

STAR WARS

ROLEPLAYING GAME

Guide to TIE Fighters



Compiled by Zachary “Zipper” Wright

STAR WARS

TIE Fighter Source Book

[Pg 3: Tie Aggressor/Tie Hammer](#)

[Pg 4: Tie Scimitar/Tie Thrust](#)

[Pg 5: Tie Armageddon](#)

[Pg 6: Tie Avenger/Tie Bomber Ae Dive Bomber](#)

[Pg 7: Tie Claw Wing/Tie Cluster](#)

[Pg 8: Tie Clutch](#)

[Pg 9: Tie Cyclone/Tie Dart](#)

[Pg 10: Tie Defender](#)

[Pg 11: Tie Heavy Bomber/Tie Heavy Interceptor](#)

[Pg 12: Tie Infiltrator/Tie Interceptor-S](#)

[Pg 13: Tie Lambda/Tie Experimental M1](#)

[Pg 14: Tie Experimental M2](#)

[Pg 15: Tie Experimental M3](#)

[Pg 16: Tie Experimental M4](#)

[Pg 17: Tie Experimental M5](#)

[Pg 18: Tie Phantom](#)

[Pg 19: Tie Protector/Tie Reaper](#)

[Pg 20: Tie Retaliator/Tie Retribution](#)

[Pg 21: Tie Shadow/Tie Sprint](#)

[Pg 22: Tie Torpedo Launcher](#)

[Pg 23: Tie Ae/ Tie EW](#)

[Pg 24: Tie Flat/Tie Hunter](#)

[Pg 25: Tie-In-S/Tie Marauder](#)

[Pg 26: Tie Enforcer](#)

[Pg 27: Tie Predator/Tie Rapier](#)

[Pg 28: Tie Talon](#)

[Pg 29: Tie Smasher/Tie Assault Shuttle \(TAS\)](#)

[Pg 30: Tie Devastator/Tie Vampire Mk1](#)

[Pg 31: Tie Vampire Mk2/Republic T.I.E Fighter](#)

[Pg 32: Republic T.I.E Super Fighter/Tie-D](#)

[Pg 33: Tie-In/Tie Interceptor](#)

[Pg 34: Tie Bomber/Tie Raptor](#)

[Pg 35: Tie-Rc/Tie-Gt](#)

[Pg 36: Tie-Fc/Tie-Sh](#)

[Pg 37: Tie Advanced/Tie Avenger](#)

[Pg 38: Tie Experimental M1/Tie Experimental M3](#)

[Pg 39: Typical Tie pilot Stats/Veteran Tie Pilot Stats](#)

[Pg 40: Tie Pilot Character Sheet](#)





Name: Tie Aggressor

Type: Santhe/Sienar Technologies TIE Aggressor

Fighter/Bomber

Scale: Starfighter

Length: 7.8 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D

Consumables: 5 Days

Cargo Capacity: 150 Kg

Hyperdrive Multiplier: x4

Hyperdrive Backup: No

Nav Computer: Limited to 8 jumps

Space: 10

Atmosphere: 400;1150kmh

Maneuverability: 1D

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

2 Semi Autonomous Self Targeting Heavy Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Twin Light Laser Cannons

Fire Arc: Turret

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Description: The TIE Aggressor is a heavy fighter-bomber multi-role craft that was developed prior to the destruction of the first Death Star and as a direct response to a perceived growth in the amount of heavy shipping aligned with the Rebel Alliance. Its most obvious design feature is an anti-fighter defensive turret

mounted on the aft dorsal surface of the fuselage, and a heavier than normal forward-firing laser cannon battery. The TIE Aggressor is neither fighter nor bomber, but rather something in between. It's a favorite with the more free-spirited pilots of the Imperial fighter cadre who enjoy longer missions away from base where they can be apart from the larger formations normally associated with an Imperial raid on Rebellion re-supply shipping.



Name: Tie Hammer

Type: Sienar Fleet Systems Hammer Tie Bomber

Scale: Starfighter

Length: 9.2 Meters

Skill: Starfighter Piloting - Tie Bomber

Crew: 1

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

Missile Weapons 4D+1

Consumables: 2 Days

Cargo Capacity: 45 Tons (Bomb bays)

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: NA

Space: 5

Atmosphere: 295;850kmh

Maneuverability: 0D+1

Hull: 4D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 3/2D+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

3 Concussion Missile Launchers (Fire linked) (48 Missiles Carried)

Fire Arc: Front

Fire Control: 3D+2
Space: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 11D

Description: While the excellent Scimitar Assault Bomber was being developed, a number of stop-gap Tie Bombers were developed and tested. The Tie Hammer was one of these; it consisted of a tie fighter control pod attached to three Tie Bomber bomb bays. While this gave the Hammer truly fantastic firepower, it unfortunately made it clumsy to pilot, and slow, which led to the design being dropped. However when supplies of Scimitars and other new fighter began to dry up during the long conflict with the New Republic, the Empire resurrected this design because it could be readily pieced together from Tie Fighter and Tie Bomber spare parts, and also using damaged Tie's. While the Tie Hammer has never performed spectacularly for the Empire, its firepower has swung a number of battles when Republic support and capital ships have been forced to withdraw from combat under the withering fire of a squadron of Tie Hammers. And while the Empire now has sufficient chance to start rebuilding their fleets and squadrons; Tie Hammers are likely to remain active for some time to come.



Name: **Sienar Fleet Systems Scimitar**
Type: Assault Bomber
Scale: Starfighter
Length: 13.8 Meters
Skill: Starfighter Piloting - Scimitar Assault Bomber
Crew: 2
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2
Consumables: 2 Days
Cargo Capacity: 200 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Limited, 4 Jumps
Space: 9
Atmosphere: 415;1200kmh
Maneuverability: 2D+1 (3D+2 in Atmosphere)
Hull: 5D
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
 Concussion Missiles (16 carried)
 Fire Arc: Front
 Fire Control: 3D+2
 Space: 1/3/7
 Atmosphere Range: 50-100/300/700
 Damage: 9D

Description: The Scimitar Assault Bomber is the replacement for the Tie Bomber, a specialized atmospheric bomber capable of high speed attack runs on ground targets. The Scimitar makes a poor fighter so must be escorted if used for space combat, but its toughness means that it can stand a great deal of punishment before being destroyed.



Name: Tie Thrust
Type: Sienar Fleet Systems Tie "Thrust" Fighter
Scale: Starfighter
Length: 7.2 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1, Starship Shields 3D+2
Consumables: 2 Days
Cost: 100,000 (new), 30,000 (used)
Cargo Capacity: 60 Kg
Hyperdrive Multiplier: N/A
Hyperdrive Backup: N/A
Nav Computer: N/A
Space: 14
Atmosphere: 480; 1,500kmh
Maneuverability: 1D
Hull: 2D
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: 3D
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 6D

Description: The Tie Thrust is a modified Tie Fighter mounted with a large Ion Afterburner unit that vastly increases its speed, however this speed increase is in a straight line only, and maneuvering has suffered because the thrusters have not been upgraded to match the main drive unit. Other systems have been upgraded to match current Imperial standards, such as the Tie Interceptor sensor package and fire control software, and a shield generator to protect this valuable vessel. The Tie Thrust is based on the Experimentals M-5, and has not been widely adopted by the Empire, but has found some niche use as a fast Interceptor, although it does not excel in this, or in fact in any particular role, making it a poor choice compared to many other of the Tie variants available to Imperial commanders. However the sheer speed of this fighter is extremely impressive, and this has led to some Imperial factions adopting the vessel in a limited role.



Name: Tie Armageddon

Type: Sienar Fleet Systems TIE Armageddon Torpedo Platform
Scale: Starfighter
Length: 9.2 Meters
Skill: Starfighter Piloting; Tie
Crew: 1
Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2, Starship Shields 3D
Consumables: 3 days
Cost: 250,000 (new)
Cargo Capacity: 150 kilos
Hyperdrive Multiplier: x1
Hyperdrive Backup: N/A
Nav Computer: Limited to 4 Jumps
Space: 8
Atmosphere: 350; 900kmh
Maneuverability: 1D

Hull: 5D
Shields: 4D

Sensors:

Passive: 25/1D
Scan: 40/2D
Search: 60/3D
Focus: 4/3D+2

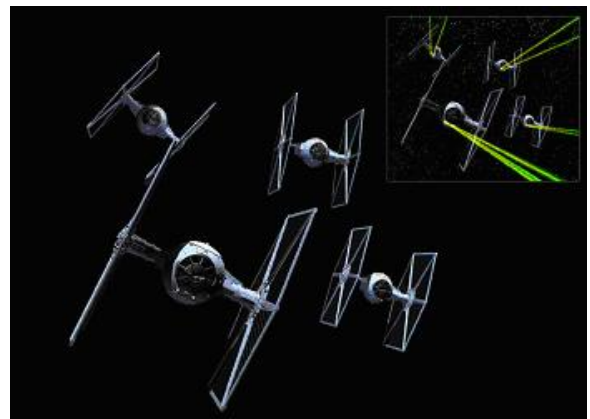
Weapons:

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

2 Proton Torpedo Launchers (Firelinked) (50 Torpedo Magazine)

Fire Arc: Front
Fire Control: 3D
Space: 1/3/7
Atmosphere Range: 30-100/300/700m
Damage: 10D

Description: The Tie Armageddon is the largest of the Tie Fighter series of starfighters, and with twin torpedo launchers also packs one of the heaviest punches that a Tie Fighter ever did. The fighter is a development of the Tie Defender, and adapts many of the advances made for the Defender into a Tie Bomber analogue design. The large number of solar panels allow the fighter to generate a huge amount of energy, which is mainly diverted to the shield generators, meaning that the fighter may be a slow large target for enemy fighters, but it can stand up to a lot of firepower before becoming damaged or being destroyed. This allows the Tie Armageddon to deliver its attacks to Rebel or Republic Capital ships with minimal danger to its pilot. This combined with the hyperdrive installed in the fighter makes it one of the most popular new designs with Imperial policy makers since the fall of Emperor Palpatine, however the extremely high cost of the fighter has meant that its production has remained in low numbers, and deployment, luckily for the New Republic, has also remained low.





