Starships D6 / TIE/rc Mark 3

TIE/rc Mark 3

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/rc Mk.3 uses a TIE Interceptor Mk.4 frame to mount enhanced sensors and engines. This speed demon is used as an airbourne scout by the Imperial Army. Its weapons are purposefully kept light to leave more space for sensor and keep it fast and maneuverable.

Craft: Sienar Fleet Systems TIE/rc Mk.3
Type: Reconnisance Starfighter
Scale: Starfighter
Length: 9.8 meters
Skill: Starfighter Piloting: TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1,
Starship Shields 3D, Sensors 4D
Cargo Capacity: 65 kilograms, .25 cubic meters
Consumables: 2 days
Maneuverability: 4D
Space: 15
Atmosphere: 450; 1,300 km/h
Hull: 3D
Shields: 2D
Sensors:
Passive: 35/1D
Scan: 60/2D
Search: 100/3D
Focus: 3/4D
Weapons:
Two 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

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