

Name: Tie

Scout

Type: Sienar Fleet Systems Lone Scout B

Scale: Starfighter

Length: 24 Meters

Skill: Space Transports - Lone Scout

Crew: 1 + 1 Gunner

Crew Skill: Space Transports 5D, Starship

Gunnery 4D+2, Starship Shields 3D,

Sensors 4D, Astrogation 4D

Passengers: 12

Consumables: 1 year

Cost: 175,000 (new)

Cargo Capacity: 60 Tons

Hyperdrive Multiplier: X1

Hyperdrive Backup: x 8

Nav Computer: Yes

Space: 7

Atmosphere: 400;1,150kmh

Maneuverability: 2D

Hull: 4D

Shields: 3D



Sensors:

Passive: 35/1D

Scan: 65/2D

Search: 90/3D

Focus: 5/4D

Weapons:

3 Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 1D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Laser Cannon

Fire Arc: Turret

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D
Proton Torpedo Launcher
Fire Arc: Front
Fire Control: 2D
Space: 1/3/7
Atmosphere Range: 30-100/300/700m
Damage: 9D

Description: As the war against the New Republic continued, the Empire found itself getting forced into the far reaches of space, with transit routes between the remnants being blocked by New Republic forces. This meant that the Empire had to map new hyperspace routes, a job they used the old Mu class scouts for, but they weren't really suited. So once again the Empire approached Sienar Fleet Systems for a new vessel, what SFS did was reworked the Lone Scout design, upgrading it from civilian to military with more powerful weapons, sensors and engines. This suited the Empire perfectly, and they started to phase out the Mu class as soon as Tie Scouts became available.

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