Starships D6 / TIE Skirmisher

TIE Skirmisher

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 Skirmisher was the only entirely new design in this batch. It has a cylindrical fuselage with pylons projecting from the top, right, bottom, and left. The solar array wing is a ring attached to the fusilage by the pylons. The fusilage projects beyond the solar ring at the front and back to improve manueverability and visibility from the cockpit. Each pylon carries a Double Laser Cannon.

The TIE Skirmisher is designed to replace all remaining TIE/ln, I-7 Howlrunner, and A-9 Vigilance starfighters. It has a low cruising speed, but phenominal maneuverability. It also uses the SLAM technology originally developed by Cygnus Spaceworks for its Missile Boat to achieve incredible sprint accelerations. Its powerful array of lasers means that if a Skirmisher can get behind an enemy, the enemy is toast.

Craft: Sienar Fleet Systems TIE Skirmisher
Type: Space Superiority Starfighter
Scale: Starfighter
Length: 8 meters
Skill: Starfighter Piloting: TIE
Crew: 1
Crew Skill: Starfighter Piloting 4D+1, Starship Gunnery 4D,
Starship Shields 3D
Cargo Capacity: 75 kilograms, .3 cubic meters
Consumables: 2 days
Maneuverability: 5D *
Space: 10 *
Atmosphere: 515; 1,500 kmh
Hull: 2D
Shields: 4D
Sensors:
Passive: 25/1D
Scan: 40/2D

Search: 60/3D
Focus: 4/3D+2

Weapons:

Four Double 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: 10D

* When SLAM system is activated, speed is doubled, but maneuverability is reduced to 1D. The system has a maximum endurance of 4 turns.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Matthew Kubinec,OverLord, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.