Name: Tie Avenger
Type: Sienar Fleet Systems TIE Avenger
Scale: Starfighter
Length: 10 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
Consumables: 2 Days
Cargo Capacity: 120 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Limited to four jumps
Space: 11
Atmosphere: 425;1250kmh
Maneuverability: 2D
Hull: 3D
Shields: 4D
Sensors:
 Passive: 35/1D
 Scan: 50/2D
 Search: 70/3D
 Focus: 3/3D+2

Weapons:
 4 Laser Cannons (Fire Linked)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 6D
 2 Concussion Missile Launchers (6 Missiles each)
 Fire Arc: Front
 Fire Control: 2D
 Space: 1/3/7
 Atmosphere Range: 50-100/300/700
 Damage: 7D

Description: The Tie Avenger is one of the Tie models called the Tie Advanced, and although these include fighter such as Darth Vader's TIE X1, the Tie Avenger was the only one built in significant numbers. Deployed originally before the Battle of Hoth, these fighters were only given to Elite and Ultra Loyal squadrons, due to the fighter's power and expense. The design is similar in many ways to the Tie Defender, and although this fighter is not as advanced in a number of ways, its more powerful shields help make up for this, and the fighter is still better than Rebel fighters of its era. The design was retired because of the expense, and the far cheaper Tie Interceptor was deployed in large numbers instead, but after the fall of Emperor

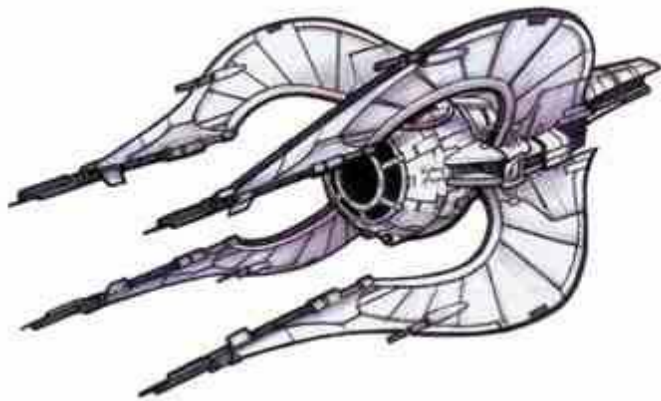
Palpatine, Tie Avengers began to be produced again as the remnants of the Empire required better fighters to make up for their reduced numbers. The Tie Avenger is not as common as most other Tie models, but can still be seen with alarming regularity, which is a worrying concept for those who oppose the Empire.



Name: Tie Bomber/Ae Dive Bomber
Type: Sienar Fleet Systems TIE Bomber/Ae Dive Bomber
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: 15 Tones (Bomb bay)
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: NA
Space: 6
Atmosphere: 400;1150kmh
Maneuverability: 0D(Space);2D(Atmosphere)
Hull: 4D+1
Shields: 0D (Before Endor); 2D (After Endor)
Sensors:
 Passive: 20/0D
 Scan: 35/1D
 Search: 50/2D
 Focus: 3/2D+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
 Concussion Missiles (16 Missiles Carried)
 Fire Arc: Front
 Fire Control: 3D+2
 Space: 1/3/7
 Atmosphere Range: 50-500/1/5km
 Damage: 9D

Description: Although the Scimitar Assault Bomber eventually took its role, the Tie Bomber was long known to have poor performance in an atmosphere. So after Sienar developed the Tie Fighter Atmospheric they were called upon to develop a companion design for the Tie Bomber, and although more costly the standard Tie Bomber, the Tie Bomber/Ae was significantly better in an atmosphere, and offered no noticeable loss of performance in space. However the cost factor meant that the fighter was never built in huge numbers, but did find itself as a very popular choice in ground attack squadrons, and was known to be the best Tie Bomber variant until the Scimitar was introduced many years later. The Solar panel of the Tie Bomber/Ae is horizontal instead of vertical, offering a major improvement to handling in an atmosphere as the wing acts as an aerofoil allowing the fighter to perform surprisingly agile turns and maneuvers. In most aspects however the Tie Bomber/Ae is a fairly standard Tie Bomber, allowing parts to be easily interchanged between them, and allowing crew to adapt to the new fighter with a minimum of effort, other good reasons why the Tie Dive Bomber has earned such a good reputation with Imperial forces.



Name: Claw Wing Fighter

Type: Sienar Fleet Systems Tie Claw Wing Fighter

Scale: Starfighter

Length: 8.3 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1, Starship Shields 3D+2

Consumables: 2 Days

Cost: 250,000 (new)

Cargo Capacity: 80 Kg

Hyperdrive Multiplier: X1

Hyperdrive Backup: N/A

Nav Computer: Limited to two jumps

Space: 12

Atmosphere: 450;1,300kmh

Maneuverability: 3D+2

Hull: 3D

Shields: 3D

Sensors:

Passive: 25/1D *

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

* - The Tie claw has a set of sensitive sensors mounted on the front of its wings these allow a passive scan 120 units in front of the vessel.

Description: After their defeat at Endor, the Galactic Empire was forced back from many of its holdings across the galaxy, and started to have to face the Rebels (now New Republic) on more equal footing. This meant that the Empire had to start adapting some of the Rebels tactics to use against them. Amongst this was convoy raiding, a job for which the Rebel A-Wing fighter was perfectly designed for, so the Remnants of the Empire approached Sienar Fleets Systems, and asked for a ship with exactly the same role as the A Wing. The Tie Claw was the result, and as a third generation Tie it shares many features with the Tie Phantom and Tie Defender, but at a lower cost than either of these. The Tie Claw is an updated Tie Interceptor, with a hyperdrive, and a specialized sensor package that allow it to scan convoys from outside their sensor range before deciding to attack.



Name: Tie Cluster

Type: Sienar Fleet Systems TIE Cluster Shuttle

Scale: Starfighter

Length: 7.3 Meters

Skill: Starfighter Piloting - Tie Cluster Crew: 1

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

Consumables: 3 Days

Cost: 20,000 (used)

Cargo Capacity: 120 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: No

Nav Computer: Limited to 3 Jumps

Space: 6

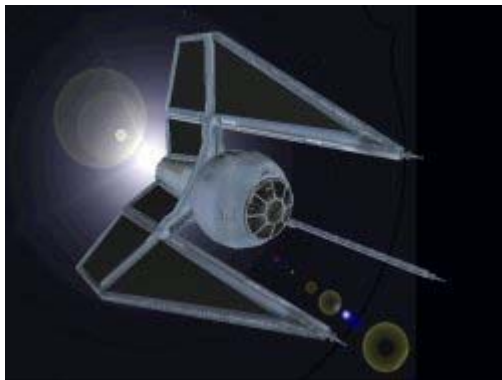
Atmosphere: 300;730kmh

Maneuverability: 2D+1

Hull: 2D
Shields: 1D
Sensors:
 Passive: 20/0D
 Scan: 40/1D
 Search: 60/2D
 Focus: 2/3D

Weapons:
 Twin Light Laser Cannons
 Fire Arc: Front
 Fire Control: 2D
 Space: 1-4/10/20
 Atmosphere Range: 100-400/1/2km
 Damage: 5D

Description: The Tie Cluster is a small single person transport and inspection craft, used by imperial officers for external examinations of capital ships, either during repairs, inspections or construction. The Cluster used the command pod of the standard Tie Fighter, but downgraded the weaponry, and added shields, partially to protect the crew inside from enemies, but mainly to help protect them in case of radiation leaks and the like. A hyperdrive was added to allow the vessel to be used for long range travel, and courier work. The ships wings are folded behind the vessel, and although this gives a much lower energy output which accounts for the lower speed available to the pilot.



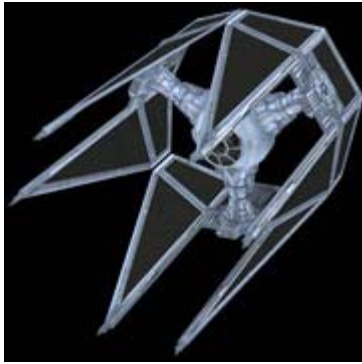
Name: **Tie Clutch**
Type: Sienar Fleet Systems TIE Clutch
Scale: Starfighter
Length: 6.9 Meters
Skill: Starfighter Piloting - TIE
Crew: 1
Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D
Consumables: 2 Days
Cargo Capacity: 150 Kg
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Limited to two jumps
Space: 11
Atmosphere: 425; 1250kmh
Maneuverability: 3D
Hull: 4D

Shields: 2D
Sensors:
 Passive: 25/1D
 Scan: 40/2D
 Search: 60/3D
 Focus: 4/3D+2

Weapons:
 4 Laser Cannons (Fire Linked)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 6D
 Ion Cannon
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-3/7/36
 Atmosphere Range: 100-300/700/3.6km
 Damage: 4D

Description: When the Tie Defender was introduced, it was clearly the best fighter that the Empire had ever used, but it was hideously expensive, leading to it only being deployed in fairly small numbers. This meant that the demand for a cheaper version of this vessel was called for, a ship with shields, hyperdrive and Ion weaponry, so that it could fulfill the same role that the Defender did. So Sienar dusted off the old designs for the Tie Phantom which had lain unused since the Cloaking device project had been abandoned, and reworked them. Using the Standard cockpit module from the Tie Fighter, and the wings of the Tie Phantom gave the vessel four laser cannons (two on the chin of the pod, and two on the left and right wings), the top laser was replaced with an Ion Cannon, while the engine section held a powerful power plant and drive systems. The new vessel was christened the Tie Clutch, and although not hugely better than the Tie Interceptor, it was bought in small numbers by the Empire, which made use of its tough hull, Ion weapons, and hyperdrive for use as an Interceptor and patrol vessel.





