



## Starships D6 / TIE Interceptor Mark 4

### TIE Interceptor Mark 4

The Yuuzhang Vong invasion route bypassed Bastion, but left the Empire feeling incredibly insecure. To complement the new "Resurgence" class Star Destroyers, a new generation of fighters was needed. All were based on the venerable TIE line. Sienar was quite relieved when they got the orders because it indicated to the leadership of Santhe/Sienar Technologies that All of these new TIEs were factory equipped with "flicker mode" lasers and "grab-proof" sheilds. They had somewhere to run to if things go too hot in the New Republic.

The TIE Interceptor Mk.4 is probably the last version of the this starfighter that will ever be produced. Increased speed was added to the Mk.3, and the Mk.4 adds a new Defender-derived solar wings that carry microthrusters to increase maneuverability.

Craft: Sienar Fleet Systems TIE Interceptor Mk.4

Type: Space Superiority Starfighter

Scale: Starfighter

Length: 9.8 meters

Skill: Starfighter Piloting: TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2,  
Starship Shields 3D

Cargo Capacity: 75 kilograms, .3 cubic meters

Consumables: 2 days

Maneuverability: 4D

Space: 12

Atmosphere: 450; 1,300 km/h

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

Four Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3km

Damage: 6D

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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