the TIE Boarder will move toward a target ship at top speed, slowing down only at the last moments (this helps prevent it from being picked off by enemy gunners or starfighters). Once it closes to within fifteen meters of the target vessel, the pilot cuts off the ion engines and, more or less, drifts toward the target vessel using maneuvering thrusters to control attitude. Once the TIE Boarder reaches a distance of less than four meters, one of the boarders takes the controls of the plasma torch and cuts through the hull. Once the cut is complete, the boarding pod extends a boarding tube that attaches around the hole and forms an air tight seal in thirty seconds.

Due to its limited passenger capacity, the TIE Boarder saw little use except for boarding small vessels with only a few crew members. Only a handful of cruisers carried TIE Boarders, usually only one per Imperial-class Star Destroyer, if the captain requested one. By the time of Grand Admiral Thrawn's campaign against the New Republic, all TIE Boarders had been scrapped or converted back into bombers.

Craft: Sienar Fleet Systems' TIE Boarding Shuttle
Class: Starfighter
Cost: 160,000 (new), 75,800 (used)
Size: Diminutive (8.8 meters long)
Crew: 1 (Skilled +4)
Passengers: 4 (troops)
Cargo Capacity: 90 kilograms
Consumables: 1 day
Hyperdrive: None
Maximum Speed: Attack
Defense: 24 (+4 size, +10 armor)
Shield Points: 0
Hull Points: 140
DR: 5

Weapon: 2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)
Damage: 3d10x2

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

Weapon: Plasma Torch Bording Device
Fire Arc: Front
Attack Bonus: +8 (+4 size, +4 crew, +0 fire control)
Damage: 8d10x2
Range Modifiers: PB -2, S/M/L n/a
Game Notes: The plasma torch boarding device is mounted on the ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull; if the torch scores a lightly damaged result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide by one-meter-high hole. The extendable boarding tube attaches to the hull and forms an air-tight seal in 30 seconds.

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