



## 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.

---

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](#).