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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