

Starships D6 / TIE Silencer (Sienar-Jaemus F

TIE SILENCER

(* has notes below for further reading and explanation)



Craft: First Order TIE Silencer

Model: Sienar-Jaemus Fleet Systems TIE/vn space superiority fighter

Type: space superiority fighter

Scale: Starfighter

Dimensions:

-Length: 17.429m

-Width: 7.617m

-Height: 3.718m

Skill: Starfighter piloting: TIE Silencer

Crew: 1

Crew Skill: Astrogation, starfighter piloting, starship gunnery, starship shields, sensors

Passengers: N/A

Cargo Capacity: 200 kilograms

Consumables: 5 days

Cost: Not available for sale

Hyperdrive Multiplier: x1

Nav Computer: Yes

Maneuverability: 4D

Speed:

-Space: 12

-Atmosphere: 450; 1,300kmh

Hull: 3D+2

Shields: 2D

Sensors:

-Passive: 30/1D

-Scan: 50/2D+1

-Search: 75/3D+2

-Focus: 5/5D

WEAPONS:

6 Laser Cannons (fire-link optional)

Fire Arc: Front

Crew: 1 (pilot)

Skill: Starship gunnery

Fire Control: 3D

Range:

-Space: 1-5/15/30

-Atmosphere: 100-500/1.5/3km
Damage: 5D+2 (fire-linked); 4D (not fire-linked)
Rate Of Fire: 1 (fire-linked); 6 (not fire-linked)

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front
Crew: 1 (pilot)
Skill: Starship gunnery
Fire Control: 3D
Range:
-Space: 1-3/9/18
-Atmosphere: 100-300/900/1.8km
Damage: 8D
Rate Of Fire: 1

Arakyd Warhead Launcher*

Fire Arc: Front
Crew: 1 (pilot)
Skill: Starship gunnery
Fire Control: 3D
Range:
-Space: 1/4/8
-Atmosphere: 50-100/400/800m
Damage:
-Concussion Warhead: 8D
-Mag-Pulse Warhead: 8D ion damage
-Blast Radius:
-Space: 1/3/6
-Atmosphere: 50-100/300/600m
Ammo:
-Concussion Warheads: 4
-Mag-Pulse Warheads: 4
Rate Of Fire: 1-4 (fire selective)

Proton Torpedo Launcher*

Fire Arc: Front
Crew: 1 (pilot)
Skill: Starship gunnery
Fire Control: 3D
Range:
-Space: 1/3/7
-Atmosphere: 50-100/300/700
Damage: 9D
Ammo: 4
Rate Of Fire: 1-4 (fire selective)

Advanced Stealth Field Generator*

Fire Arc: "All"
Crew: 1 (pilot)
Skill: Sensors (works against all starfighters within range)
Fire Control: 0D

Range:

-Space: 1-5/10/20

-Atmosphere: 100-500/1/2km

Damage: -3D from Fire Control and Sensors

DESCRIPTION:

The TIE/vn space superiority fighter, also known as the TIE silencer, was an angular variant of the TIE line starfighters used by the First Order. A product of Sienar-Jaemus Fleet Systems, its aggressive design and equally impressive firepower was specifically crafted for use among the most elite members of the First Order. As such, the fighter was engineered for speed and handling, though lesser pilots were still often overwhelmed and unable to maintain control of the nimble ship.

Characteristics

As an advanced prototype starfighter, the TIE/vn incorporated the latest First Order military innovations, including experimental stealth gear meant to foil sensors and tracking. It featured a hyperdrive, a deflector shield generator and projector, and was powered by a starboard reactor. Twin ion thrust arrays at the rear of the ship acted as its engines. Along its wings were solar collector arrays, which featured a corrugated surface to maximize energy absorption. The ship itself featured a flight computer and could be modified to include customized flight controls for a single pilot, who entered the ship through a cabin access hatch at the top of the vessel.

Working at hidden Sienar-Jaemus facilities, First Order designers reconfigured the weapons package of the TIE/sf to incorporate advances in power storage and energy conversion. For the TIE/vn, the TIE/sf's power cell spokes were replaced by a next-generation array protected beneath the hull, with shorter runs for trunk lines and converter coils. Rather than replicate the TIE/sf's ventral turret, the silencer relocated its missiles and heavy cannons to the wing apertures, giving the pilot superior targeting and a wider field of fire. Targeting sensors were also located in the wing aperture. Laser bolts were contained in a magnetic field bubble.

