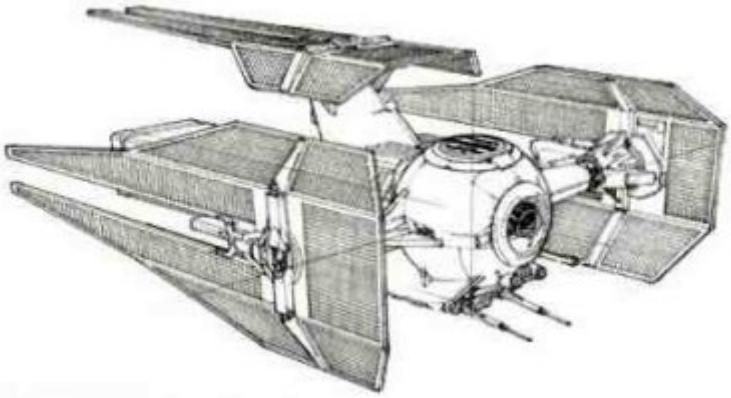
Starships D6 / Sienar Fleet Systems TIE/pr Op



Name: Tie Oppressor Starfighter
Type: Sienar Fleet Systems TIE/pr Oppressor Starfighter
Scale: Starfighter
Length: 12.2 Meters
Skill: Starfighter Piloting - Tie Oppressor
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2, Missile Weapons 5D+1
Consumables: 2 Days
Cargo Capacity: 5 Tonnes (Bomb bay)
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Stores 5 Jumps
Space: 6
Atmosphere: 300;850kmh
Maneuverability: 1D+2
Hull: 4D
Shields: 0D
Sensors:
- Passive: 20/0D
- Scan: 35/1D
- Search: 50/2D
- Focus: 3/2D+2

Weapons:
- 2 * Heavy Laser Cannons (Fire Linked)
  - Fire Arc: Front
  - Fire Control: 1D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- 2 * Concussion Missile Launchers (4 Missile Magazine Each)
  - Fire Arc: Front
  - Fire Control: 2D+1
  - Space: 1/3/7
  - Atmosphere Range: 50-500/1/5km
  - Damage: 7D
- Proton Bomb Launcher (16 Bomb Magazine)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 0.5/1.5/3.5
  - Atmosphere Range: 25-250/500/2.5km
  - Damage: 9D

Description: Designed during the early years of the Empire, the TIE Oppressor is an Imperial starfighter designed for the same role as the Y-Wing fighter, that of a mixed Starfighter / Bomber. Although not as impressive as the Y-Wing, the Oppressor did pave the way for the Empire to introduce the TIE Bomber. The Oppressor is a powerful starfighter, equipped with its own hyperdrive, which also was very expensive which accounts for its early retirement by the Empire. However many of the features introduced in the Oppressor later went onto further development in the TIE Advanced, TIE Defender and TIE Avenger series of starfighters.

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