



# Starships D6 / TIE Phage

## TIE Phage

The TIE Phage was a failed production run that was never introduced into the Imperial Navy due to the downfall of the Empire after the death of Palpatine.

Craft: Sienar Fleet Systems' TIE/PG Phage: Type IA

Type: Space superiority fighter

Scale: Starfighter

Length: 9.6 meters

Skill: Starfighter Piloting: TIE Phage

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 4D

Cargo Capacity: 35 kilograms

Consumables: 1 week

Hyperdrive Multiplier: x1

Nav Computer: Yes

Maneuverability: 4D

Space: 11

Atmosphere: 425; 1,250 kmh

Hull: 4D+1

Shields: 4D+2

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 Double Heavy Laser Cannons

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: 5D (6D when fire linked)

4 Laser Cannons

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2km/2.5 km

Damage: 4D (6D+2 when fire linked)

Concussion Missile Launcher (6 total)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 9D

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All text and stats by Ryan Matheny, HTML and logos done by FreddyB

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