

Name: Tie

TL  
 Type: Sienar Fleet Systems TIE Torpedo Launcher  
 Scale: Starfighter  
 Length: 10.2 Meters  
 Skill: Starfighter Piloting; Tie  
 Crew: 1  
 Crew Skill: Starfighter Piloting 5D, Starship  
 Gunnery 4D+2, Starship Shields 3D  
 Consumables: 2 days  
 Cost: 150,000 (new)  
 Cargo Capacity: 85 kilos  
 Hyperdrive Multiplier: x1  
 Hyperdrive Backup: N/A  
 Nav Computer: Limited to 2 Jumps  
 Space: 9  
 Atmosphere: 400; 1,000kmh  
 Maneuverability: 2D  
 Hull: 3D  
 Shields: 2D  
 Sensors:  
     Passive: 25/1D  
     Scan: 40/2D  
     Search: 60/3D  
     Focus: 4/3D+2  
 Weapons:  
     2 Laser Cannons (Fire-Linked)  
         Fire Arc: Front  
         Fire Control: 2D  
         Space: 1-3/12/25  
         Atmosphere Range: 100-300/1.2/2.5km  
         Damage: 5D  
     Proton Torpedo Launcher  
         Fire Arc: Front  
         Fire Control: 2D  
         Space: 1/3/7  
         Atmosphere Range: 30-100/300/700m  
         Damage: 9D



Description: The Tie TL was one of the successors to the Tie Bomber, designed to excel in space warfare, the Tie TL is a small fast fighter with a torpedo launcher capable of handing out significant levels of damage to even capital ships. The Tie TL is recognisably one of the Tie series, with a single solar panel which acts as an aerofoil to keep the fighters maneuverability excellent even within an atmosphere. These fighters featured in many propaganda films for the Empire due to their good looks and efficient design, however in reality they have only been built and used in moderate numbers due to their high cost and maintenance needs. But after the Battle of Endor, the Empire resources were

reduced, and fighter transports and disposable fighters fell out of fashion with Imperial forces, the Tie TL was already equipped and ready to take advantage of this new doctrine, and began to be used in larger numbers as this shift in Imperial policy caused more fighters with shields and hyperdrives to be brought into service.

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