Name: Tie Cyclone

Type: Sienar Fleet Systems TIE Cyclone

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

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

Consumables: 2 Days

Cargo Capacity: 60 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 11

Atmosphere: 435; 1250kmh

Maneuverability: 4D+2

Hull: 3D

Shields: NA (sometimes retrofitted with 2D)

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

6 Laser Cannons (Fire Linked)

Fire Arc: Front

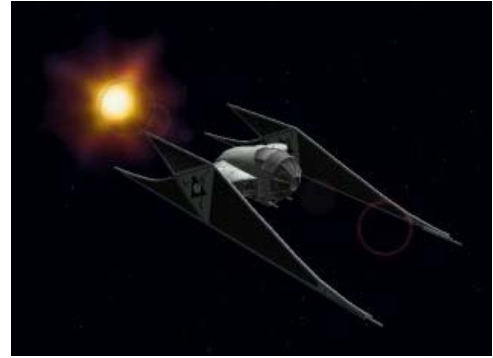
Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

Description: The Tie Cyclone is a small production run starfighter designed by Sienar as an improvement to the Tie Interceptor, using some of the design features of the Tie Defender. The Cyclone has three wing sections, which provide it with unprecedented maneuvering thruster cover and power for those thrusters. This means that the Cyclone is perhaps most maneuverable fighter ever built, and its six laser cannons provide an incredible amount of firepower, making it faster, more maneuverable and better armed than any opposition fighter. However the cost of the fighter was high, and this combined with the need for specialized docking facilities (because the Cyclone cannot use standard Tie racks) meant that the Empire was not convinced of the usefulness of this fighter and did not commit to its production.



Name: TIE Dart

Type: Sienar Fleet Systems TIE Dart Interceptor

Scale: Starfighter

Length: 14.5 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 3 Days

Cargo Capacity: 45 Kg

Hyperdrive Multiplier: x3

Hyperdrive Backup: No

Nav Computer: Stores 4 Jumps

Space: 12

Atmosphere: 450; 1300kmh

Maneuverability: 4D

Hull: 3D

Shields: 1D

Sensors:

Passive: 30/1D

Scan: 50/2D

Search: 70/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

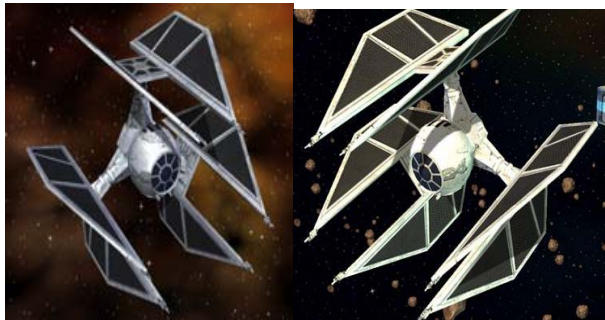
Space: 1-4/15/30

Atmosphere Range: 100-400/1.5/3km

Damage: 6D

Description: During the turbulent years following the defeat of the Galactic Empire at Endor, the various factions all struggled to prove that they were the true Heir to the Empire. Some of these did this by clinging to the symbols of the Empire, Stormtroopers and Tie Fighters; others did this by moving technology forwards and trying to prove that they were as progressive and innovative as the Empire had been under Emperor Palpatine. The TIE Dart is a vessel that arose during that time, commissioned by one of the Remnants, but adopted by several, the fighter is an evolution of the TIE Interceptor. Using standard parts, the cockpit is a standard TIE Fighter cockpit, although has advanced engines attached to the rear including a small hyperdrive unit. The twin cannons on the chin of the cockpit are augmented by two cannons on the wingtips making the fighter equal in firepower to the TIE Interceptor although its range is somewhat increased, however the new drives make it

faster and more maneuverable, and the new sensors, shield generators and hyperdrive enhance the fighters capabilities far beyond what the TIE Interceptor was capable of. TIE Darts continue to be used in some parts of the galaxy, although they are rare compared to the more standard types of TIE fighter in use.



Name: Sienar Fleet Systems TIE Defender

Type: Space Superiority Fighter

Scale: Starfighter

Length: 7.2 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 2 Days

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited to four jumps

Space: 12

Atmosphere: 450;1300kmh

Maneuverability: 4D

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Ion Cannons(Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D

2 Concussion Missile Launchers(Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Description: Conventional Imperial design philosophies would not have produced the TIE defender, but the repeated successes of Alliance starfighter pilots forced the Empire's hand.

Developed in absolute secrecy by the higher echelons of the Imperial Navy, the deadly new TIE defender was to be an evolution of TIE technologies in a bold new direction. Though labeled as a 'logical advance,' the defender was the Empire's silent nod of respect to the Rebellion's starfighter forces.

Eschewing the swarming wing maneuvers that were a staple of Imperial combat doctrine, the TIE defender would instead empower a single pilot to operate as a formidable fighting force. Unlike the standard TIE fighter, this model featured sturdy deflector shields and a hyperdrive engine, and packed incredible firepower.

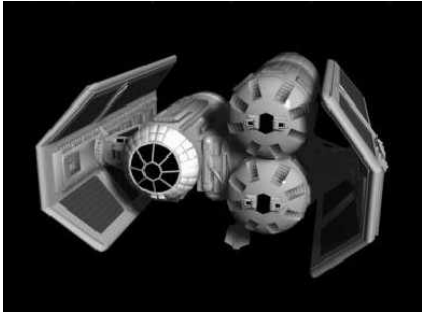
Three sets of angled solar gather panels cluster around the familiar circular cockpit. Using the latest in Sienar Fleet Systems technologies, a robust I-s4d solar ionization reactor powers the starfighter, while twin P-sz9.7 ion engines provide propulsion at an impressive 40 percent higher yield than the standard TIE/ln.

An SFS F-s5x flight avionics system translates the pilot's instructions into twisting acrobatic maneuvers. A triple array of maneuvering jets on the branching tri-wing assembly allows the TIE defender to tumble through seemingly impossible dives and jinks, outshining the impressive TIE interceptor in sheer agility.

Each wingtip holds powerful weapons. The two lower wings each hold a pair of SFS L-s9.3 laser cannons which can be fired singly or linked. The upper wing carries two Borstel NK-3 ion cannons, while the main hull of the craft supports a pair of M-g-2 general purpose warhead launchers. Enveloping the craft are forward and rear-projecting Novaldex shields, which protect the reinforced titanium hull.

Overseeing the TIE defender project was Admiral Zaarin, an Imperial officer who ultimately proved to be a traitor. The foolhardy Zaarin even had the audacity to strike against the Emperor himself. Ironically, his own starfighter project was employed in a bid to stop him. Colonel Maarek Stele and Lord Darth Vader figured prominently in early TIE defender missions to stop Zaarin.

At more than five times the cost of a standard TIE fighter, the TIE defender proved too expensive to produce in large numbers. Only a handful of these ships were deployed as part of Onyx Squadron during the Battle of Endor. The scandal over Zaarin's defection and the political upheaval that followed the Endor further scuttled any plans to introduce the defender to the fleet in mass quantities.



Name: Tie Heavy Bomber

Type: Sienar Fleet Systems Tie Heavy Bomber

Scale: Starfighter

Length: 9.2 Meters

Skill: Starfighter Piloting - Tie Bomber

Crew: 1

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

Missile Weapons 4D+1

Consumables: 2 Days

Cargo Capacity: 30 Tonnes (Bomb bays)

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: NA

Space: 6

Atmosphere: 350;925kmh

Maneuverability: 0D+2

Hull: 4D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 3/2D+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

2 Concussion Missile Launchers (Firelinked) (32

Missiles Carried)

Fire Arc: Front

Fire Control: 3D+2

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

Description: The TIE Heavy Bomber series was designed as a more powerful version of the regular TIE Bombers. Slightly more durable, the TIE Heavy Bombers also featured a larger bomb bay, so that more explosives could be loaded in. While it wasn't produced in the quantities that the regular TIE Bomber was, the TIE Heavy Bombers did see some service during the time after the Battle of Hoth.



Name: Sienar Fleet Systems TIE Heavy Interceptor

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 2 Days

Cargo Capacity: 55 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 2D+2

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Concussion Missile Launchers(Fire Linked)

Fire Arc: Front

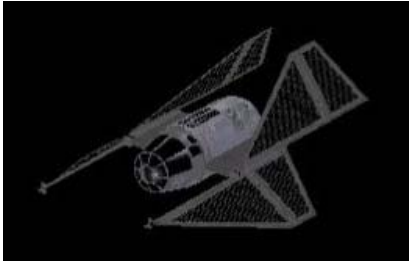
Fire Control: 2D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Description: This fighter is a cross between the Tie E-3 Experimentals fighter prototype, and the now standard Tie Interceptor-S. The Interceptor-S has had a pair of fire-linked concussion missile launchers attached to the outside of its wings and heavier armor plating on its hull. Although this makes the fighter slower and slightly less maneuverable, the extra punch of these weapons and extra damage the fighter can take is considered to be worth this loss.



