

Name: Sie

Courier

Type: Sienar Fleet Systems Single Ion Engine

Courier

Scale: Starfighter

Length: 28.2m

Skill: Starfighter Piloting - Sie Courier

Crew: 1

Crew Skill: Space Transports 5D, Starship

Gunnery 3D, Starship Shields 4D+2

Passengers: 2

Consumables: 2 Weeks

Cost: 125,000

Cargo Capacity: 40 Tonnes

Hyperdrive Multiplier: x1

Hyperdrive Backup: N/A

Nav Computer: Yes

Space: 8

Atmosphere: 365;1050kmh

Maneuverability: 2D+1

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

3 Laser Cannons (firelinked)

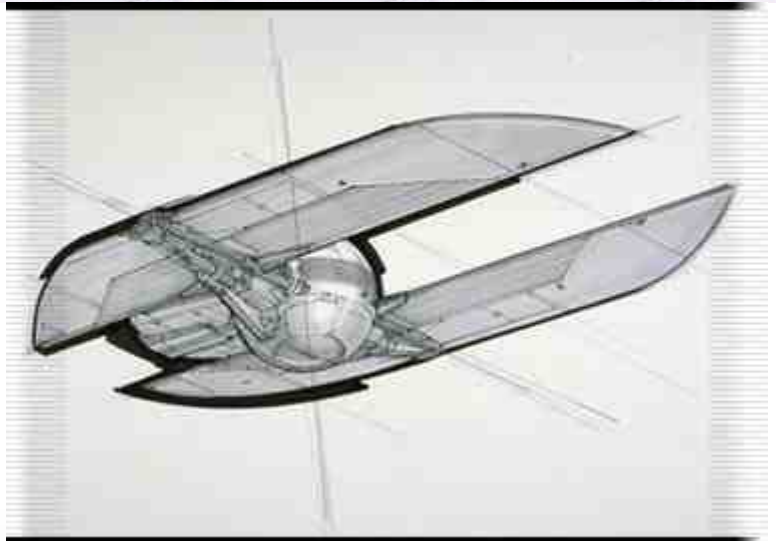
Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D



Description: After the Empire restricted use of the Holonet to official use only, it became a prime target for the newly established Rebel Alliance since destruction of segments of it disrupted Imperial operations. This meant that the Empire had to create a method of transmitting messages to worlds which had lost Holonet access due to sabotage and Rebel attack, for this purpose they began using courier ships as those without access to the Holonet had done during the reign of the Old Republic. For a short time the

Empire started reintroducing the Star Courier class of courier ship, however the unarmed status of this vessel made it a prime target for Rebel attack, so Sienar introduced an armed version of the vessel. The Sie Courier uses developments of the Tie series of ships as well as some elements of the Star Courier, resulting in a fast and manueverable vessel which can make good of itself in skimishes. These ships are also sold on the open market and make good, if small, cargo vessels.

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