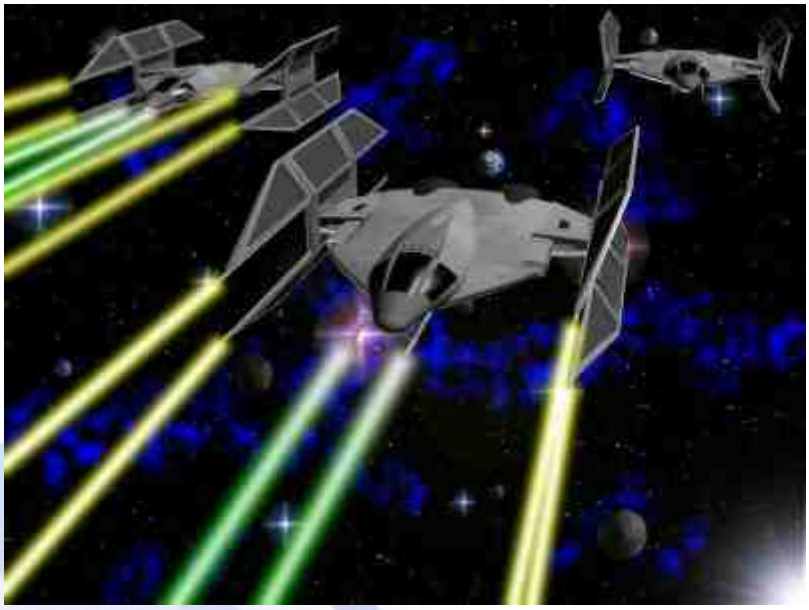
Starships D6 / Sienar Fleet Systems Twin Ion



Name: Tie Assault Shuttle (TAS)
Type: Sienar Fleet Systems Twin Ion Engine Assault Shuttle
Scale: Starfighter
Length: 12.2 Meters
Skill: Starfighter Piloting - TAS
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D
Passengers: 2
Consumables: 2 Weeks
Cargo Capacity: 500 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Limited to two jumps
Space: 7
Atmosphere: 275; 800kmh
Maneuverability: 1D+2
Hull: 4D
Shields: 3D
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 4/3D+2

Weapons:
- 4 Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 2D+2
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 7D
- 2 Ion Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 2D+2
  - Space: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6km
  - Damage: 5D

Description: The Twin Ion Engine Assault Shuttle is a newer design from Sienar breaking away from the smaller fighter designs which have been so common throughout the Empire. The Assault Shuttle is a larger design which can carry 3 people, often being equipped with an AstroMech if the ships limited ability to store hyperspace co-ordinates is inadequate, and sometimes being fitted

with auxilary weapon controls so that a gunner can aid the pilot in combat. This allows the vessel to serve as a fairly efficient gunship and combat vessel, and although it is slower than most other TIE designs, the fact it can carry passengers and be easily modified to different roles has made it popular with Imperial commanders who can fit the vessel to a variety of mission profiles and roles. However the ships poor performance in combat in comparision to other new Tie designs such as the Tie Defender and Tie Phantom has doomed this flexible and well designed vessel to a short production run.

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