

## Starships D6 / Sienar Fleet Systems Tie

Name: Sienar Fleet Systems Tie/In-S

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.3 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: 10

Atmosphere: 415;1200kmh

Maneuverability: 2D

Hull: 2D

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 has had long service with the Galactic Empire, but after the Battle of Endor they could no longer afford to treat these fighters as disposable. The standard Tie/In was improved with a

series of modifications that could be performed by Imperial Technicians as part of the normal maintainance routine, instead of recalling all of the fighters for modification. The power generator was replaced by a more powerful model, and a sheild generator was installed using the extra energy produced, and the sensors and fire control software was upgraded to the same as that used in the Tie Interceptor. These improvements have greatly increased the Tie/In ability to handle damage, with the only the loss of some of the already small cargo capacity.

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