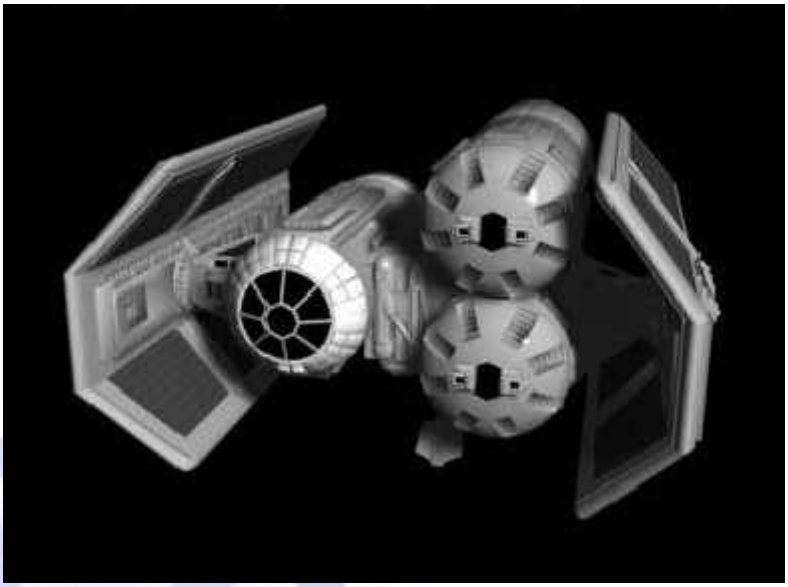
Starships D6 / Sienar Fleet Systems Tie Heav



Name: Tie Heavy Bomber
Type: Sienar Fleet Systems Tie Heavy 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: 30 Tonnes (Bomb bays)
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: NA
Space: 6
Atmosphere: 350;925kmh
Maneuverability: 0D+2
Hull: 4D
Shields: 1D
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
- 2 Concussion Missile Launchers (Firelinked) (32 Missiles Carried)
  - Fire Arc: Front
  - Fire Control: 3D+2
  - Space: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 10D

Description: The TIE Heavy Bomber series was designed as a more powerful version of the regular TIE Bombers. Slightly more durable, the TIE Heavy Bombers also featured a larger bomb bay, so that more explosives could be loaded in. While it wasn't produced in the the quantities that the

regular TIE Bomber was, the TIE Heavy Bombers did see some service during the time after the Battle of Hoth.

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