Starships D6 / TIE/D Mark 2

TIE/D Mark 2

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 they had somewhere to run to if things go too hot in the New Republic. All of these new TIEs were factory equipped with "flicker mode" lasers and "grab-proof" shields.

The TIE/d Mk.2 makes only very slight improvements on the original TIE/d. However, one of these improvements is an immense ability to learn. This makes a veteran TIE/d Mk.2 a very challenging adversary and wise captains update all of their TIE/d Mk.2s with the memory of their most skilled droid.

Craft: Sienar Fleet Systems TIE/d Mk.2
Type: Automated Droid Starfighter
Scale: Starfighter
Length: 6.1 meters
Crew: None (fully automated droid brain)
Consumables: 1 day
Cost: 170,000 credits
Maneuverability: 2D+1
Space: 10
Atmosphere: 450; 1,300 kmh
Hull: 3D
Sensors:
- Passive: 20/1D
- Scan: 25/1D+2
- Search: 40/2D
- Focus: 2/3D

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 2D
- Space Range: 1-5/15/30
- Atmosphere Range: 100-500/1.5/3km
- Damage: 5D

Droid Brain

DEXTERITY 1D

KNOWLEDGE 1D
MECHANICAL 1D
Starfighter piloting 3D+2
Sensors 3D
Starship Gunnery 3D+1
PERCEPTION 1D
Search 4D
TECHNICAL 1D

Note: The TIE/d Mk.2 uses advanced learning software to improve +1 in each skill for every hour of flight time.

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