Starships D6 / Sienar Fleet Systems TIE Torp



Name: Tie TL
Type: Sienar Fleet Systems TIE Torpedo Launcher
Scale: Starfighter
Length: 10.2 Meters
Skill: Starfighter Piloting; Tie
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 3D
Consumables: 2 days
Cost: 150,000 (new)
Cargo Capacity: 85 kilos
Hyperdrive Multiplier: x1
Hyperdrive Backup: N/A
Nav Computer: Limited to 2 Jumps
Space: 9
Atmosphere: 400; 1,000kmh
Maneuverability: 2D
Hull: 3D
Shields: 2D
Sensors:
- Passive: 25/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 4/3D+2

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
- Proton Torpedo Launcher
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 30-100/300/700m
  - Damage: 9D

Description: The Tie TL was one of the successors to the Tie Bomber, designed to excel in space warfare, the Tie TL is a small fast fighter with a torpedo launcher capable of handing out significant levels of damage to even capital ships. The Tie TL is recognisably one of the Tie series, with a single solar panel which acts as an aerofoil to keep the fighters manueverability excellent even

within an atmosphere. These fighters featured in many propaganda films for the Empire due to their good looks and efficient design, however in reality they have only been built and used in moderate numbers due to their high cost and maintanence needs. But after the Battle of Endor, the Empire resources were reduced, and fighter transports and disposable fighters fell out of fashion with Imperial forces, the Tie TL was already equipped and ready to take advantage of this new doctrine, and began to be used in larger numbers as this shift in Imperial policy caused more fighters with shields and hyperdrives to be brought into service.

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