Name: Tie Infiltrator

Type: Sienar Fleet Systems Tie Infiltrator Starfighter
 Scale: Starfighter
 Length: 11.1 Meters
 Skill: Starfighter Piloting - TIE
 Crew: 1
 Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D
 Consumables: 1 Month
 Cargo Capacity: 1 Ton
 Hyperdrive Multiplier: x1
 Hyperdrive Backup: No
 Nav Computer: Yes
 Space: 9
 Atmosphere: 400;1100kmh
 Maneuverability: 2D
 Hull: 3D
 Shields: 2D
 Sensors:
 Passive: 25/1D
 Scan: 40/2D
 Search: 60/3D
 Focus: 4/3D+2

Weapons:

2 Medium Laser Cannons (Fire Linked)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 5D

Description: The Tie Infiltrator is more of a single person transport vessel than a dedicated starfighter, with an elongated main cabin the vessel has cramped but adequate living space as well as a small cargo carrying capacity which can easily store a speeder bike or swoop. While still a fast and capable starfighter, the Infiltrator was developed as a transport to carry Imperial Agents from place to place without needing to provide them with a shuttle or capital ship, serving the same purpose as the Howlrunner would later serve. Although the vessel found itself with a number of fans among the Imperial Services, larger more flexible vessels were far more useful and a standardized ship made agents stand out from the crowd so the Infiltrator found itself sidelined and used by a very small minority of Imperial Agents.



Name: Sienar Fleet Systems TIE Interceptor-S

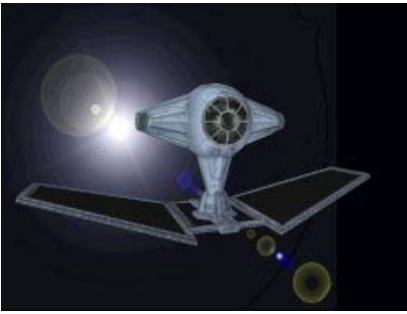
Type: Space Superiority Fighter
 Scale: Starfighter
 Length: 6.6 Meters
 Skill: Starfighter Piloting - TIE
 Crew: 1
 Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2
 Consumables: 2 Days
 Cargo Capacity: 55 Kg
 Hyperdrive Multiplier: No
 Hyperdrive Backup: No
 Nav Computer: No
 Space: 11
 Atmosphere: 435;1250kmh
 Maneuverability: 3D+2
 Hull: 3D
 Shields: 2D
 Sensors:
 Passive: 25/1D
 Scan: 40/2D
 Search: 60/3D
 Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 6D

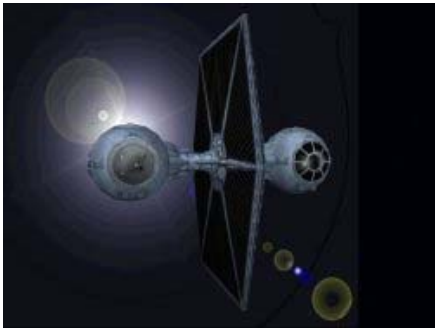
Description: The Tie Interceptor is fine fighter in its own right, but while the Galactic Empire was upgrading the Tie/In similar modifications were done to the Tie Interceptor. The chin mounted laser cannons that are part of the standard Tie command pod were removed and replaced with a shield generator and boosted power generation systems, this allowed the Tie Interceptor to become more rugged and damage resistant.





Name: **Tie Lambda**
 Type: Sienar Fleet Systems TIE Lambda
 Scale: Starfighter
 Length: 6.2 Meters
 Skill: Starfighter Piloting - TIE
 Crew: 1
 Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D
 Consumables: 2 Days
 Cargo Capacity: 20 Kg
 Hyperdrive Multiplier: No
 Hyperdrive Backup: No
 Nav Computer: No
 Space: 8
 Atmosphere: 350;950kmh
 Maneuverability: 3D
 Hull: 3D
 Shields: 1D
 Sensors:
 Passive: 25/1D
 Scan: 40/2D
 Search: 60/3D
 Focus: 4/3D+2
 Weapons:
 2 Medium Laser Cannons (Fire Linked)
 Fire Arc: Front
 Fire Control: 3D
 Space: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 5D

Description: The Tie Lambda was a design from Sienar to cut costs, yet provide a vessel of similar quality to the standard Tie Fighter. With a single wing, and shield generators, it is a maneuverable and tough variant of the Tie, but the design is reported to be a little uncontrollable within an atmosphere. The vessel was only built in limited numbers, and never adopted by any noteworthy squadrons, because it offered little advantage over the standard Tie, and offered only small savings as well. The few produced have been stationed on research bases, where the non-standard parts required have no great drain on supplies, and where modifications to this unusual fighter can be continued hopefully leading to something of worth for the Empire.



Name: **TIE Experimentals M1**
 Type: Sienar Fleet Systems TIE M1 "Bizarro" Experimentals Starfighter
 Scale: Starfighter
 Length: 6.3 Meters
 Skill: Starfighter Piloting - TIE
 Crew: 0 (Remotely Controlled or Droid Brain)
 Crew Skill: Starfighter Piloting 5D (4D), Starship Gunnery 4D+2 (3D+2)
 Consumables: 2 Days
 Cargo Capacity: 12 Kg
 Hyperdrive Multiplier: x1.5
 Hyperdrive Backup: No
 Nav Computer: Limited to 3 Jumps
 Space: 9
 Atmosphere: 375;1050kmh
 Maneuverability: 2D
 Hull: 2D
 Shields: NA
 Sensors:
 Passive: 25/1D
 Scan: 40/2D
 Search: 60/3D
 Focus: 4/3D+2
 Weapons:
 TurboLaser Cannon
 Fire Arc: Front
 Fire Control: 1D
 Space: 1-5/15/40
 Atmosphere Range: 100-500/1.5/4km
 Damage: 8D

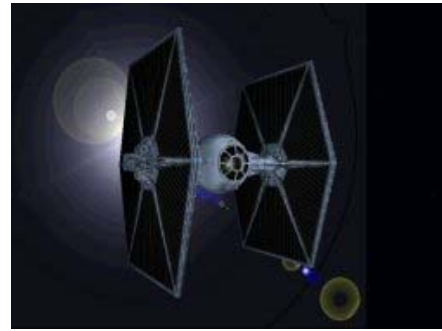
Description: The TIE Experimentals, the secret weapons of the Empire like many other Imperial projects were intended to be a certain solution against the Rebellion. A few months after the Battle of Hoth, Rebel High Command was receiving reports that convoys in the Vilonis Sector were disappearing. When Rebel fighters responded to the few received distress calls, all they found was the wreckage of the convoys. As a result of the disappearances, civilian traffic in the Vilonis Sector became stagnant, and commercial vessels feared that they would face a similar fate to those of their loss comrades. In response to those events, Rebel High Command decided to send the MC80 Liberty under the command of Admiral Yamarus to investigate the matter, while still keeping a low profile in the sector.

The Rebels received one of their first, if not their first encounter with the TIE Experimentals when they responded to an attack near the Belat System during the transfer of replacement pilots and flight crews to the MC80 Liberty (as that ship suffered severe losses due to a recent Rebel operation). After that encounter, the Rebels baited the Vilonis Sector with several "mock" convoys in the hopes of attracting the Empire to attack those convoys with its TIE Experimentals so several of those new Imperial fighters could be captured for examination. The convoy ships themselves were under computer control, transmitting false transponder signals and were also avoiding custom's checkpoints. In the end the Rebels' plan succeeded with convoy group Sulin. The Rebels deployed Z-95 Headhunters equipped with the new Experimentals Ion Pulse Warhead to disable the fighters. Not only did they disable the fighters, they were also able to capture one of the control ships, a Beta Class ETR-3 Escort Transport.

Later, acting upon a report from a Rebel spy who learned the location of an Imperial production facility (manufacturing TIE Experimentals) orbiting the planet of Nomlis III in the Kurdin System, the Rebels sent a strike force. The Rebels were able to destroy the facility, but before they did they collected data concerning the new Imperial fighter project from the facility's computer core. However, due to that attack Imperial Forces were able to track the Rebel attackers back to the MC80 Liberty and ambush that Rebel cruiser. Unfortunately, the Imperial ambush was thwarted. Soon after the ambush, the Rebels managed to locate and destroy the XQ1 Platform Obsidian, the focal point of the TIE Experimentals research, and the Imperial Research Ship Sardis. They were also able to cause the loss of the project's director, Director Lezner. Throughout it all a single pilot, Ace Azzameen was the one who was instrumental in the downfall of the TIE Experimentals Project, unfortunately.

The Beta Class ETR-3 Escort Transports used during the project were fitted with transmitters and were being used as control ships for the TIE Experimentals. As a result, the new TIEs were able to work tightly together, but they did not display pilot "common sense". Upon their destruction, the effectiveness and the "behavior" dramatically of the TIE Experimentals changed for the worse. They lost their cohesiveness and become disorganized, and as far as the enemy is concerned it became a mopping up action.

The TIE/e1 mounts a powerful turbolaser on its design. Like its successor the TIE/e2 these fighters can deliver a lot of damage, but their fragility renders them less useful. Over all, the result was less than impressive.



