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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