Starships D6 / 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
Type: Space superiority fighter
Scale: Starfighter
Length: 9.6 meters
Skill: Starfighter Piloting: TIE Phage
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D
Cargo Capacity: 35 kilograms
Consumables: 1 week
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 4D
Space: 11
Atmosphere: 425; 1,250 kmh
Hull: 4D+1
Shields: 4D+2
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 4/3D+2

Weapons:
2 Double Heavy Laser Cannons
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 5D (6D when fire linked)

4 Laser Cannons
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 3D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2km/2.5 km
- Damage: 4D (6D+2 when fire linked)

Concussion Missile Launcher (6 total)
- Fire Arc: Front
- Skill: Starship Gunnery

Fire Control: 3D
Space Range: 1/3/7
Atmosphereic Range: 50-100/300/700
Damage: 9D

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
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