

Name:

Sienar Fleet Systems TIE Interceptor-S

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+2

Consumables: 2 Days

Cargo Capacity: 55 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 11

Atmosphere: 435;1250kmh

Maneuverability: 3D+2

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Cloaking Device : No

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D



Description: The Tie Interceptor is fine fighter in its own right, but while the Galactic Empire was ungrading the Tie/In similar modifications were done to the Tie Interceptor. The chin mounted laser cannons that are part of the standard Tie command pod were removed and replaced with a shield generator and boosted power generation systems, this allowed the Tie Interceptor to become more rugged and damage resistant.

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