Starships D20 / TIE Interceptor Mark 4

TIE Interceptor Mark 4

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 All of these new TIEs were factory equipped with "flicker mode" lasers and "grab-proof" sheilds. They had somewhere to run to if things go too hot in the New Republic.

The TIE Interceptor Mk.4 is probably the last version of the this starfighter that will ever be produced. Increased speed was added to the Mk.3, and the Mk.4 adds a new Defender-derived solar wings that carry microthrusters to increase maneuverability.

Craft: Sienar Fleet Systems TIE Interceptor Mk.4
Class: Starfighter
Size: Diminutive (9.8 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 75 kg
Consumables: 2 days
Cost: Not available for sale
Maximum Speed In Space: Ramming (11 squares/action)
Atmospheric Speed: 1,300 km/h (22 squares/action)
Crew: 1 (Very Skilled +6)
Initiative: +10 (+4 size, +6 crew)
Maneuver: +10 (+4 size, +6 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 60 (DR 5)
Hull Points: 90 (DR 5)
Weapons:
  Four Laser Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +10 (+4 size, +3 crew, +3 fire control)
    Damage: 6d10x2
    Range Modifiers: PB/S +0, M/L n/a

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