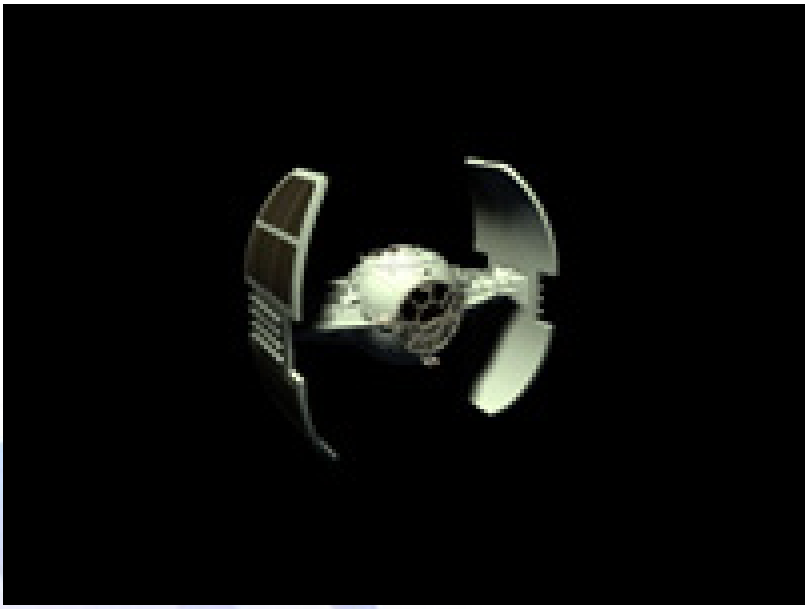
Starships D6 / Sienar Republic Systems Twin



Name: Sienar Republic Systems Twin Ion Engine (T.I.E) Fighter
Type: Space Superiority Fighter
Scale: Starfighter
Length: 6.5 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D
Consumables: 2 Days
Cargo Capacity: 100 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: No
Space: 8
Atmosphere: 365;1050kmh
Maneuverability: 1D
Hull: 3D
Sensors:
- Passive: 20/0D
- Scan: 35/1D
- Search: 40/2D
- Focus: 2/3D

Cloaking Device : No

Weapons:
- Laser Cannon
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 4D

Description: This is the original TIE fighter, that formed the basis for all of the designs the Galactic Empire would eventually use. Designed in the days when the Emperors New Order was just beginning to take control of the Republic, the TIE was sold on the open market unlike its decendants. The orignal features a more rugged hull than the later Tie fighters, but is slower and less manueverable, it also only has a single laser cannon mounted on the chin of the command pod. Although no longer in use by the Empire, the TIE is still used by some companies and pirate groups, but is uncommon even there.

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