

Name: Tie Electronic



Warfare

Type: Sienar Fleet Systems TIE/ew Electronic Warfare

Fighter

Scale: Starfighter

Length: 7.8 Meters

Skill: Starfighter Piloting - Tie Bomber

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2,

Missile Weapons 5D+1

Consumables: 2 Days

Cargo Capacity: 5 Tonnes

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: NA

Space: 6

Atmosphere: 400;1150kmh

Maneuverability: 0D

Hull: 4D+1

Shields: 2D

Sensors:

Passive: 40/0D

Scan: 70/1D

Search: 1000/2D

Focus: 3/2D+2

Weapons:

Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Electronic Warfare Jammer

Fire Arc: All

Fire Control: na

Space: 5/15/35

Atmosphere Range: 5/15/35km

Damage: 5D (special)

\* : The Electronic Warfare Jammer provides interference which blocks sensors and weapon targetting systems, reducing all of these by 5D.

Description: As pirates, smugglers, crime lords and the Rebellion gained access to more advanced surface-to-air defense weapons, ground suppression and drop-ship missions became increasingly dangerous for the Empire. To defend against these emplacements, a number of Sector commands started replacing the weapons systems of the TIE/gt and TIE Bomber with off-the-shelf communication and sensor jammers. Sienar engineers learned of these field modifications and requested permission to examine them. From these early field prototypes, they designed a successful sensors and communications jamming craft. The TIE/ew is equipped with a communications scanner, full spectrum communications and sensor jammers, and a slightly improved sensor package. Crippling the planet-based forces' ability to see incoming craft, they were unable to target and destroy them before they reached the planet surface. When coupled with TIE/fr's in Hunter elements, these are a great danger to Rebel units. The TIE/ew has saved the lives of many Imperial soldiers.

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