Starships D6 / Sienar Fleet Systems TIE/ni Er



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 manueverability has not been upgraded, the Enforcer is still outstandingly manueverable. 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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