Starships D6 / TIE/gs Ground Support Fighte

TIE/gs Ground Support Fighter

The TIE/gs was designed by a joint Imperial Army-Navy team. All the flight controls are the same as the standard TIE but the light lasers' and grenade launchers' fire control systems are the stock Army variety. It is able to support the Imperial Army's advances with it anti-vehicle laser and antipersonnel grenade launcher. The speed it has is greater than most airspeeders, allowing it to dig out entrenched rebels with ease.

Craft: Sienar Fleet Systems TIE/gs
Type: Ground support starfighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D+1, missile weapons 4D+1, vehicle blasters 4D+1
Cargo Capacity: 35 kilograms
Consumables: 1 day
Manueverability: 2D
Space: 9
Atmosphere: 400; 1,150 kmh
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 60/2D
- Focus: 5/3D+2

Weapons:
Laser Cannon
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-3/12/25
- Atmosphere Range: 100-300/1.2/2.5 km
- Damage: 4D

2 Light Laser Cannons
- Fire Arc: Ventral turret
- Scale: Speeder
- Skill: Vehicle blasters
- Fire Control: 3D
- Atmosphere Range:50-300/500/1 km
- Damage: 4D+1

Concussion Grenade Launcher
- Fire Arc: Ventral turret

Scale: Speeder
Skill: Missile weapons
Ammo: 18 grenades (12 extra rounds can be held in cargo hold)
Fire Control: 1D
Atmosphere Range: 10-50/100/250
Blast Radius: 0-5/10/20
Damage: 5D/3D/1D

Special Systems: Terrain following Autopilot: usually, the autopilot is programmed to fly straight and level so the pilot can focus his attention on killing things. Casuatlies soared as TIE after TIE flew into the side of a cliff, building, mountain or other convienient obstacle. the terrain following system lets the pilot ste in a certain altitude, and the TIE will maintain that height. It still flies in a straight line, but can be programmed with simple turns.

Difficulty:Easy
Each Turn:+3
Each Extreme Turn:+11

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