Starships D20 / TIE Skirmisher

TIE Skirmisher

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 Skirmisher was the only entirely new design in this batch. It has a cylindrical fuselage with pylons projecting from the top, right, bottom, and left. The solar array wing is a ring attached to the fusilage by the pylons. The fusilage projects beyond the solar ring at the front and back to improve manueverability and visibility from the cockpit. Each pylon carries a Double Laser Cannon.

The TIE Skirmisher is designed to replace all remaining TIE/ln, I-7 Howlrunner, and A-9 Vigilance starfighters. It has a low cruising speed, but phenominal maneuverability. It also uses the SLAM technology originally developed by Cygnus Spaceworks for its Missile Boat to achieve incredible sprint accelerations. Its powerful array of lasers means that if a Skirmisher can get behind an enemy, the enemy is toast.

Craft: Sienar Fleet Systems TIE Skirmisher
Class: Starfighter
Size: Diminutive (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: 1,500 km/h (26 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: 120 (DR 5)
Hull Points: 60 (DR 5)
* When SLAM system is activated, speed is doubled, but maneuver is reduced by -5. The system has a maximum endurance of 4 turns.

Weapons:
Four Double Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +9 (+4 size, +2 crew, +3 fire control)
Damage: 10d10x2
Range Modifiers: PB/S +0, M/L n/a

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