



Starships D6 / Sienar Fleet Systems TIE

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 upgrades, they admitted the need for a minesweeping starfighter. The answer: 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 perform precision minesweeping when the need arises, by the Imperial Army themselves (they don't like to have to have the Navy get involved in their 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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