Starships D20 / TIE/D Mark 2

TIE/D Mark 2

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/d Mk.2 makes only very slight improvements on the original TIE/d. However, one of these improvements is an immense ability to learn. This makes a veteran TIE/d Mk.2 a very challenging adversary and wise captains update all of their TIE/d Mk.2s with the memory of their most skilled droid.

Craft: Sienar Fleet Systems TIE/d Mk.2
Class: Starfighter
Size: Diminutive (6.1 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: None
Consumables: 1 day
Cost: 170,000 credits
Maximum Speed In Space: Ramming (11 squares/action)
Atmospheric Speed: 1,300 km/h (24 squares/action)
Crew: n/a (Normal +2)
Initiative: +6 (+4 size, +2 crew)
Maneuver: +6 (+4 size, +2 crew)
Defense: 24 (+4 size, +10 armor)
Shield Points: 0
Hull Points: 90 (DR 5)
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +6 (+4 size, +2 fire control)
Damage: 5d10x2
Range Modifiers: PB/S +0, M/L n/a
Note: The TIE/d Mk.2 uses advanced learning software to improve +1 in maneuver for every hour of flight time.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Matthew Kubinec,OverLord, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.