Starships D20 / TIE Bomber Mark 3

TIE Bomber Mark 3

The Yuuzhang Vong invasion route bypassed Bastion, but left the Empire feeling incredibly insecure. To complement the new "Resurgence" class Star Destroyers, a new generation of fighters was needed. All were based on the venerable TIE line. Sienar was quite relieved when they got the orders because it indicated to the leadership of Santhe/Sienar Technologies that they had somewhere to run to if things go too hot in the New Republic. All of these new TIEs were factory equipped with "flicker mode" lasers and "grab-proof" shields.

The TIE Bomber Mk.3 improves on the TIE Bomber in terms of versatility. The Mk.2 added shields, and the Mk.3 adds a Multi-purpose Warhead Launcher borrowed from the TIE Defender design. The TIE Bomber is mainly intended for anti-capital strikes, as the Scimitar and TIE/gt are better suited for ground attack.

Craft: Sienar Fleet Systems TIE Bomber Mk.3
Class: Starfighter
Size: Diminutive (9.6 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 75 kg
Consumables: 2 days
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: 850 km/h (14 squares/action)
Crew: 1 (Skilled +4)
Initiative: +8 (+4 size, +4 crew)
Maneuver: +8 (+4 size, +4 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 30 (DR 5)
Hull Points: 120 (DR 5)
Weapons:

Fire Arc: Front
Attack Bonus: +8 (+4 size, +2 crew, +2 fire control)
Damage: 4d10x2
Range Modifiers:

Fire Arc: Front
Attack Bonus: +9 (+4 size, +2 crew, +3 fire control)
Warhead Types:
Advanced Proton Torpedo

Missil Quality: Good (+15)
Ammunition: 16
Damage: 9d10x2

Heavy Rocket
Missil Quality: Ordinary (+10)
Ammunition: 8
Damage: 10d10x2

Proton Bomb
Missil Quality: Ordinary (+10)
Ammunition: 8
Damage: 11d10x2

Concussion Missile
Missil Quality: Ordinary (+10)
Ammunition: 14
Damage: 7d10x2

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