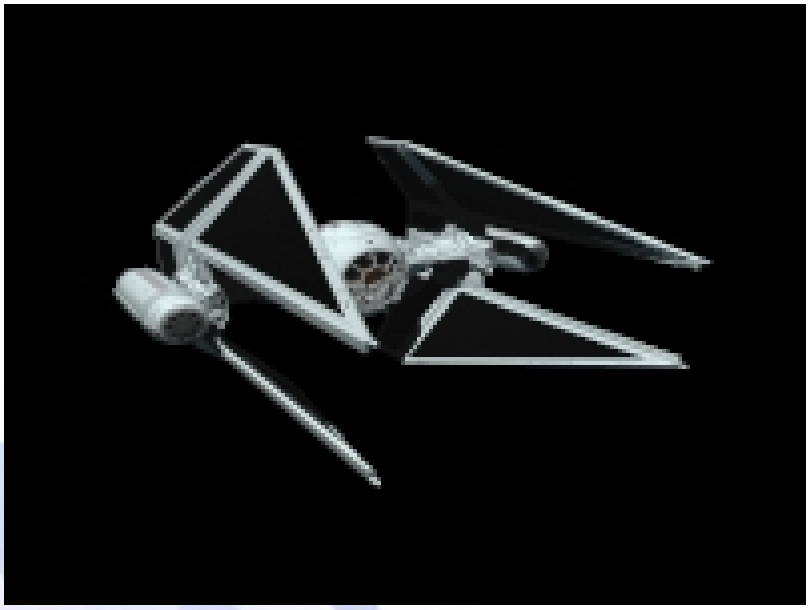
Starships D6 / Sienar Fleet Systems TIE Heav



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. Althought this

makes the fighter slower and slightly less manueverable, 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 The Tie Heavy Interceptor along with the Scimitar Assault Bomber is replacing the now outdated and vulnerable Tie Bomber with each of the new fighters being far better in their own specialised domains.

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