Starships D6 / Sienar Fleet Systems Hammer



Name: Tie Hammer
Type: Sienar Fleet Systems Hammer Tie Bomber
Scale: Starfighter
Length: 9.2 Meters
Skill: Starfighter Piloting - Tie Bomber
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2, Missile Weapons 4D+1
Consumables: 2 Days
Cargo Capacity: 45 Tonnes (Bomb bays)
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: NA
Space: 5
Atmosphere: 295;850kmh
Maneuverability: 0D+1
Hull: 4D
Shields: 2D
Sensors:
- Passive: 20/0D
- Scan: 35/1D
- Search: 50/2D
- Focus: 3/2D+2

Cloaking Device : No

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
- 3 Concussion Missile Launchers (Firelinked) (48 Missiles Carried)
  - Fire Arc: Front
  - Fire Control: 3D+2
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 11D

Description: While the excellent Scimitar Assault Bomber was being developed, a number of stop-gap Tie Bombers were developed and tested. The Tie Hammer was one of these, it consisted of a tie fighter control pod attached to three Tie Bomber bomb bays. While this gave the Hammer truly fantastic firepower, it unfortunately made it clumsy to pilot, and slow, which led to the design being

dropped. However when supplies of Scimitars and other new fighter began to dry up during the long conflict with the New Republic, the Empire resurrected this design because it could be readily pieced together from Tie Fighter and Tie Bomber spare parts, and also using damaged Tie's. While the Tie Hammer has never performed spectacularly for the Empire, its firepower has swung a number of battles when Republic support and capital ships have been forced to withdraw from combat under the withering fire of a squadron of Tie Hammers. And while the Empire now has sufficient chance to start rebuilding their fleets and squadrons, Tie Hammers are likely to remain active for some time to come.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.
Text completely by FreddyB. Image is from TheForce.net, copyright remains with Lucasfilm.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.