



# Starships D20 / TIE Patrol Craft

## TIE Patrol Craft

The TIE/pc Patrol Craft was used in limited numbers by Moff Jerr Uhlmann in the Palvar Sector shortly before the return of the clone Emperor Palpatine.

The TIE/pc is in reality a stripped down and modified version of the older TIE/sr Lone Scout-A which was the Empire's standard scout ship for several years. Imperial technicians removed the large sensor array structure off of the top of the craft, increasing both overall speed and maneuverability. Hardpoints on the bent wings were fitted with the laser cannons from TIE Interceptors while the original light laser cannon that was mounted on the chin of the cockpit was replaced with a light ion cannon.

Those TIE/pc in service serve almost the same role as the infamous Skipray blastboat, patrolling the edges of star systems, adding to the picket and/or close support lines in a fleet and even during assaults.

Craft: Delfii StarDrives/Wereling Spaceworks' TIE/pc

Class: Starfighter

Cost: Not available for sale

Size: Small (24 meters long)

Crew: 1 (Skilled +4)

Passengers: None

Cargo Capacity: 50 metric tons

Consumables: 1 week

Hyperdrive: x2 (backup x10)

Maximum Speed: Attack

Defense: 21 (+1 size, +10 armor)

Shield Points: 30

Hull Points: 120

DR: 5

Weapon: 4 Laser Cannons (fire-linked)

Fire Arc: Front

Attack Bonus: +11 (+1 size, +4 crew, +6 fire control)

Damage: 6d10x2

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

Weapon: Light Ion Cannon

Fire Arc: Front

Attack Bonus: +9 (+1 size, +4 crew, +4 fire control)

Damage: Special

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

Game Notes: Equipped with repulsorlifts and retractable landing struts.

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