

Name: Tie

Vampire Mk2

Type: Sienar Fleet Systems/ShiCon

Dynamics Tie Vampire Mk2 Starfighter

Scale: Starfighter

Length: 7.1 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+2

Consumables: 1 Day

Cargo Capacity: 25 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 12

Atmosphere: 450;1250kmh

Maneuverability: 3D+1

Hull: 3D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 65/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

10 * Concussion Missiles

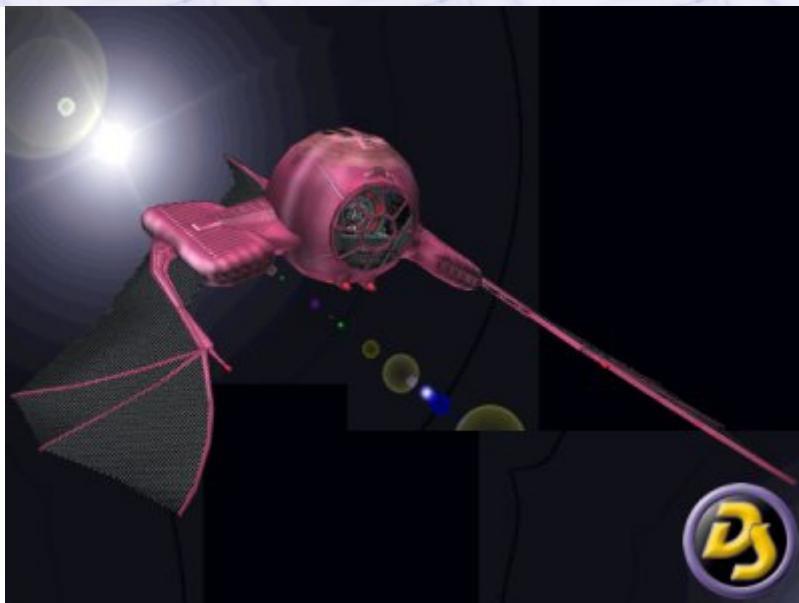
Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D



Description: The TIE Vampire MkII is an advanced version of the TIE Vampire which is fitted with a new prototype of stealth plating known by the codename "cold skin". Like a 'real' vampire that has neither measurable body temperature nor a reflection, this new technology hides the ship from both visual and biothermal scanners (adding 2 levels to the difficulty of detecting this fighter). The drive is slightly enhanced and the already impressive weaponry remains untouched, leaving the TIE Vampire Mk2 an extremely potent vessel which has been bought in small numbers and will possibly replace the more expensive and less effective TIE Phantom. The red coating on the hull makes the Mk2 distinctive from more standard designs of TIE Fighter, and makes it easily recognisable and easy to distinguish from the Mk1 version of this design.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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