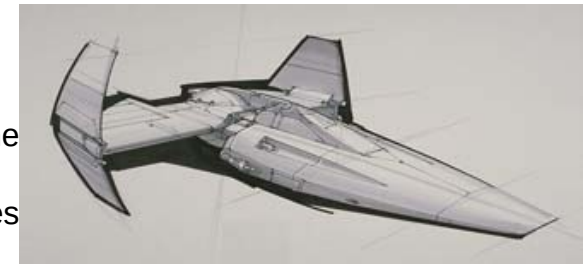
Starships D6 / S.I.E. Fighter



S.I.E. Fighter

Sienar's Single Ion Enginer (SIE) starfighter was one of the final steps
toward the development of the highly successful TIE series of starfighters.

While not overly durable, fast or maneuverable, the SIE was cheap and quite easy to repair and upgrade. Experienced starfighter pilots often times found that it took very little adjustment time to master the flight of the SIE, making it somewhat more appealing as a replacement for aging fighters.

In form, the SIE featured a pair of folding maneuvering fins to aid in atmospheric flight, which were incorporated directly from Sienar's armed courier. The fuselage extending past these fins contained the cockpit and mounts for the laser and ion cannons. A small sensor array was mounted directly behind the cockpit on the aft end of the vessel.

The SIE saw very limited production past the initial prototypes. They were on Sienar's productions lines for only a year and the majority of those were sold to the Republic, who would later sell them off publically upon the introduction of the superior T.I.E. model.

Era Introduced: Yavin -40 years

Model: Sienar Design Systems' S.I.E. Starfighter
Type: Space superiority starfighter
Scale: Starfighter
Length: 10.6 meters
skill: Starfighter piloting: SIE fighter
Crew: 1
Crew Skill: Varies dramatically
Cargo Capacity: 15 kilograms
Consumables: 2 days
Cost: 85,000 (new), 35,000 (used)
Manueverability: 1D+1
Space: 6
Atmosphere: 295; 850 kmh
Hull: 2D+2
Sensors:
- Passive: 15/0D
- Scan: 25/1D
- Search: 45/2D
- Focus: 2/2D+2

Weapons:
2 Laser Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship gunnery
- Fire Control: 2D+2
- Space Range: 1-2/12/25
- Atmosphere Range: 100-200/1.2/2.5 km
- Damage: 4D

2 Light Ion Cannons (fire-linked)
- Fire Arc: Front
- Skill: Starship Gunnery
- Fire Control: 4D
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 3D

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