Name: TIE Experimentals M2

Type: Sienar Fleet Systems TIE M2 "Big-Gun" Experimentals
Starfighter

Scale: Starfighter

Length: 6.4 Meters

Skill: Starfighter Piloting - TIE

Crew: 0 (Remotely Controlled or Droid Brain)

Crew Skill: Starfighter Piloting 4D+2 (3D+2), Starship Gunnery 5D (4D)

Consumables: 2 Days

Cargo Capacity: 12 Kg

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: No

Nav Computer: Limited to 3 Jumps

Space: 9

Atmosphere: 350;975kmh

Maneuverability: 1D+2

Hull: 2D

Shields: NA

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 * Light TurboLaser Cannons (Fire-Linked)

Fire Arc: Front

Fire Control: 2D+1

Space: 1-4/13/30

Atmosphere Range: 100-400/1.3/3km

Damage: 7D

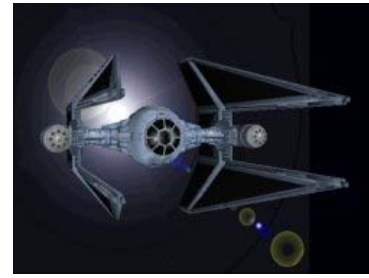
Description: The TIE Experimentals, the secret weapons of the Empire like many other Imperial projects were intended to be a certain solution against the Rebellion. A few months after the Battle of Hoth, Rebel High Command was receiving reports that convoys in the Vilonis Sector were disappearing. When Rebel fighters responded to the few received distress calls, all they found was the wreckage of the convoys. As a result of the disappearances, civilian traffic in the Vilonis Sector became stagnant, and commercial vessels feared that they would face a similar fate to those of their loss comrades. In response to those events, Rebel High Command decided to send the MC80 Liberty under the command of Admiral Yamarus to investigate the matter, while still keeping a low profile in the sector.

The Rebels received one of their first, if not their first encounter with the TIE Experimentals when they responded to an attack near the Belat System during the transfer of replacement pilots and flight crews to the MC80 Liberty (as that ship suffered severe losses due to a recent Rebel operation). After that encounter, the Rebels baited the Vilonis Sector with several "mock" convoys in the hopes of attracting the Empire to attack those convoys with its TIE Experimentals so several of those new Imperial fighters could be captured for examination. The convoy ships themselves were under computer control, transmitting false transponder signals and were also avoiding custom's checkpoints. In the end the Rebels' plan succeeded with convoy group Sulin. The Rebels deployed Z-95 Headhunters equipped with the new Experimentals Ion Pulse Warhead to disable the fighters. Not only did they disable the fighters, they were also able to capture one of the control ships, a Beta Class ETR-3 Escort Transport.

Later, acting upon a report from a Rebel spy who learned the location of an Imperial production facility (manufacturing TIE Experimentals) orbiting the planet of Nomlis III in the Kurdin System, the Rebels sent a strike force. The Rebels were able to destroy the facility, but before they did they collected data concerning the new Imperial fighter project from the facility's computer core. However, due to that attack Imperial Forces were able to track the Rebel attackers back to the MC80 Liberty and ambush that Rebel cruiser. Unfortunately, the Imperial ambush was thwarted. Soon after the ambush, the Rebels managed to locate and destroy the XQ1 Platform Obsidian, the focal point of the TIE Experimentals research, and the Imperial Research Ship Sardis. They were also able to cause the loss of the project's director, Director Lezner. Throughout it all a single pilot, Ace Azzameen was the one who was instrumental in the downfall of the TIE Experimentals Project, unfortunately.

The Beta Class ETR-3 Escort Transports used during the project were fitted with transmitters and were being used as control ships for the TIE Experimentals. As a result, the new TIEs were able to work tightly together, but they did not display pilot "common sense". Upon their destruction, the effectiveness and the "behavior" dramatically of the TIE Experimentals changed for the worse. They lost their cohesiveness and become disorganized, and as far as the enemy is concerned it became a mopping up action.

The TIE/e2 like its predecessor mounts starship turbolasers on its design. There is a recorded incident where the TIE/e2's armament came as a deadly surprise to a Rebel B-Wing group patrolling too close to an Imperial base.



Name: **TIE Experimentals M3**

Type: Sienar Fleet Systems TIE M3 "Warhead" Experimentals Starfighter

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 0 (Remotely Controlled or Droid Brain)

Crew Skill: Starfighter Piloting 4D+2 (3D+2), Starship Gunnery 5D (4D)

Consumables: 2 Days

Cargo Capacity: 20 Kg

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: No

Nav Computer: Limited to 3 Jumps

Space: 11

Atmosphere: 425;1250kmh

Maneuverability: 3D

Hull: 3D

Shields: NA

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 Concussion Missile Launchers (8 Missile Magazine Each)

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

Description: The TIE Experimentals, the secret weapons of the Empire like many other Imperial projects were intended to be a certain solution against the Rebellion. A few months after the Battle of Hoth, Rebel High Command was receiving reports that convoys in the Vilonis Sector were disappearing. When Rebel fighters responded to the few received distress calls, all they found was the wreckage of the convoys. As a result of the disappearances, civilian traffic in the Vilonis Sector became stagnant, and commercial vessels feared that they would face a similar fate to those of their loss comrades. In response to those events, Rebel High Command decided to send the MC80 Liberty under the command of Admiral Yamarus to investigate the matter, while still keeping a low profile in the sector.

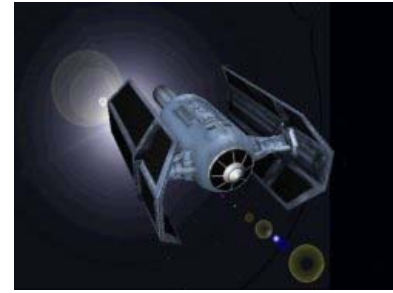
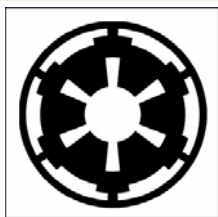
The Rebels received one of their first, if not their first encounter with the TIE Experimentals when they responded to

an attack near the Belat System during the transfer of replacement pilots and flight crews to the MC80 Liberty (as that ship suffered severe losses due to a recent Rebel operation). After that encounter, the Rebels baited the Vilonis Sector with several "mock" convoys in the hopes of attracting the Empire to attack those convoys with its TIE Experimentals so several of those new Imperial fighters could be captured for examination. The convoy ships themselves were under computer control, transmitting false transponder signals and were also avoiding custom's checkpoints. In the end the Rebels' plan succeeded with convoy group Sulin. The Rebels deployed Z-95 Headhunters equipped with the new Experimentals Ion Pulse Warhead to disable the fighters. Not only did they disable the fighters, they were also able to capture one of the control ships, a Beta Class ETR-3 Escort Transport.

Later, acting upon a report from a Rebel spy who learned the location of an Imperial production facility (manufacturing TIE Experimentals) orbiting the planet of Nomlis III in the Kurdin System, the Rebels sent a strike force. The Rebels were able to destroy the facility, but before they did they collected data concerning the new Imperial fighter project from the facility's computer core. However, due to that attack Imperial Forces were able to track the Rebel attackers back to the MC80 Liberty and ambush that Rebel cruiser. Unfortunately, the Imperial ambush was thwarted. Soon after the ambush, the Rebels managed to locate and destroy the XQ1 Platform Obsidian, the focal point of the TIE Experimentals research, and the Imperial Research Ship Sardis. They were also able to cause the loss of the project's director, Director Lezner. Throughout it all a single pilot, Ace Azzameen was the one who was instrumental in the downfall of the TIE Experimentals Project, unfortunately.

The Beta Class ETR-3 Escort Transports used during the project were fitted with transmitters and were being used as control ships for the TIE Experimentals. As a result, the new TIEs were able to work tightly together, but they did not display pilot "common sense". Upon their destruction, the effectiveness and the "behavior" dramatically of the TIE Experimentals changed for the worse. They lost their cohesiveness and become disorganized, and as far as the enemy is concerned it became a mopping up action.

The TIE/e3 is unsurpassed as an inexpensive, expendable and effective platform capable of quickly firing off warheads. It had been suggested that if a piloted version of this fighter existed, it would quickly replace the TIE Bomber as the Empire's favored warhead delivery platform. There is a recorded incident where an X-Wing squadron was severely crippled by encounter with this type of TIE Experimentals.



Name: **TIE Experimentals M4**

Type: Sienar Fleet Systems TIE M4 "Bomb" Experimentals Starfighter

Scale: Starfighter

Length: 7.9 Meters

Skill: Starfighter Piloting - TIE

Crew: 0 (Remotely Controlled or Droid Brain)

Crew Skill: Starfighter Piloting 6D (5D)

Consumables: 1 Day

Cargo Capacity: 45 Kg

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: No

Nav Computer: Limited to 3 Jumps

Space: 13

Atmosphere: 475;1400kmh

Maneuverability: 4D

Hull: 3D

Shields: NA

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

Space Bomb Warhead

Fire Arc: None

Scale: Capital

Fire Control: None

Space: 0

Atmosphere Range: 0

Damage: 7D

Description: The TIE Experimentals, the secret weapons of the Empire like many other Imperial projects were intended to be a certain solution against the Rebellion. A few months after the Battle of Hoth, Rebel High Command was receiving reports that convoys in the Vilonis Sector were disappearing. When Rebel fighters responded to the few received distress calls, all they found was the wreckage of the convoys. As a result of the disappearances, civilian traffic in the Vilonis Sector became stagnant, and commercial vessels feared that they would face a similar fate to those of their loss comrades. In response to those events, Rebel High Command decided to send the MC80 Liberty under the command of Admiral Yamarus to investigate the matter, while still keeping a low profile in the sector.

