

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)

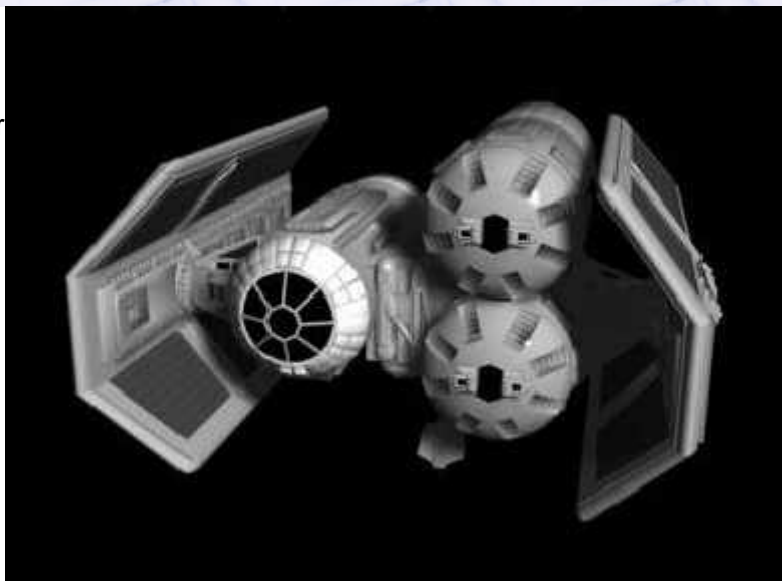
Fire Arc: Front

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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