



Starships D20 / 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 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

Class: Starfighter

Size: Diminutive (6.6 m long)

Hyperdrive: None

Passengers: None

Cargo Capacity: 1 ton (bomb bay)

Consumables: 2 days

Cost: 115,000 (new), 60,000 (used)

Maximum Speed In Space: Attack (9 squares/action)

Atmospheric Speed: 1,050 km/h (17 squares/action)

Crew: 1 (Skilled +4)

Initiative: +8 (+4 size, +4 crew)

Maneuver: +8 (+4 size, +4 crew)(+1 in atmosphere)

Defense: 24 (+4 size, +10 armor)

Shield Points: 0

Hull Points: 120 (DR 5)

Weapons:

Laser Cannon

Fire Arc: Ventral turret

Attack Bonus: +7 (+4 size, +2 crew, +1 fire control)

Damage: 7d10x2

Range Modifiers: PB/S +0, M/L n/a

2 MiniMunition Launchers

Fire Arc: Front

Attack Bonus: +8 (+4 size, +2 crew, +2 fire control)

Damage: 3d10x2

Range: Atmosphere Bomb

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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