Starships D6 / Sienar Fleet Systems TIE/ms

Sienar Fleet Systems TIE/ms

The Sienar Fleet System's TIE Minesweeper design was based upon their rejected design that was too costly, the TIE Avenger. It features the same two four-tipped "dagger" wing design, and the pod is much larger than that of the average TIE fighter. But the TIE/ms serves as a much different role than its cousin, the Avenger: minesweeping.

After the Battle of Yavin, the Imperial Army expressed that they needed a small, agile dedicated minesweeper. Previous minesweepers in Imperial service included a Lambda minesweeping shuttle and the Nebulon minesweeper frigate. The truth was, these craft were only modified of their original craft, and by the time the Empire invested thousands of credits in upgades, they admitted the need for a minesweeping starfighter. The anwser: the TIE/ms.

Probably the most specialized of the TIE starfighters, the TIE/ms works in tandem with the TIE/gt ground targeting craft to preform precision minesweeping when the need arises, by the Imperial Army themselves (they don't like to have to have the Navy get involoved in there missions). Walkers, repulsortanks, and the infantry have saved supplies, vehicles, and most importantly manpower, thanks to their dedicated, versatile TIE Minesweeper.

Craft: Sienar Fleet Systems TIE/ms
Type: Planetary minesweeper
Scale: Starfighter
Length: 6.6 meters
Skill: Starfighter piloting: TIE
Crew Skill: Starfighter piloting 4D+2, starship gunnery 5D, missile weapons 4D
Cargo Capacity: 1 metric ton (bomb bay)
Consumables: 2 days
Cost: 115,000 (new), 60,000 (used)
Maneuverability: 1D (in atmosphere: 2D)
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Sensors:
- Passive: 20/0D
- Scan: 35/1D
- Search: 50/2D
- Focus: 3/3D+2

Weapons:
Laser Cannon

Fire Arc: Ventral turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D

2 MiniMunition Launchers
Fire Arc: Front
Skill: Missile weapons
Fire Control: 2D
Atmosphere Range: None (descent capability only from bomb bay);
can not be launched from space ot into space.
Damage: 3D

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