History

The pedigree of the TIE silencer traced back to the Galactic Empire's TIE/D Defender, a hybrid fighter-bomber that never saw widespread use in the Galactic Civil War. The ship was revived by First Order technicians who saw it as a versatile attack craft to throw at New Republic forces. The TIE/sf space superiority fighter was an early attempt to bring heavier weapons to the battlefield along with the next-generation power capabilities needed to support them-improvements later incorporated into the silencer. It featured other design similarities to the Empire's TIE/IN interceptor and TIE Advanced x1.

Kylo Ren utilized his own TIE silencer. His detailed post-flight reports allowed Sienar-Jaemus techs to refine the onboard systems, with an eye towards the day when shipyards were to begin mass-producing silencers for the regime's frontline units.

GAME NOTES:

*Arakyd Warhead Launcher and Proton Torpedo Launcher

Or the longer name, the Arakyd ST7 Concussion and Mag-Pulse Warhead Launcher. This missile launcher offers a variety of warheads for the pilot. Where the proton torpedoes offer the max punch, the concussion warhead can be used for targets not needing as much punch. While there are only 4 of each missile/torpedo type, together they offer 8 rounds of explosive potential along with variety of force application and stopping power.

The Mag-Pulse Warhead option in the Arakyd Launcher offers a non-lethal option. Where ion cannons have varying degrees of success due to common weakness in power, the Mag-Pulse Warhead offers an option that spreads a powerful ion effect over a wide area (blast radius listed above in weapon entry) that can affect many starfighters and space transports all at once, especially if they happen to be flying in a tight formation. Due to the warhead's power, it can even affect capital ships. If the selective fire option is used to launch all 4 Mag-Pulse Warheads at once, they can do 4D capital scale ion damage (see below).

Both the Arakyd Warhead and Proton Torpedo Launchers have a "selective fire" option that allows their Fire rate to be anywhere from 1 to firing the entire payload of 4. When this is used, the pilot may select to fire multiple shots, or combine the damage of the warheads for a single attack. If the damage is combined, every additional warhead adds +1D to the Damage dice.

*Advanced Stealth Field Generator (ASFG)

This works much the same as the A-Wing's Enemy Targeting Jammer (ETJ). Make an Easy Sensors skill roll to activate the Stealth. Unlike the ETJ, the ASFG reduces an extra die from the enemy, and affects not just the enemy's Fire Control, but also their Sensors. If their Sensors are reduced to 0D, they cannot see the TIE Silencer without looking outside a viewport. This is possible, such as with some weapons emplacements (like the viewports on the Millennium Falcons Quad Laser Cannons), and the weapon operator can fire manually, but they will not be able to use their Fire Control dice.

Also, keep in mind that if the Sensors are not reduced to 0D, they may still be able to provide Fire Control dice to the weapons operator(s) if these have anything left after the ASFG's -3D to them. If the Sensors are reduced to 0D, they CANNOT give Fire Control dice at all to any weapons operator unless that weapon is specifically stated to not get these bonuses from Sensor systems (meaning this will probably affect any and all enemies).

GAME DESIGN NOTES:

For reference material, I looked at the A-Wing for its Speed, Maneuverability, and its Enemy Targeting Jammer, but to make an improved version of that for the Advanced Stealth Field Generator; The B-Wing for its Heavy Laser Cannon, which could have been refined and improved upon by the time the TIE Silencer was made; the T-65 and T-70 X-Wings, as they are also space superiority fighters and share some common traits such fighters should have; the TIE/sf from The Force Awakens as the TIE Silencer was an advancement of the /sf's technologies; and the TIE/D Defender as it was a direct inspiration for the Silencer. All of these played a role in making this starfighter's stats. If it seems lacking at all in Hull and or Shields, it more than makes up for this in packing a solid punch, versatility in weapons, and being almost impossible to hit when in the hands of the right pilot (like Kylo Ren).

*Arakyd Warhead Launcher and Proton Torpedo Launcher

The reason the "Selective Fire" option is added is because in The Last Jedi, Kylo Ren's fighter is seen launching two very similar warheads in a scene. This could be launching warheads from both the Arakyd and Proton Launchers, or it could be something else, as now listed here.

If these weapons seem too weak, too powerful, or "not right", a good alternate take on them would be to check out the T-70 X-Wing and match the TIE Silencer's missiles with those of the T-70.

[NOTE!: This write-up is not made based on official information. At the time of this write-up there is little-to-no information available to use, and much of this was made up using info scraps, guesswork, imagination and creativity. Future official info releases may render this write-up incompatible with the Star Wars canon.]

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