

Name: Tie

Enforcer

Type: Sienar Fleet Systems TIE/ni Enforcer

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 12

Atmosphere: 450; 1300kmh

Maneuverability: 3D

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/3D

Focus: 4/3D+2

Weapons:

8 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-5/15/35

Atmosphere Range: 100-500/1.5/3.5km

Damage: 7D

2 Concussion Missile Launchers (Fire Linked, 12 missile magazine)

Fire Arc: Front

Fire Control: 4D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 8D



Description: The Tie Enforcer is the latest design from Sienar Fleet Systems and incorporates all of the

latest technological upgrades that they could cram into the hull of the vessel. The four wings provide unheard of power for a Tie design, making this ship faster than its predecessors, and although maneuverability has not been upgraded, the Enforcer is still outstandingly maneuverable. Its eight laser cannons are tuned for range, and while they still manage to hit hard they can fire further than the majority of other starfighter weapons. Finally the lower cockpit area has been enlarged to hold twin concussion missile launchers and a more advanced sensor suite. All of these enhancements make the Enforcer a vessel to be truly afraid of, and if the Empire can manage to produce and field Enforcers in significant numbers, the New Republic will suffer huge losses unless they can match this magnificent vessel.

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