

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 Class: Starfighter Size: Diminutive (6.3 m long) Hyperdrive: None Passangers: None Cargo Capacity: 35 kg Consumables: 1 day Cost: Not available for sale Maximum Speed In Space: Ramming (10 squares/action) Atmospheric Speed: 1,150 km/h (19 squares/action) Crew: 1 (Skilled +4) Initiative: +8 (+4 size, +4 crew) Maneuver: +8 (+4 size, +4 crew) Defense: 24 (+4 size, +10 armor) Shield Points: 0 Hull Points: 90 (DR 5) Weapons: Laser Cannon Fire Arc: Front Attack Bonus: +8 (+4 size, +2 crew, +2 fire control) Damage: 4d10x2 Range Modifiers: PB/S +0, M/L n/a 2 Light Laser Cannons Fire Arc: Ventral turret Attack Bonus: +9 (+4 size, +2 crew, +3 fire control) Damage: 4d8 Range Increments: 100 m **Concussion Grenade Launcher** Fire Arc: Ventral turret Attack Bonus: +7 (+4 size, +12crew, +1 fire control) Damage: 5d8

Range Increments: 25 m (20 m)

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.

DC 8 Each Turn: +2 Each Extreme Turn: +7

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