Starships D20 / TIE Devastator

TIE Devastator

The TIE Devastator was used in limited numbers during the Imperial civil war that tore much of the galaxy apart just before the return of Emperor Palpatine.

The TIE Devastator is perhaps the largest TIE fighter to ever be designed by Sienar Fleet Systems. It was designed as a fourth generation TIE fighter (in the same generation that the TIE Avenger and TIE Defender belong to) to replace the aging TIE Bomber, however, the Scimitar assault bomber proved to be a much cheaper and much more effective alternative.

The TIE Devastator is a radical departure from standard TIE designs. The solar collection arrays are arranged as a trio of atmospheric wings that are placed at equal distance around the main body of the ship. Two of the proton torpedo launchers are installed in the ship's main fuselage just under the cockpit while the other two are housed on extensions on either side of the dorsal solar collection wing.

Standard protocol deploys the TIE Devastator into flights of four, usually to be escorted by at least two flights of escort TIEs (TIE/ln). Those lucky Imperial commanders that have any TIE Devastators under their command to use them sparingly, saving them ffor only when extensive firepower is required during a starfighter attack.

Craft: Sienar Fleet Systems' TIE DEV/S-B/G
Class: Starfighter
Cost: 300,000 (new), 225,000 (used)
Size: Small (23.4 meters long)
Crew: 3 (Skilled +4)
Passengers: None
Cargo Capacity: 20 metric tons (bomb bay)
Consumables: 5 days
Hyperdrive: x2 (Limited to 3 jumps)
Maximum Speed: Attack
Defense: 21 (+1 size, +10 armor)
Shield Points: 0
Hull Points: 150
DR: 5

Weapon: 2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +9 (+1 size, +4 crew, +4 fire control)
Damage: 4d10x2

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

Weapon: 4 Proton Torpedo Launchers
Fire Arc: Front
Attack Bonus: +13 (+1 size, +4 crew, +8 fire control)
Damage: 9d10x2, 12d10x2 (fire-linked)
Range Modifiers: PB +0 S/M/L n/a

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