

Starships D6 / Sienar Fleet Systems/S

Name: Tie Vampire Mk1

Type: Sienar Fleet Systems/ShiCon

Dynamics Tie Vampire Mk1 Starfighter

Scale: Starfighter

Length: 7.1 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+2

Consumables: 1 Day

Cargo Capacity: 55 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 11

Atmosphere: 435;1200kmh

Maneuverability: 3D+1

Hull: 3D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 65/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

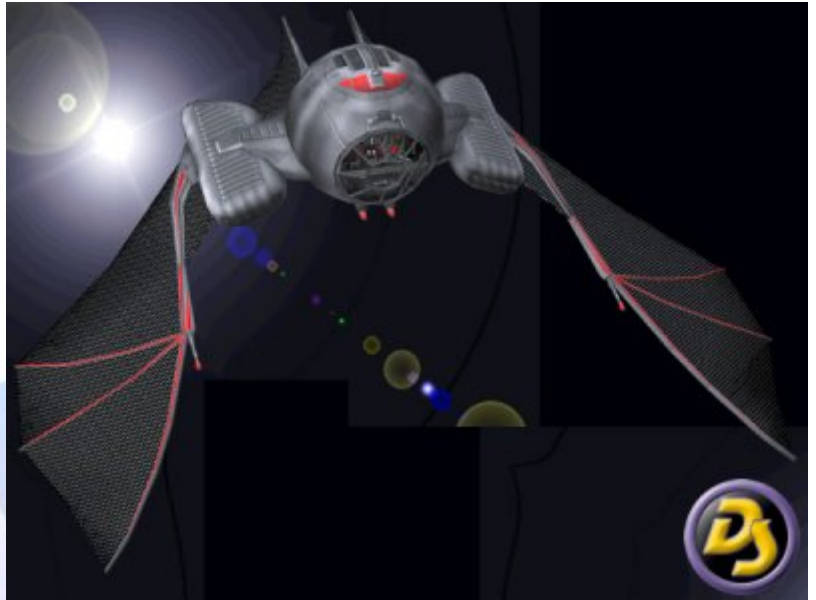
10 * Concussion Missiles

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m



Damage: 7D

Description: The TIE Vampire is the first ship that was built in collaboration between Siemar Fleet Systems and the relatively young company ShiCon Dynamics. Fast, agile and well balanced it is an excellent multi-role fighter. Due to its high costs, it's only reserved for the best fighter squadrons and thus has gained the reputation of being an elite fighter. The design has garnered some criticism for attempting to bring fear in such a blatant way to its opponents, which it does against some primitive enemies, although Republic pilots have a number of jokes about this design. The Mk1 Tie Vampire was only produced in small numbers since it was almost immediately replaced by the Mk2 version of the fighter.

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

Text based on work by ["The Blue Phantom Project"](#) extended by FreddyB. Image is by ["The Blue Phantom Project"](#) and [Darksabers Opt Site](#), copyright resides with them.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).

