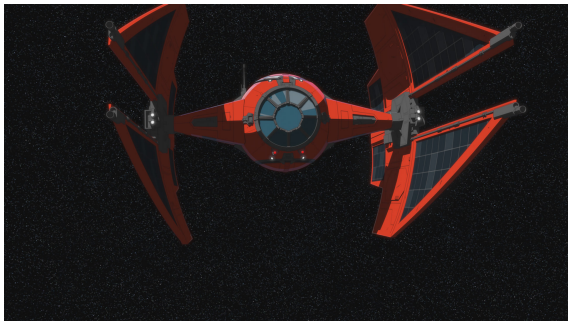
Starships D6 / First Order TIE Interceptor



Name: First Order TIE Interceptor
Type: Space Superiority Fighter
Scale: Starfighter
Length: 11.45 meters
Width: 8.08 meters
Height/depth: 7.2 meters
Skill: Starfighter Piloting - TIE
Crew: 1
Passengers: 1 (standing room only)
Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D
Consumables: 2 Days
Cargo Capacity: 75 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Stores up to 5 Jumps
Space: 11
Atmosphere: 455; 1350kmh
Maneuverability: 3D+1
Hull: 3D
Shields: 2D
Sensors:
- Passive: 30/1D
- Scan: 50/2D
- Search: 70/3D
- Focus: 4/3D+2

Weapons:
- Wingtip L-s9.3 laser cannons (4)
  - Fire Arc: Front
  - Fire Control: 3D
  - Space: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5km
  - Damage: 6D
- 2 x Missile launchers (4 Concussion Missiles, 4 Mag Pulse Warheads)
  - Fire Arc: Front
  - Fire Control: 2D
  - Space: 1/3/7
  - Atmosphere Range: 0.03-0.1/0.3/0.7km
  - Damage: (concussion missles 7D, magpulse warheads 6D Ion Damage)

Description: The First Order used a model of TIE Interceptor. The model of TIE interceptor was used by Major Elrik Vonreg. Vonreg's TIE was used by him during the cold war against T-85 X-wings of the New Republic during their mission to rendezvous with the Resistance, and he later flew it with his squardon against Resistance pilots during the mission to Station Theta Black.

Considered a higher-end model, the modern technology employed by the First Order allowed the TIE to carry a hyperdrive, and was armed with four wing-mounted cannons and a pair of projectile launchers.

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