

Name:

Sienar Fleet Systems TIE Heavy Interceptor

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship

Gunnery 5D+2

Consumables: 2 Days

Cargo Capacity: 55 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 2D+2

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Cloaking Device : No

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Concussion Missile Launchers(Fire Linked)

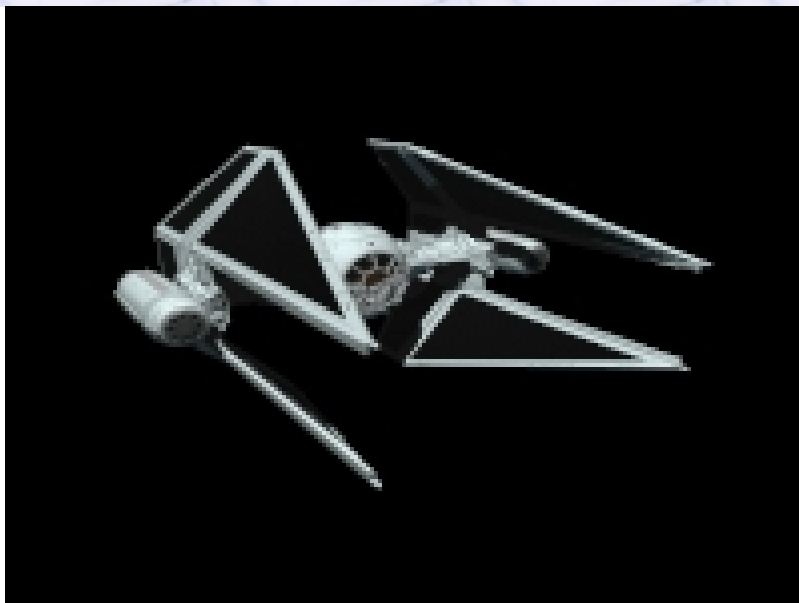
Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D



Description: This fighter is a cross between the Tie E-3 experimental fighter prototype, and the now standard Tie Interceptor-S. The Interceptor-S has had a pair of fire-linked concussion missile launchers attached to the outside of its wings and heavier armour plating on its hull. Although this makes the fighter slower and slightly less manoeuvrable, the extra punch of these weapons and extra damage the fighter can take is considered to be worth this loss. The Tie Heavy Interceptor along with the Scimitar Assault Bomber is replacing the now outdated and vulnerable Tie Bomber with each of the new fighters being far better in their own specialised domains.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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