Starships D6 / Sienar Fleet Systems TIE/D De



Name: Sienar Fleet Systems TIE/D Defender
Type: Space Superiority Fighter
Scale: Starfighter
Length: 7.2 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
Consumables: 2 Days
Cargo Capacity: 100 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Limited to four jumps
Space: 12
Atmosphere: 560; 1,680kmh
Manoeuvrability: 3D
Hull: 2D
Shields: 3D
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 4/3D+2

Weapons:
- Heavy laser cannons (8)
  - Fire Arc: Front
  - Fire Control: 4D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- Warhead launchers
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: Missiles 7D / Proton Torpedoes 9D

Components

Weapons: {replaces the above laser cannons}

Standard Sienar L-s1 Laser Cannon: A well balanced weapon with good range. {as above}

Sienar Burst Cannon: Burst cannons, as their name suggests, fire in 3-shot bursts. They lose less damage over longer ranges, making them more reliable over distance. Their general damage per minute, however, remain identical to the standard. Burst cannons are unique to the

fighter class. {Space: 1-5/15/32, Atmosphere Range: 100-500/1.5/3.2km}

Sienar Ion Cannon: Ion cannons are often seen used in conjunction with Onslaught rockets - the ion cannons to remove a target's shields, followed by rockets to finish them off. {Damage: 5D Ion Damage}

Plasburst Laser Cannon: Plasburst weapons are rarely seen due to their low rate of fire and slow charge time. Plasburst lasers also are the only short range weapon on the TIE Fighter. {Space: 1-2/6/12., Atmosphere Range: 100-150/600/1.2km, Damage: 7D, Rate of Fire: 1}

Countermeasures: {Elite Pilots can choose to equip their fighter with one of the below}

Sienar XX-5 Seeker Warheads: Seeker Warheads, or sometimes called "flares", are the most common and flexible anti-missile countermeasure. TIE Fighters are often found turning and manoeuvring, making chaff less useful, and the sensor jammer only has a single use. {When used reduces enemy skill to attack the fighter with Missiles by 3D}

Chaff Particles: Chaff particles is not often used on the TIE Fighter, as in order for it to reach maximum effectiveness, enemy missiles must fly through the static cloud. This cloud can be used to cover capital ships on occasion, but flares are the more popular choice. {When used creates a cloud behind the fighter which reduces all skill with missiles by 3D, but only for weapons fires through the cloud}

Sienar Sensor Jammer: The sensor jammer's short 4 second duration and single use make it not often used. Its biggest benefit is being able to shake missiles at any rate and from any direction. {A single use system, which stops any missile from hitting the fighter}

Sienar Sensor Inverter: The sensor inverter only functions at short range, but can surprise opponents. The sensor inverter hacks the enemy missile in range and sends it back to its launcher. With two charges, it's superior to the sensor jammer in versatility and number of uses. Inverted missiles can be re-inverted by an enemy A-wing. {By making a contested Sensors roll against the Missiles Fire Control (Missile must have Fire Control and not be dumb fired), the pilot can send the missile back towards the vessel that fired it}

Auxiliary: {replaces the above Proton Torpedo weapon with two (left and right) Auxiliary systems}

Sienar Advanced Power System: The advanced power system, when triggered, will provide a moderate overcharge for the system at maximum power. For example, if you need an immediate surge of boost power, simply divert all power to engines and then trigger the APS. It thus functions similarly to the power shunting found on the TIE Fighter, Bomber, and Interceptor, but does not deplete other systems when used. {Can provide a +1D bonus to Damage of Energy Weapons, +1 to Speed, or +1D Shields, lasting one round, and taking 5 rounds to recharge}

Sienar CB-08 Concussion Missile: Concussion missiles are no-frills missiles that simply lock onto and destroy their target. Like other missiles, it can be fired without a lock, usually against a target too slow to dodge it. Concussion missiles hit hard and have decent tracking, but lack the power to be used against capital ships on a regular basis. {Skill: Starship Gunnery: concussion missiles, Fire Control: 3D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 7D, Ammo: 4 missiles, Rate of Fire: 1}

Sienar Anti-Starfighter Missile: The anti-starfighter missile , it's not enough to finish a fighter on its own, but it works well in conjunction with the Interceptor's lasers. {Skill: Starship Gunnery: Anti-Starfighter Missile, Fire Control: 2D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 7D (three warheads per missile), Ammo: 4 missiles}

Sienar XG-9 Cluster Missile: The cluster missile locks onto a single target several times before unloading up to four missiles against it. This missile is best used against hardened targets like TIE bombers and capital ships with their shields down. {Skill: Starship Gunnery: XG-9 Cluster Missile Fire Control: 1D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 5D x 4 (four warheads per missile), Ammo: 3 missiles}

Sienar I-7 Ion Missile: Ion missiles are designed to be used against starfighters, and have half the lock-on time of concussion missiles. They cause minimal damage upon hits, but are strong against shielding. They inflict a stun on the target. Stunned targets continue on their previous trajectory and spin out of control, giving a pilot ample time to finish their opponent. They can be dumbfired and travel much faster than a torpedo, allowing a pilot to quickly hit-and-run capital ship shields or disable subsystems. {Skill: Starship Gunnery: Ion Missile, Fire Control: 3D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 5D Ion Damage, Ammo: 4 missiles, Rate of Fire: 1}