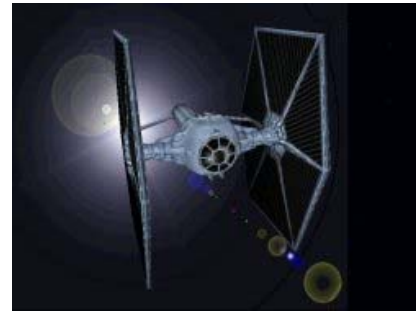
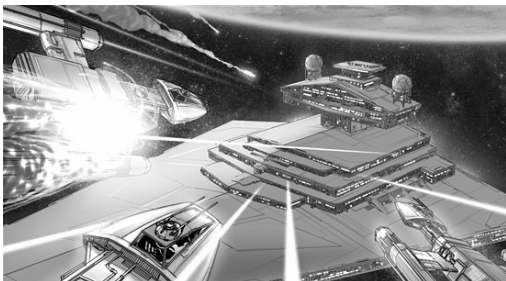
The Rebels received one of their first, if not their first encounter with the TIE Experimentals when they responded to

an attack near the Belat System during the transfer of replacement pilots and flight crews to the MC80 Liberty (as that ship suffered severe losses due to a recent Rebel operation). After that encounter, the Rebels baited the Vilonis Sector with several "mock" convoys in the hopes of attracting the Empire to attack those convoys with its TIE Experimentals so several of those new Imperial fighters could be captured for examination. The convoy ships themselves were under computer control, transmitting false transponder signals and were also avoiding custom's checkpoints. In the end the Rebels' plan succeeded with convoy group Sulin. The Rebels deployed Z-95 Headhunters equipped with the new Experimentals Ion Pulse Warhead to disable the fighters. Not only did they disable the fighters, they were also able to capture one of the control ships, a Beta Class ETR-3 Escort Transport.

Later, acting upon a report from a Rebel spy who learned the location of an Imperial production facility (manufacturing TIE Experimentals) orbiting the planet of Nomlis III in the Kurdin System, the Rebels sent a strike force. The Rebels were able to destroy the facility, but before they did they collected data concerning the new Imperial fighter project from the facility's computer core. However, due to that attack Imperial Forces were able to track the Rebel attackers back to the MC80 Liberty and ambush that Rebel cruiser. Unfortunately, the Imperial ambush was thwarted. Soon after the ambush, the Rebels managed to locate and destroy the XQ1 Platform Obsidian, the focal point of the TIE Experimentals research, and the Imperial Research Ship Sardis. They were also able to cause the loss of the project's director, Director Lezner. Throughout it all a single pilot, Ace Azzameen was the one who was instrumental in the downfall of the TIE Experimentals Project, unfortunately.

The Beta Class ETR-3 Escort Transports used during the project were fitted with transmitters and were being used as control ships for the TIE Experimentals. As a result, the new TIEs were able to work tightly together, but they did not display pilot "common sense". Upon their destruction, the effectiveness and the "behavior" dramatically of the TIE Experimentals changed for the worse. They lost their cohesiveness and become disorganized, and as far as the enemy is concerned it became a mopping up action.

The TIE/e4 carries an explosive payload to its target. It is nothing more than a large, quick and flying guided space bomb. Due to this design's incredible sublight speeds it makes it difficult for ships to evade the TIE/e4.



Name: **TIE Experimental M5**

Type: Sienar Fleet Systems TIE M5 "Booster" Experimental Starfighter

Scale: Starfighter

Length: 6.8 Meters

Skill: Starfighter Piloting - TIE

Crew: 0 (Remotely Controlled or Droid Brain)

Crew Skill: Starfighter Piloting 5D+2 (4D+2), Starship Gunnery 5D+1 (4D+1)

Consumables: 2 Days

Cargo Capacity: 20 Kg

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: N/A

Nav Computer: N/A

Space: 14

Atmosphere: 480; 1,500kmh

Maneuverability: 3D

Hull: 2D

Shields: N/A

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: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Description: The TIE Experimentals, the secret weapons of the Empire like many other Imperial projects were intended to be a certain solution against the Rebellion. A few months after the Battle of Hoth, Rebel High Command was receiving reports that convoys in the Vilonis Sector were disappearing. When Rebel fighters responded to the few received distress calls, all they found was the wreckage of the convoys. As a result of the disappearances, civilian traffic in the Vilonis Sector became stagnant, and commercial vessels feared that they would face a similar fate to those of their loss comrades. In response to those events, Rebel High Command decided to send the MC80 Liberty under the command of Admiral Yamarus to investigate the matter, while still keeping a low profile in the sector.

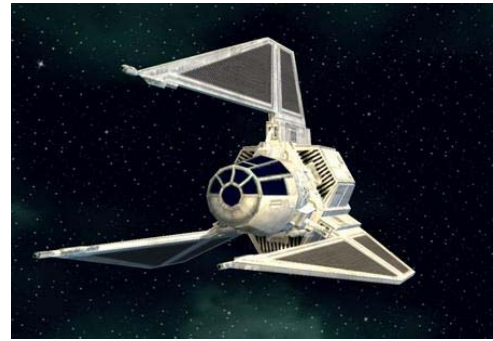
The Rebels received one of their first, if not their first encounter with the TIE Experimentals when they responded to an attack near the Belat System during the transfer of

replacement pilots and flight crews to the MC80 Liberty (as that ship suffered severe losses due to a recent Rebel operation). After that encounter, the Rebels baited the Vilonis Sector with several "mock" convoys in the hopes of attracting the Empire to attack those convoys with its TIE Experimentals so several of those new Imperial fighters could be captured for examination. The convoy ships themselves were under computer control, transmitting false transponder signals and were also avoiding custom's checkpoints. In the end the Rebels' plan succeeded with convoy group Sulin. The Rebels deployed Z-95 Headhunters equipped with the new experimental Ion Pulse Warhead to disable the fighters. Not only did they disable the fighters, they were also able to capture one of the control ships, a Beta Class ETR-3 Escort Transport.

Later, acting upon a report from a Rebel spy who learned the location of an Imperial production facility (manufacturing TIE Experimentals) orbiting the planet of Nomlis III in the Kurdin System, the Rebels sent a strike force. The Rebels were able to destroy the facility, but before they did they collected data concerning the new Imperial fighter project from the facility's computer core. However, due to that attack Imperial Forces were able to track the Rebel attackers back to the MC80 Liberty and ambush that Rebel cruiser. Unfortunately, the Imperial ambush was thwarted. Soon after the ambush, the Rebels managed to locate and destroy the XQ1 Platform Obsidian, the focal point of the TIE Experimental research, and the Imperial Research Ship Sardis. They were also able to cause the loss of the project's director, Director Lezner. Throughout it all a single pilot, Ace Azzameen was the one who was instrumental in the downfall of the TIE Experimental Project, unfortunately.

The Beta Class ETR-3 Escort Transports used during the project were fitted with transmitters and were being used as control ships for the TIE Experimentals. As a result, the new TIEs were able to work tightly together, but they did not display pilot "common sense". Upon their destruction, the effectiveness and the "behavior" dramatically of the TIE Experimentals changed for the worse. They lost their cohesiveness and become disorganized, and as far as the enemy is concerned it became a mopping up action.

The TIE/e5 has been theorized by the Rebels that it was an attempt by the Empire to replace the TIE Interceptor. Nonetheless, the TIE Interceptor will consistently defeat the TIE/e5 in combat, even though it has a slower sublight speed compared to the TIE/e5. Gwen Habbert, a Rebel pilot encountered this design and was never to be seen again.



Name: **Sienar Fleet Systems TIE Phantom**

Type: Cloaked Assault Fighter

Scale: Starfighter

Length: 7.0 Meters

Skill: Starfighter Piloting - TIE

Crew: 1 + 1 Gunner

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 3 Days

Cargo Capacity: 90 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited, 4 Jumps

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 1D+2

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Cloaking Device : Imperial

Weapons:

3 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Description: The Tie Phantom was developed by the Galactic Empire before the Battle of Hoth, but due to a rebel assault on its manufacturing plant, it was considered a failure and was never put into large scale production. However after the alliance with the Sith Empire, and war began with the Mandalorians who used Cloaking device equipped ships on a large scale, the Phantom design was dusted off once more. The Phantom uses an imperial design cloaking device, which is more efficient than the Mandalorian design, but suffers the disadvantage of blocking sensors and communication. This has been solved by using narrow band sensor feeds from command ships, but serves as a disadvantage to this design.



Name: TIE Protector

Type: Sienar Fleet Systems TIE Protector

Scale: Starfighter

Length: 7.2 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+2, Starship Gunnery 5D+1

Consumables: 2 Days

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: NA

Space: 12

Atmosphere: 450;1300kmh

Maneuverability: 3D+1

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Description: While the Tie Defender was an extremely powerful and effective fighter, it was also extremely expensive to produce and maintain, this led to its limited production and distribution to only elite squadrons. However in their search for a more advanced vessel to replace the Tie Interceptor, Sienar designers stripped down the design to the basics to produce the Tie Protector. Still extremely maneuverable and lightning fast, the Tie Protector sheds the hyperdrive and varied weaponry of the Defender, to create a far cheaper but still very effective fighter. Although popular on initial tests, the Protector was produced in very few numbers due to the fragmentation of the Empire after the death of Emperor Palpatine at the Battle of Endor. While this meant that most of the Imperial remnants were forced to use older equipment, a few could still afford the latest ships and equipment, making the Protector common in some far flung quarters of the galaxy.



