Starships D6 / Sienar Fleet Systems TIE Sprin



Name: Tie Sprint
Type: Sienar Fleet Systems TIE Sprint Interceptor
Scale: Starfighter
Length: 7.3 Meters
Skill: Starfighter Piloting - Sprint
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D
Consumables: 3 Days
Cargo Capacity: 60 Kg
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Limited to 3 Jumps
Space: 14
Atmosphere: 700; 1600kmh
Maneuverability: 3D
Hull: 2D
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 40/1D
- Search: 60/2D
- Focus: 2/3D

Weapons:
- 3 * Laser Cannon
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-5/15/25
  - Atmosphere Range: 100-500/1.5/2.5km
  - Damage: 7D

Description: The Tie Sprint is a late design from Sienar introduced after the alliance with the Sith was formed, the old Tie Interceptor was considered to be aging and weak, so the Sprint was designed. However by this time the Empire was much weakened and the fresh research and design they had done in the past was beyond them, so the design for the Tie Cluster Inspection Shuttle was used and improved into the Tie Sprint. Although not overwhelmingly well armed, the Tie Sprint can still easily hold its own in combat, which its incredible speed also helps it with, but the slow hyperdrive and weak hull and shields means that the Tie Sprint is still no where near a match for Republic vessels such as the X-Wing. But given all of its disadvantages, the Tie Sprint is still cheap to manufacture, uses stock parts, and excels in its role as an interceptor so much that the Empire has indeed started to replace its older Tie Interceptor fleet with newer Tie Sprints.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is by unknown, copyright resides with the artist.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.