Starships D6 / Sienar Fleet Systems TIE Prote



Name: TIE Protector
Type: Sienar Fleet Systems TIE Protector
Scale: Starfighter
Length: 7.2 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1
Consumables: 2 Days
Cargo Capacity: 100 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: NA
Space: 12
Atmosphere: 450;1300kmh
Maneuverability: 3D+1
Hull: 3D
Shields: 2D
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: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D

Description: While the Tie Defender was an extremely powerful and effective fighter, it was also extremely expensive to produce and maintain, this led to its limited production and distribution to only elite squadrons. However in their search for a more advanced vessel to replace the Tie Interceptor, Sienar designers stripped down the design to the basics to produce the Tie Protector. Still extremely manueverable and lightning fast, the Tie Protector sheds the hyperdrive and varied weaponry of the Defender, to create a far cheaper but still very effective fighter. Although popular on initial tests, the Protector was produced in very few numbers due to the fragmentation of the Empire after the death of Emperor Palpatine at the Battle of Endor. While this meant that most of the Imperial remenants were forced to use older equipment, a few could still afford the latest ships and equipment, making the Protector common in some far flung quarters of the galaxy.

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