Name: Tie Reaper

Type: Sienar Fleet Systems Tie Reaper Assault Gunboat

Scale: Starfighter

Length: 17 Meters

Skill: Starfighter Piloting - TIE

Crew: 1 + 1 Gunner

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 5 Days

Cargo Capacity: 150 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited to 6 Jumps

Space: 14

Atmosphere: 475; 1500kmh

Maneuverability: 3D+2

Hull: 4D+2

Shields: 3D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Cloaking Device : Imperial

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

2 Ion Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D+2

Space: 1-5/18/36

Atmosphere Range: 100-500/1.8/3.6km

Damage: 4D

Proton Torpedo Launcher (12 Torpedo Magazine)

Fire Arc: Front

Fire Control: 2D

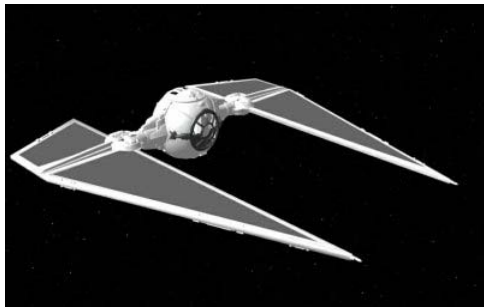
Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Description: Although too expensive for mass production, the Tie Reaper has had a massive effect on Imperial morale since its introduction. With the Empire constantly being forced back by

the New Republic it needed victories to stop the increasing problems with morale and desertion. The Tie Reaper is a mixture of both the Imperial Gunboats and the Tie Phantom, with a two man crew capable of operating its powerful quad laser cannons, its Proton Torpedoes, and still managing to control this vessel at the massive velocities it is capable of, the Tie Reaper manages to outclass most vessels with a single pilot. The Reaper uses a large amount of unique technology requiring specialized maintenance and supplies, but manages to improve upon previous Tie designs in almost every area proving itself a truly massive improvement upon even Tie Defenders and Tie Avengers never mind older designs such as the Tie/In or Tie Interceptor. If the Empire can continue production of this design, then battle after battle will be a victory for the Empire and the tide can turn in the Galactic Civil War once more in the Galactic Empires favor.



Name: Tie Retaliator

Type: Sienar Fleet Systems Tie Retaliator

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 1 Days

Cargo Capacity: 45 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 10

Atmosphere: 415;1150kmh

Maneuverability: 2D+2

Hull: 3D

Shields: N/A

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

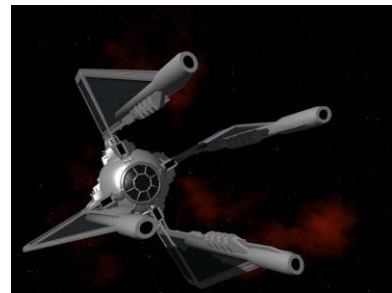
Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Description: With the Empire always seeking to lower costs and find ways of producing more vessels for the same money, Sienar Fleet Systems developed the Tie Retaliator as a cheap version of the Tie Interceptor. Using the Tie Fighters control pod, and fire-linking the twin cannons in the chin to those on two of the blade panels of a Tie Interceptor, they produced a cheaper fighter, with the same firepower as the Interceptor, and using standard parts already in use by the Empires fleet of Tie's. However the smaller solar panels led to a decrease in performance, both speed and maneuverability wise, so the design was retired before production ever began. However after the Battle of Endor, with Imperial resources stretched to their very limits, this cheaper fighter was resurrected and found itself popular with some of the factions of Imperial Remnants, but even then it was only produced in small numbers and is seen only in some parts of the galaxy.



Name: Tie Retribution

Type: Sienar Fleet Systems Tie Retribution Starfighter

Scale: Starfighter

Length: 6.7 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 1 Days

Cargo Capacity: 85 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 11

Atmosphere: 435;1200kmh

Maneuverability: 3D

Hull: 3D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

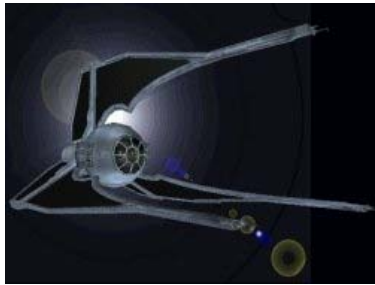
Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

Description: The TIE Retribution is an enhanced version of the TIE Retaliator, with two extra solar panels added which provide a corresponding increase in power and maneuverability. The extra power is also consumed by the new heavy laser cannons mounted on the front of the wings, making a fast and maneuverable fighter with a heavy punch when required. Other enhancements were the shields, which were added since fighters could no longer be considered as disposable after the Empires defeat at the Battle of Endor and their continuing loss of resources as they were forced backwards by the New Republic. The TIE Retribution is a powerful fighter which began to replace the TIE Interceptor as fighter of choice for some Imperial Factions, however the shortage of resources meant that only a few of these fighters could be purchased, and using rotation of older fighters to inexperienced pilots, and putting veteran pilots into Retributions, these fighters have formed a fearsome reputation rapidly with New Republic pilots.



Name: **TIE Shadow**

Type: Sienar Fleet Systems TIE Shadow

Scale: Starfighter

Length: 7.2 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 5 Days

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 2D+2

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

3 Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

2 Concussion Missile Launchers (Fire Linked) (16 Missile Magazine)

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 8D

Description: The TIE Shadow is a remodeled version of the TIE Phantom, utilizing many of the same systems, but also incorporating some more standard TIE components. Without the cloaking device this fighter is far cheaper to produce, and the larger frame allows the fighter to carry heavier armament than a standard TIE Fighter. The treble heavy laser cannons are extremely dangerous, and the twin missile launchers add punch allowing the fighter to smash enemies. TIE Shadows were designed to provide a long range patrol capability to the TIE Series, extending the fighters range by many times, allowing the Empire to patrol huge areas without having to rely on Capital ships. These fighters were only built in small numbers, and have been pressed into service as patrol and interdiction fighters aiding lighter TIE Interceptors in securing space and capital ships against Rebel attacks.



Name: **Tie Sprint**

Type: Sienar Fleet Systems TIE Sprint Interceptor

Scale: Starfighter

Length: 7.3 Meters

Skill: Starfighter Piloting - Sprint

Crew: 1

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

Consumables: 3 Days

Cargo Capacity: 60 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: No

Nav Computer: Limited to 3 Jumps

Space: 14

Atmosphere: 700; 1600kmh

Maneuverability: 3D

Hull: 2D

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

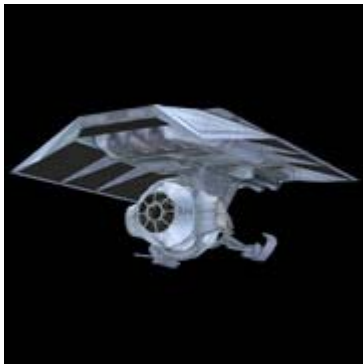
Search: 60/2D

Focus: 2/3D

Weapons:

3 * Laser Cannon
Fire Arc: Front
Fire Control: 2D
Space: 1-5/15/25
Atmosphere Range: 100-500/1.5/2.5km
Damage: 7D

Description: The Tie Sprint is a late design from Sienar introduced after the alliance with the Sith was formed, the old Tie Interceptor was considered to be aging and weak, so the Sprint was designed. However by this time the Empire was much weakened and the fresh research and design they had done in the past was beyond them, so the design for the Tie Cluster Inspection Shuttle was used and improved into the Tie Sprint. Although not overwhelmingly well armed, the Tie Sprint can still easily hold its own in combat, which its incredible speed also helps it with, but the slow hyperdrive and weak hull and shields means that the Tie Sprint is still no where near a match for Republic vessels such as the X-Wing. But given all of its disadvantages, the Tie Sprint is still cheap to manufacture, uses stock parts, and excels in its role as an interceptor so much that the Empire has indeed started to replace its older Tie Interceptor fleet with newer Tie Sprints.



Name: Tie Torpedo Launcher

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 recognizably one of the Tie series, with a single solar panel which acts as an aerofoil to keep the fighters maneuverability 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 maintenance 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.





Name: **Sienar Fleet Systems Tie/Ae**

Type: Atmospheric Superiority Fighter

Scale: Starfighter

Length: 6.4 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 25 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 9

Atmosphere: 435;1250kmh

Maneuverability: 1D (4D in atmosphere)

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 Medium Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Description: The Tie fighter is as it was designed a Space Superiority Fighter, but was relied upon by the Galactic Empire to control the airspace around planets as well, a job it was not designed for and performed poorly at. The Tie/Ae was designed to excel at this particular role, although this came at the expense of some of its performance in space. The twin Ion engines are tweaked for atmospheric performance but work less efficiently in space, the solar panels are shaped more like traditional atmospheric aircrafts wings. The fighter itself has the more heavily armored body of the Tie Interceptor, and has been upgraded to have shields as well, the wings are strengthened and allow the fighter to land on conventional landing pads rather than just the racks that Tie/In and Tie Interceptors require. These improvements make the Tie/Ae ideal for planet based squadrons, with these fighters based on grounds bases and more conventional Tie Fighters based on planetary defense platforms to give each world complete and efficient fighter protection.



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 Tons

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

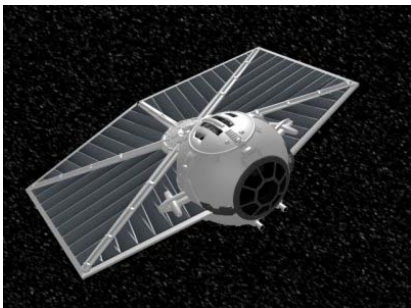
Atmosphere Range: 5/15/35km

Damage: 5D (special)

* : The Electronic Warfare Jammer provides interference which blocks sensors and weapon targeting 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.



