

Name: Tie

Air Cruiser

Type: Sienar Fleet Systems TIE Air Cruiser

Assault Platform

Scale: Starfighter

Length: 22.3 Meters

Skill: Starfighter Piloting; Tie Air Cruiser

Crew: 2 + 2 Gunners

Crew Skill: Starfighter Piloting 5D, Starship

Gunnery 5D+2, Starship Shields 3D

Consumables: 2 Weeks

Cost: 500,000 (new)

Cargo Capacity: 150 kilos

Hyperdrive Multiplier: x1

Hyperdrive Backup: N/A

Nav Computer: Limited to 6 Jumps

Space: 5

Atmosphere: 250; 750kmh

Maneuverability: 1D

Hull: 5D

Shields: 4D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

Turbolaser Cannon

Fire Arc: Front

Scale: Capital

Fire Control: 4D

Fire Rate: 1/3

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Proton Bomb Launchers (30 Bomb Magazine)

Fire Arc: Front

Scale: Starfighter

Fire Control: 3D

Space: 3/9/21

Atmosphere Range: 200-300/900/2.1km



Damage: 9D

Description: Although sharing some components with the TIE series of fighters, the Tie Air Cruiser is a totally different design, designed to control the skies above planets and provide TIE Bomber Squadrons with Anti Capital ship support. The Air Cruiser is basically a heavily armoured Aerial vehicle with extremely powerful weapons mounted on it, the Turbolaser cannon is capable of large amounts of damage although has a slow recharge rate, being mainly used to smash enemy installations or to destroy entire columns of enemy troops, but is equally good at disabling enemy starships and destroying transports. The Proton Bomb Launcher is similar to that on TIE Bombers, and is a long ranged weapon capable of heavy damage to opponents, and is used as a backup weapon capable of firing more often than the Turbolaser. Air Cruisers obviously need protected due to their erratic fire rate and ammunition capacity, but used properly can swing the scales on the battlefield, however due to their expense the Empire has fielded only very few of these vessels, much preferring to use cheaper more disposable equipment and vehicles.

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