

Name: Tie

Smasher

Type: Sienar Fleet Systems Tie/tls Smasher

Starfighter

Scale: Starfighter

Length: 7.9 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1,

Starship Gunnery 5D+2

Consumables: 2 Days

Cargo Capacity: 25 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 1D+2

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Cloaking Device : No

Weapons:

2 SuperHeavy Laser Cannons (Fire Linked)

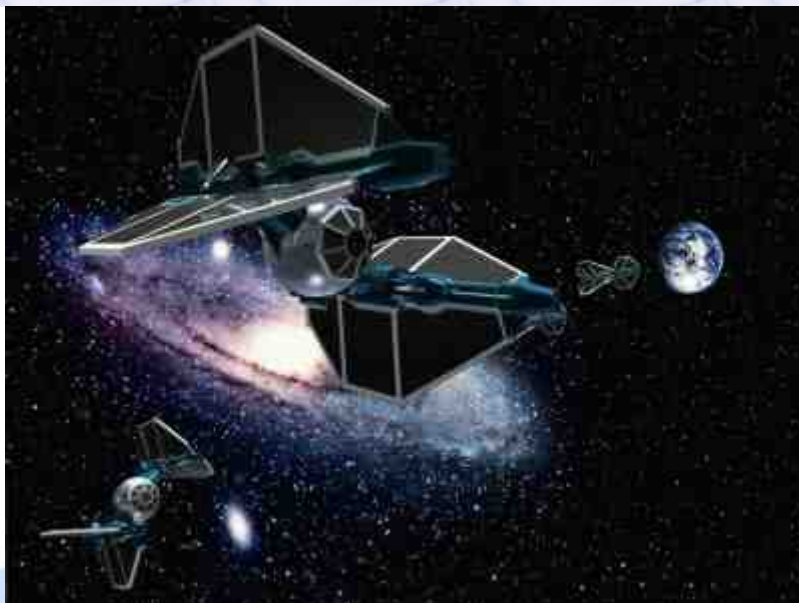
Fire Arc: Front

Fire Control: 3D

Space: 1-5/15/40

Atmosphere Range: 100-500/1.5/4km

Damage: 10D



Description: The Tie Smasher was designed around the concept of the SuperHeavy Laser Cannon, and is a modified Tie Interceptor with two of these weapons mounted. Although slower than the base Tie Interceptor, the fighter is still as fast as the basic Tie Fighter, although it is less maneuverable. The Twin SuperHeavy Laser Cannons do a huge quantity of damage, each cannon handing out as much damage

as a Proton Torpedo with a significantly longer range than normal laser cannons. However in all other respects the Tie Smasher is a fairly standard Tie design, and the huge expense of the weapons in what is considered an expendable design mean that the fighter never went in large scale production under the reign of Emperor Palpatine. But this was not the end of the Smasher, the design was revived by at least two of the Imperial Remenant forces, and has seen heavy use holding back the New Republic from the territory of these remenants.

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