

Starships D6 / Sienar Fleet Systems T

Name: Tie Scout
Type: Sienar Fleet Systems Lone Scout B
Scale: Starfighter
Length: 24 Meters
Skill: Space Transports - Lone Scout
Crew: 1 + 1 Gunner
Crew Skill: Space Transports 5D, Starship
Gunnery 4D+2, Starship Shields 3D, Sensors
4D, Astrogration 4D
Passengers: 12
Consumables: 1 year
Cost: 175,000 (new)
Cargo Capacity: 60 Tons
Hyperdrive Multiplier: X1
Hyperdrive Backup: x 8
Nav Computer: Yes
Space: 7
Atmosphere: 400;1,150kmh
Maneuverability: 2D
Hull: 4D
Shields: 3D



Sensors:

Passive: 35/1D
Scan: 65/2D
Search: 90/3D
Focus: 5/4D

Weapons:

3 Laser Cannons (Fire-Linked)
Fire Arc: Front
Fire Control: 1D
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 6D
Laser Cannon
Fire Arc: Turret

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Proton Torpedo Launcher

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 30-100/300/700m

Damage: 9D

Description: As the war against the New Republic continued, the Empire found itself getting forced into the far reaches of space, with transit routes between the remnants being blocked by New Republic forces. This meant that the Empire had to map new hyperspace routes, a job they used the old Mu class scouts for, but they weren't really suited. So once again the Empire approached Sienar Fleet Systems for a new vessel, what SFS did was reworked the Lone Scout design, upgrading it from civilian to military with more powerful weapons, sensors and engines. This suited the Empire perfectly, and they started to phase out the Mu class as soon as Tie Scouts became available.

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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