

## 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 its 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

Maneuverability: 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 convenient 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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