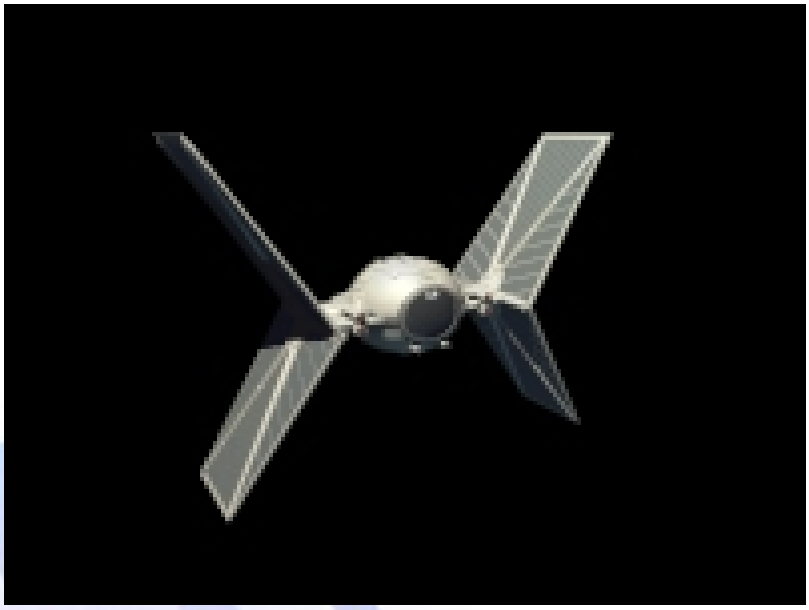
Starships D6 / Sienar Fleet Systems Tie/Ae



Name: Sienar Fleet Systems Tie/Ae
Type: Atmospheric Superiority Fighter
Scale: Starfighter
Length: 6.4 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D
Consumables: 2 Days
Cargo Capacity: 25 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: No
Space: 9
Atmosphere: 435;1250kmh
Maneuverability: 1D (4D in atmosphere)
Hull: 3D
Shields: 2D
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 4/3D+2

Cloaking Device : No

Weapons:
- 2 Medium Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D

Description: The Tie fighter is as it was designed a Space Superiority Fighter, but was relied upon by the Galactic Empire to control the airspace around planets as well, a job it was not designed for and performed poorly at. The Tie/Ae was designed to excel at this particular role, although this came at the expence of some of its performance in space. The twin Ion engines are tweaked for atmospheric performance but work less efficiently in space, the solar panels are shaped more like traditional atmospheric aircrafts wings. The fighter itself has the more heavily armoured body of the Tie Interceptor, and has been upgraded to have shields as well, the wings are strengthened and allow the fighter to land on conventional landing pads rather than just the racks that Tie/ln and Tie Interceptors require. These improvements make the Tie/Ae ideal for planet based squadrons, with these fighters based on grounds bases and more conventional Tie Fighters based on planetary

defence platorms to give each world complete and efficient fighter protection.

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