Starships D20 / TIE/rc Mark 3

TIE/rc 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 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/rc Mk.3 uses a TIE Interceptor Mk.4 frame to mount enhanced sensors and engines. This speed demon is used as an airbourne scout by the Imperial Army. Its weapons are purposefully kept light to leave more space for sensor and keep it fast and maneuverable.

Craft: Sienar Fleet Systems TIE/rc Mk.3
Class: Starfighter
Size: Diminutive (9.8 m long)
Hyperdrive: None
Passangers: None
Cargo Capacity: 65 kg
Consumables: 2 days
Cost: Not available for sale
Maximum Speed In Space: Ramming (12 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:
  Two Laser Cannons (fire-linked)
    Fire Arc: Front
    Attack Bonus: +9 (+4 size, +3 crew, +2 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S +0, M/L n/a

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