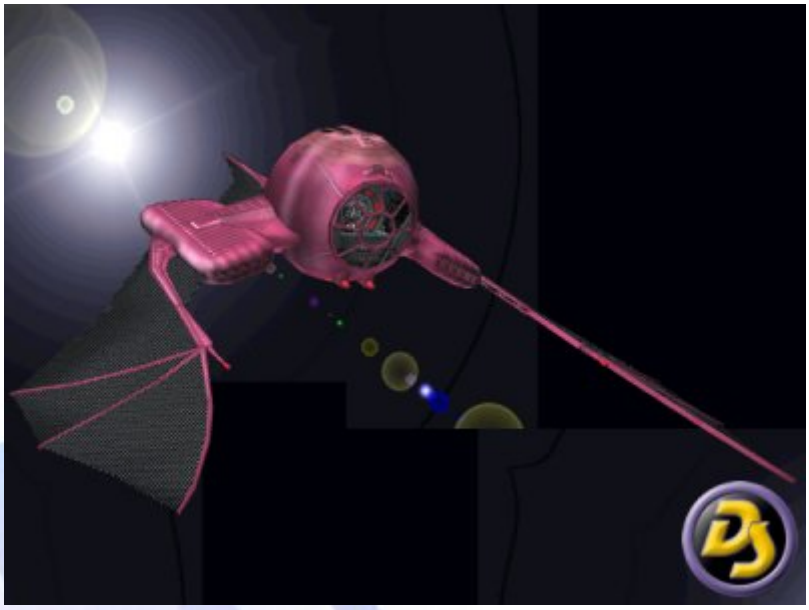
Starships D6 / Sienar Fleet Systems/ShiCon D



Name: Tie Vampire Mk2
Type: Sienar Fleet Systems/ShiCon Dynamics Tie Vampire Mk2 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: 25 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: No
Space: 12
Atmosphere: 450;1250kmh
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 MkII is an advanced version of the TIE Vampire which is fitted with a new prototype of stealth plating known by the codename "cold skin". Like a 'real' vampire that has neither measurable body temperature nor a reflection, this new technology hides the ship from both visual and biothermical scanners (adding 2 levels to the difficulty of detecting this fighter). The drive is slightly enhanced and the already impressive weaponry remains untouched, leaving the TIE

Vampire Mk2 an extremely potent vessel which has been bought in small numbers and will possibly replace the more expensive and less effective TIE Phantom. The red coating on the hull makes the Mk2 distinctive from more standard designs of TIE Fighter, and makes it easily recognisable and easy to distinguish from the Mk1 version of this design.

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