

## Starships D20 / TIE Landing Craft

## **TIE Landing Craft**

The TIE/Ic was a limited production variant of the TIE Bomber that was designed to transport a squad of troopers from ship-to-surface. It is essentially no more than a stock TIE Bomber with an extremely cramped passenger pod attached to the underside with retractable landing struts on the bottom. The standard hull armor was slighty reduced making the ship a bit lighter to counteract the added weight of the passenger pod.

The passenger pod is extremely cramped and has no extra room for anything other than the eight soldiers and whatever they can carry. The ordnance pod was replaced by an extra cargo pod that can store supplies, weapons, and whatever else the troopers may need upon landing. In the event of an emergency, the underside passenger pod may be detached by detonating a series of small explosives. This is usually done after the ship has taken a fatal hit (assuming that the pilot is still alive).

The TIE/Ic was deployed to a handful of commands in small numbers, usually one on board a Star Destroyer that usually replaced a light transport or the standard TIE/sh.

Era Introduced: Shortly before the Battle of Hoth

Craft: Sienar Fleet Systems' TIE/Ic Landing Craft

Class: Starfighter

Cost: 145,000 (new), 67,000 (used) Size: Diminutive (7.8 meters long)

Crew: 1 (Skilled +4)
Passengers: None

Cargo Capacity: 17 metric tons

Consumables: 1 day Hyperdrive: None

Maximum Speed: Attack

Defense: 24 (+4 size, +10 armor)

Shield Points: 0 Hull Points: 110

DR: 5

Weapon: 2 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +12 (+4 size, +4 crew, +4 fire control)

Damage: 3d10x2

Range Modifiers: PB +0, S -2, M/L n/a

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, 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.