Starships D6 / Sienar Fleet Systems TIE Inter



Craft: Sienar Fleet Systems TIE Interceptor
Type: Space superiority Starfighter
Scale: Starfighter
Length: 6.6 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2
Cargo Capacity: 75 kilograms
Consumables: 2 days
Cost: 120,000 (new), 75,000 (used)
Maneuverability: 3D+2
Space: 11
Atmosphere: 435; 1,250 kmh
Hull: 3D
Sensors:
- Passive: 25/1D
- Scan: 40/20
- Search: 60/3D
- Focus: 4/3D+2

Weapons:
- 4 Laser Cannons (fire-linked)
  - Fire Arc: Front
  - Skill: Starship gunnery
  - Fire Control: 3D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 6D

Components:

Weapons: {replaces the above weapon}

Standard Sienar L-s1 Laser Cannon: The default laser cannon on the TIE Interceptor is the longest ranged weapon, and is the standard by which the others are measured. If you use the stealth attachment, consider using this weapon so you don't have to be out of stealth for as long. {as above}

Sienar Ion Cannon: Ion cannons are occasionally used on TIE Interceptors due to their bonus damage to New Republic fighters' shielding. A fairly common loadout involving ion cannons is to pair them with Onslaught rockets to finish off disabled targets. {Damage: 5D Ion Damage}

Plasburst Laser Cannon: The Plasburst's slow fire rate and short range make it uncommon to see on all craft. {Space: 1-2/6/12., Atmosphere Range: 100-150/600/1.2km, Damage: 7D, Rate of Fire: 1}

Sienar F/A Rapid Fire Cannon The most common weapon seen on the TIE Interceptor next to the standard laser. Deals excellent damage, but the closer range means you must be very cautious when fighting enemies head-on, and the closer proximity means you must expose yourself to greater danger in a ship with low health. {Space Range: 1-2/10/20, Atmosphere Range: 100-

200/1/2 km, Fire Control: 4D, Damage: 5D}

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: {Depending on mission Elite Pilots may be allowed to equip their fighter with two (left and right) Auxiliary systems}

Sienar Onslaught Rockets: The Interceptor's best weapon against capital ships, these unguided rockets can cause notable damage to capital ship turrets and subsystems. It is difficult to land hits on moving starfighters. Individual rockets are light on damage {Skill: Starship Gunnery: Onslaught Rockets, Fire Control: 0D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 8D, Ammo: 6 missiles}

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 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 Emergency Repair System: The repair system, when activated, will repair your ship. It has unlimited uses, but has a lengthy cooldown of 30 seconds. {Similar to an Astromech, this system can repair the fighter in flight, with a Starfighter Repair skill of 5D}

Sienar Targeting Jammer: When activated, cloaks your ship from enemy radar for 5 seconds. Effective when you need to creep up on a target and hit them. With a long 30 second cooldown, however, your window of stealth must be expertly timed.. {Hides the vessel from all sensors and Fire Control systems for 1 round, but requires a 6 round cool down before it can be

used again}

Sienar I-9 Ion Rockets: Ion Rockets function identically to Onslaught Rockets, but carry an ion payload instead. This makes them effective against all New Republic craft, particularly against capital ships. Ion rockets travel with half the speed of standard rockets, making them more of an anti-capital ship weapon than an anti-fighter one. {Skill: Starship Gunnery; Ion Rockets, Fire Control: 0D, Space Range: 1/3/7, Atmospheric Range: 50-100/300/700m, Damage: 6D Ion Damage, Ammo: 6 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 Reflec Hull: Equipping this results in the most fragile ship possible. With a -30 to health, you cannot stand up to any sort of head-on attacks, especially to capital ships. The passive stealth is only effective at long range, and is worthless in a melee. Use this hull to sneak around to the sides of enemies, using terrain and debris to mask your approach. {-1 to Hull, +3D to difficulty to detect the Fighter on Sensors}

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

Standard Ion Engine: The standard engine offers no benefits or drawbacks. Works reasonably well in all situations. {as above}

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}

Description: Flown by the elite pilots of the Imperial Navy, the TIE interceptor combines high speed and four laser cannons ideal for hunting down Republic starfighters.

TIE Interceptors are fast, fragile, and can hit above their weight. They are fairly large compared to the tiny A-wing, making them easier to hit. TIE Interceptors also lack the shielding of the A-wing. They compensate for this by having more health and being more mobile. Much like the defence of a football or soccer game, their primary role is twofold: to stop the enemy from scoring hits against enemy capital ships, and prevent the enemy from moving the morale meter in their favour. While out of their element, they can still cause heavy damage to enemy capital ships, especially with Onslaught Rockets.

TIE Interceptors have several tools for pinning down starfighters both armoured and unarmoured. Against more heavily armoured targets, Interceptors can use cluster missiles and rockets to hit a

single target multiple times, and no other Imperial fighter has the DPS of the TIE Interceptor. Its default missiles have excellent tracking but light damage, excellent at pinning down A-wings.

In Fleet Battles, TIE Interceptors are best used to make hit-and-run attacks on enemy capital ships with rockets, or by destroying enemy players and AI starfighters for morale boosts. Much like the defence of a football or soccer game, their primary role is twofold: to stop the enemy from scoring hits against enemy capital ships, and prevent the enemy from moving the morale meter in their favour. While out of their element, they can still cause heavy damage to enemy capital ships, especially with Onslaught Rockets.

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