

TIE Skirmisher

The Yuuzhang Vong invasion route bypassed Bastion, but left the Empire feeling incredibly insecure. To complement the new "Resurgence" class Star Destroyers, a new generation of fighters was needed. All were based on the venerable TIE line. Sienar was quite relieved when they got the orders because it indicated to the leadership of Santhe/Sienar Technologies that All of these new TIEs were factory equipped with "flicker mode" lasers and "grab-proof" sheilds. They had somewhere to run to if things go too hot in the New Republic.

The TIE Skirmisher was the only entirely new design in this batch. It has a cylindrical fuselage with pylons projecting from the top, right, bottom, and left. The solar array wing is a ring attached to the fusilage by the pylons. The fusilage projects beyond the solar ring at the front and back to improve manueverability and visibility from the cockpit. Each pylon carries a Double Laser Cannon.

The TIE Skirmisher is designed to replace all remaining TIE/In, I-7 Howlrunner, and A-9 Vigilance starfighters. It has a low cruising speed, but phenominal maneuverability. It also uses the SLAM technology originally developed by Cygnus Spaceworks for its Missile Boat to achieve incredible sprint accelerations. Its powerful array of lasers means that if a Skirmisher can get behind an enemy, the enemy is toast.

Craft: Sienar Fleet Systems TIE Skirmisher

Type: Space Superiority Starfighter

Scale: Starfighter

Length: 8 meters

Skill: Starfighter Piloting: TIE

Crew: 1

Crew Skill: Starfighter Piloting 4D+1, Starship Gunnery 4D,
Starship Shields 3D

Cargo Capacity: 75 kilograms, .3 cubic meters

Consumables: 2 days

Maneuverability: 5D *

Space: 10 *

Atmosphere: 515; 1,500 kmh

Hull: 2D

Shields: 4D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

Four Double Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 10D

* When SLAM system is activated, speed is doubled, but maneuverability is reduced to 1D. The system has a maximum endurance of 4 turns.

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