Sienar Seeker Mine: Drops a mine behind you. The mine locks onto and chases any enemy that gets too close. Mines are most effective in narrow corridors where enemies will have to run near them.. {Skill: Starship Gunnery: Seeker Mine, Fire Control: 5D (does not use pilots skill), Space Range: 3, Atmospheric Range: 300m, Damage: 6D, Ammo: 5 mines, mine is dropped behind the fighter, where it follows for up to 1 minutes until another vessel enters it's range, upon which it attacks using only it's Fire Control}

Sienar Onslaught Rockets: Rockets hit hard, but their unguided nature makes it hard to catch mobile enemies with them. Individual rockets don't cause a lot of damage - fire them in large volleys to make the damage stack up against both shielded and unshielded targets. {Skill: Starship Gunnery: Onslaught Rockets, Fire Control: 0D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 8D, Ammo: 12 missiles}

Hull: {One of the below may be selected for specific missions}

Sienar Ferroceramic Hull: The standard hull, with no strengths or weaknesses. {as above}

Sienar Dampener Hull: Increases the amount of time an enemy needs to lock onto you. It is a situational upgrade for fighters, dependent on how often missiles lock onto you. {-1D to enemy Fire Control for Missiles}

Sienar Laminasteel Hull: Reduces incoming missile damage, but increases incoming laser damage. Missiles in general are much rarer to find than lasers, making this a situational upgrade at best. {-1D to hull vs Energy Weapons, +2D to hull vs Missile Weapons}

Sienar Agile Hull: Equip to receive a reduction in maximum health, but receiving improvements to manoeuvrability and acceleration. Fairly useful for brawling and turning fights, though the most powerful technique to use in turning fights is microboosts, not traditional turns. The light hull does not offer any benefits to maximum speed, so this part alone will not help you make hit and run attacks. {-1D to Hull, +2D to Manoeuvrability}

Sienar Deflector Hull: This hull improves the shield capacity of your craft at the expense of health. This hull modification is best used for dogfights where it is possible to retreat and regenerate your shield. The default is preferable in bombing runs as it offers more total health, including shields. {-1D Hull, +2D Shields}

Engines: {One of the below may be selected for specific missions}

Twin Ion Engine: The standard sublight engine with no benefits or drawbacks. {as above}

Unstable Twin Engine: This engine makes you lose a moderate amount of both health, but offers greatly increased acceleration and speed. What really makes this engine stand out, however, is the large explosion you create when you are shot down. Some players use this explosion as an anti-capital ship weapon, hoping to take out the capital ship's turrets when they die. {-1D Hull, +2 Speed, +1D Manoeuvrability, 7D Explosion when destroyed}

Twin Microthrust Engine: This engine decreases maximum speed and acceleration while increasing your manoeuvrability. This makes it decently good for brawling, but the true power of turning fights lies in understanding drifting, not traditional turns. {-1 Speed, +1D Manoeuvrability}

Twin Propulsion Engine: This engine increases acceleration, allowing you to change speeds much faster than normal. This comes at a slight loss to manoeuvrability. This engine does

not increase your maximum speed, only the rate at which you change speed. {+1 Speed, -1D Manoeuvrability}

Twin Thrust Engine: This engine modification provides an increase to maximum speed, but you lose acceleration and mobility. The implications are clear: this engine is for flying very fast in straight lines. Use this engine for high speed passes against enemy targets. {+3 Speed, -2D Manoeuvrability}

Shields: {One of the below may be selected for specific missions}

Standard Sienar Deflector Shield: This shield offers no benefits or drawbacks. {as above}

Sienar Nimble Deflector: Increases shield regeneration, but decreases shield capacity. This shield is good for hit and run attacks - hit the enemy quickly and then leave the battle to let your shields recharge before going in again. {2D of back-up shields. When a die of shield is lost, if the pilot can make an Easy starship shields total, one of the back-up die codes of shields can be brought up to restore the shields}

Sienar Scrambler Shield: An alternative to the Dampener Hull, the scrambler shield offers even longer lock times than the dampener hull {-2D to enemy Fire Control for Missiles}

*Sienar Fortified Deflector:*The Fortified Shield offers a bonus to shield capacity at the cost of shield regeneration. This shield is best used when taking heavy fire to attack a capital ship.{adds +1D to shields, however when the fighter takes any damage at all, this bonus is lost}

Sienar Ray Shield: This shield falls quickly to missiles, but takes less damage than normal from lasers. The biggest threat to this shield are Barrage Rockets. Defeat normal missiles and mines with standard manoeuvres and countermeasures, but switch away to a different loadout when rockets are a factor. {-1D to shields vs Missile Weapons, +1D to shields vs Energy Wepaons}

Description: Based on prototype blueprints, this experimental TIE Defender's systems offer amazing performance to pilots skilled enough to manage them.

The TIE Defender is a variant of the TIE Fighter. The TIE Defender is highly adaptable, featuring extremely powerful shields rivaling that of the Y-wing. The TIE Defender relies heavily on its shields for survival, and can thus fall quickly to ion weapons.

Offensively, the TIE Defender is a mix of the TIE Interceptor and the TIE Fighter's anti-starfighter loadout. Unlike the TIE Fighter, it cannot equip torpedoes, so it fares poorly against capital ships unless you equip Onslaught Rockets. Like the TIE Reaper, the Defender cannot shunt power between engine and weapons. It instead can be equipped with the Advanced Power System, which overcharges whichever subsystem has the most power.

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