



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. Siemar was quite relieved when they got the orders because it indicated to the leadership of Santhe/Siemar 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: Siemar 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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