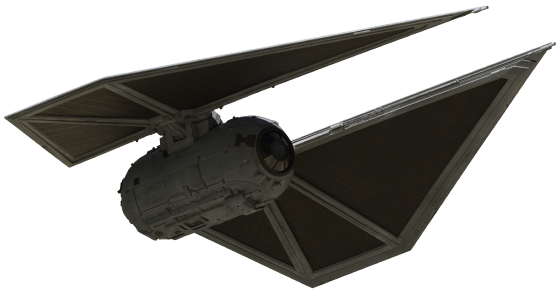
Starships D6 / Sienar Fleet Systems TIE/sk x1



Name: Sienar Fleet Systems TIE/sk x1 experimental air superiority fighter
Type: Space Superiority Fighter
Scale: Starfighter
Length: 17.18 meters
Skill: Starfighter Piloting - TIE
Crew: 1 Pilot + 1 Gunner (optional)
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 6D
Consumables: 1 Day
Cargo Capacity: 15 Kg
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: No
Space: 9
Atmosphere: 500;1,500 kph
Maneuverability: 3D (+1D in atmosphere)
Hull: 2D
Shields: None
Sensors:
- Passive: 20/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 2/3D+2

Weapons:
- Fire-linked L-s9.3 laser cannons (4)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- H-s1 heavy laser cannons (2)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 5D
- Proton bomb chute (1)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 0.03-0.1/0.3/0.7km
  - Damage: 7D

Description: The TIE/sk x1 experimental air superiority fighter, also known as the TIE/sk atmospheric fighter or simply the TIE striker, was a streamlined variant of the TIE line starfighters used by the Galactic Empire, most notably during the Battle of Scarif. Specialized for in-atmosphere missions, the atmospheric fighter was identifiable by its horizontal high-speed wings and large central pod. Largely because of its specialization for such missions, it was one of the few TIE models to be used by the Imperial Army as well as the Imperial Navy.

The TIE striker featured flat, high-speed, pointed wings which were specially designed for in-atmosphere combat. For this reason it was faster than the standard TIE/ln space superiority starfighter. The TIE striker was able to gain additional speed by curling down its wings, engaging from flight mode to attack mode. The atmospheric fighter was heavily armed, sporting four pairs of laser barrels and a proton bomb launcher that was particularly effective against vehicle units, dealing heavy damage over a large area. Although its intended role was as an atmospheric fighter, it could also be used as a starfighter to some extent, and accompany traditional TIE fighters. The TIE striker could be further modified with lightweight frames, thus allowing for an increased speed. The craft was also useful for shifting supplies and personnel from orbit to the planet surface, thanks to a larger central pod.

n large part due to the decommissioning of many clone troopers from the ranks of the Imperial Military, fresh cadets were often utilized for piloting the TIE striker, of which at least one squadron did a fly-by near the then-under construction Death Star.

The TIE striker served the Galactic Empire during the Galactic Civil War, a galaxy-wide conflict in which the Alliance to Restore the Republic waged a rebellion against the Empire to restore democratic rule to the galaxy. The starfighter was utilized for in-atmosphere engagements and the defense of important Imperial bases. In particular, because of the secrecy behind the Imperial security complex on the jungle planet Scarif requiring a vigilant and swift defense force, the TIE pilots stationed there utilized the strikers. The TIE strikers notably defended Scarif during a Rebel attack that was part of the Rebel mission to steal the plans to the Death Star. During the battle, the TIE strikers entered dogfights with various Rebel aligned craft, with some also escorting a TIE Reaper to deliver a squad of death troopers, the personal guards for Director Orson Callan Krennic, to deal with Rogue One.
The TIE striker was still in the service of the Galactic Empire in 5 ABY, as at least one TIE striker was present at the Rothana Imperial Shipyards around the time of the Battle of Jakku. During the battle itself, TIE strikers were utilized on Jakku's surface to combat the New Republic.

Stats by FreddyB, Descriptive Text from WookieePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.