Starships D20 / TIE Patrol Craft

TIE Patrol Craft

The TIE/pc Patrol Craft was used in limited numbers by Moff Jerr Uhlmann in the Palvar Sector shortly before the return of the clone Emperor Palpatine.

The TIE/pc is in reality a stripped down and modified version of the older TIE/sr Lone Scout-A which was the Empire's standard scout ship for several years. Imperial technicians removed the large sensor array structure off of the top of the craft, increasing both overall speed and maneuverability. Hardpoints on the bent wings were fitted with the laser cannons from TIE Interceptors while the original light laser cannon that was mounted on the chin of the cockpit was replaced with a light ion cannon.

Those TIE/pc in service serve almost the same role as the infamous Skipray blastboat, patrolling the edges of star systems, adding to the picket and/or close support lines in a fleet and even during assaults.

Craft: Delfii StarDrives/Wereling Spaceworks' TIE/pc
Class: Starfighter
Cost: Not available for sale
Size: Small (24 meters long)
Crew: 1 (Skilled +4)
Passengers: None
Cargo Capacity: 50 metric tons
Consumables: 1 week
Hyperdrive: x2 (backup x10)
Maximum Speed: Attack
Defense: 21 (+1 size, +10 armor)
Shield Points: 30
Hull Points: 120
DR: 5

Weapon: 4 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +11 (+1 size, +4 crew, +6 fire control)
Damage: 6d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: Light Ion Cannon
Fire Arc: Front
Attack Bonus: +9 (+1 size, +4 crew, +4 fire control)
Damage: Special
Range Modifiers: PB +0, S -2, M/L n/a

Game Notes: Equipped with repulsorlifts and retractable landing struts.

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