Name: **Tie Flat**

Type: Sienar Fleet Systems Tie/f Flat

Scale: Starfighter

Length: 6.4 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 9

Atmosphere: 380;1050kmh

Maneuverability: 5D

Hull: 2D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 Medium Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

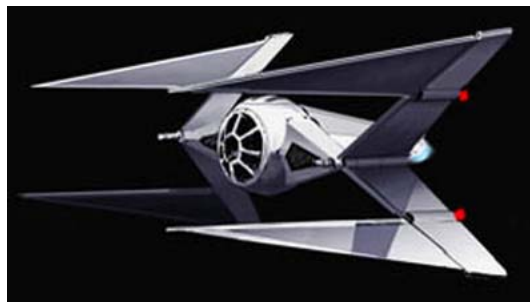
Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Description: The Tie Flat is a new design of Tie Fighter made for maximum maneuverability and minimum profile as an enemy target, a role it succeeds at magnificently. The slim line vessel has extra thrusters, and its low profile makes it far harder

to target, the horizontal wing also helps in atmospheric control and means that the Tie Flat can actually glide for a short distance should it lose power. However the loss of one solar panel coupled with the addition of a shield generator has meant a loss of speed, and meant that no other weapons could be put into the vessel making it no great advance over the original Tie Fighter. This has left the Tie Flat only being bought in limited numbers for specialty squadrons, the high maneuverability making it a popular choice for those in, or around, asteroid fields.



Name: **Tie Hunter**

Type: Sienar Fleet Systems Tie/ht Hunter Starfighter

Scale: Starfighter

Length: 6.9 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 35 Kg

Hyperdrive Multiplier: x2

Hyperdrive Backup: No

Nav Computer: Stores 4 Jumps

Space: 10 (Wings Open), 12 (Wings Closed) *

Atmosphere: 415;1200kmh

Maneuverability: 3D

Hull: 1D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons: *

2 Medium 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

Twin Ion Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D

Proton Torpedo Launcher (12 Torpedo Magazine)

Fire Arc: Front

Fire Control: 3D+2

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

* : The Tie Hunter has x foils similar to the X-Wing starfighter, allowing it a higher speed when the wings are closed and the weapons deactivated.

Description: This experimental TIE never saw much combat in the Galactic Civil War. The craft was produced in limited quantities and performed relatively well, but was pulled from the lines, due to the Empire's arrogance against using a weapon improved with the enemy's designs. Commissioned by the Empire's elite Storm Commando Corp, the TIE Hunter is an experimental fighter that sacrifices armor and firepower for flight speed. It is equipped with twin laser cannons, a proton torpedo launcher, and twin ion cannons. The design of this new craft integrates the folding s-foil design of an X-wing into the form of a TIE interceptor. However, the high speed closed wing configuration reduces the solar panel surface area so dramatically that no weapons can be fired while the wings are in a closed position. All available energy is transferred to the craft's advanced twin ion engines.



Name: **Sienar Fleet Systems Tie/In-S**

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.3 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 25 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 2D

Hull: 2D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 Medium Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Description: The Tie Fighter has had long service with the Galactic Empire, but after the Battle of Endor they could no longer afford to treat these fighters as disposable. The standard Tie/In was improved with a series of modifications that could be performed by Imperial Technicians as part of the normal maintenance routine, instead of recalling all of the fighters for modification. The power generator was replaced by a more powerful model, and a shield generator was installed using the extra energy produced, and the sensors and fire control software was upgraded to the same as that used in the Tie Interceptor. These improvements have greatly increased the Tie/In ability to handle damage, with the only loss of some of the already small cargo capacity.



Name: **TIE Marauder**

Type: Sienar Fleet Systems TIE/mdr Marauder Starfighter

Scale: Starfighter

Length: 10.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 6 Days

Cargo Capacity: 140 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited to Five jumps

Space: 15

Atmosphere: 500;1500kmh

Maneuverability: 4D

Hull: 4D

Shields: 3D

Sensors:

Passive: 25/1D
Scan: 40/2D
Search: 60/3D
Focus: 4/3D+2

Weapons:

2 * Heavy Laser Cannons (Fire Linked)
Fire Arc: Front
Fire Control: 2D
Space: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 6D

2 * Concussion Missile Launcher (Fire-Linked) (16 Missile Magazine)

Fire Arc: Front
Fire Control: 4D
Space: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 8D

Description: The Tie Marauder is a supped up Tie design, consisting of extremely fast and powerful engines, strong hull armor and shielding, powerful weapons and a long range capability. These fighters were not issued beyond the testing phase because of the very high cost, but the few that were built were requisitioned by high ranked Imperial pilots and agents who loved the fact that Sienar had finally built a starfighter that totally outclassed the Republic in every way. Had the fighter continued into mass production Sienar had intended for a variant to contain a cloaking device, and the few demonstration fighters have the fittings for one to be mounted, rumors exist that some of this variant exist but of course no evidence has been found of this, although obviously if such a fighter did exist then it would be even more lethal than this design already is.



Name: **Tie Enforcer**

Type: Sienar Fleet Systems TIE/ni Enforcer

Scale: Starfighter

Length: 6.6 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 40 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: N/A

Space: 12

Atmosphere: 450; 1300kmh

Maneuverability: 3D

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/3D

Focus: 4/3D+2

Weapons:

8 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-5/15/35

Atmosphere Range: 100-500/1.5/3.5km

Damage: 7D

2 Concussion Missile Launchers (Fire Linked, 12 missile magazine)

Fire Arc: Front

Fire Control: 4D

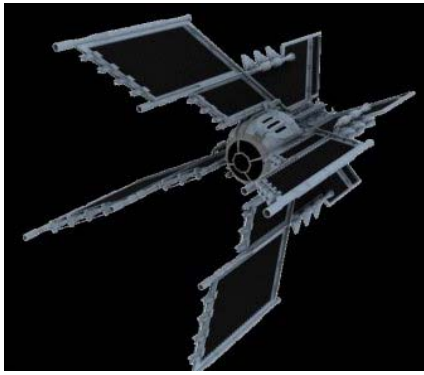
Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 8D

Description: The Tie Enforcer is the latest design from Sienar Fleet Systems and incorporates all of the latest technological upgrades that they could cram into the hull of the vessel. The four wings provide unheard of power for a Tie design, making this ship faster than its predecessors, and although maneuverability has not been upgraded, the Enforcer is still outstandingly maneuverable. Its eight laser cannons are tuned for range, and while they still manage to hit hard they can fire further than the majority of other starfighter weapons. Finally the lower cockpit area has been enlarged to hold twin concussion missile launchers and a more advanced sensor suite. All of these enhancements make the Enforcer a vessel to be truly afraid of, and if the Empire can manage to produce and field Enforcers in significant numbers, the New Republic will suffer huge losses unless they can match this magnificent vessel.





Name: TIE Predator

Type: Sienar Fleet Systems TIE/prd Predator Starfighter

Scale: Starfighter

Length: 10.3 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 2 Days

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited to three jumps

Space: 14

Atmosphere: 475;1400kmh

Maneuverability: 3D

Hull: 3D

Shields: 3D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

4 Ion Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

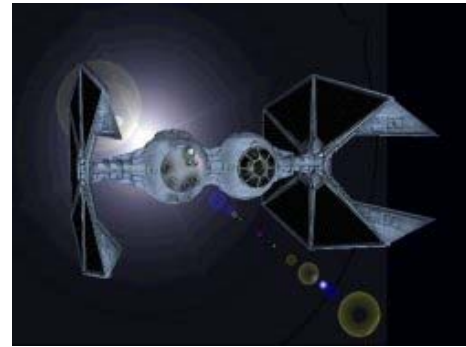
Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 6D

Description: The TIE Predator is a large and speedy TIE variant armed with quad laser cannons and quad ion cannons allowing it to do heavy damage to enemy fighters. The cost of this vessel is prohibitive meaning that it was never produced in large numbers, its lack of missile weapons also mean that it has difficulty damaging larger vessels and capital ships. The Predator is liked by the few squadrons who were equipped with them, but are being forced to deploy them in mixed squadrons as the Predators are damaged beyond their ability to repair or replace. The extended drive section allows them a greater turn of

speed than even the TIE Defender, with its hyperdrive and high sublight speed the Predator can intercept even the fastest Republic vessels acting as attack vessels striking quickly or as defense vessels interdicting attacking vessels.



Name: Tie Rapier

Type: Sienar Fleet Systems Tie/rpi Rapier Gunboat

Scale: Starfighter

Length: 7.7 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 6D

Consumables: 2 Days

Cargo Capacity: 25 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 9

Atmosphere: 375;1000kmh

Maneuverability: 2D

Hull: 3D

Shields: 3D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

2 Laser Cannons (Fire Linked)

Scale: Starfighter

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

TurboLaser Cannon *

Scale: Capital

Fire Arc: Front

Fire Control: 3D

Space: 2-6/20/50

Atmosphere Range: 200-600/2/5km

Damage: 5D

*: The Turbolaser requires a large amount of energy, more than the small engines of a Starfighter can provide, therefore the weapon fires from large capacitors which charge up the energy slowly. This means that the Turbolaser can only fire once every five combat rounds.

Description: The Tie Rapier Gunboat was designed to mount a single capital scale laser cannon within the body of a Tie class fighter. This was done by adding a second cockpit module, much in the same fashion as a Tie Bomber, the second module contains the Turbolaser and related system such as targeting computers and capacitors. The weight of the vessel only slows it slightly because of the dual engines on the back of each cockpit module, which allow a vessel of this size to be surprisingly agile and fast, especially when compared to similar fighters such as the Tie Bomber. The Rapier was originally intended to be capable of surgical strikes against Rebel capital ships, but due to the lack of a hyperdrive, and the difficulty of locating the Rebel fleet the fighter suffered a very poor success rate leading to the abandonment of the design. Tie Rapiers still exist in small numbers, mainly with elite squadrons who have to take out capital ships on a regular basis such as those based on Interdictor cruisers.



Name: **Tie Talon**

Type: Sienar Fleet Systems TIE/tln Talon Space Bomb Launcher

Scale: Starfighter

Length: 9.4 Meters

Skill: Starfighter Piloting; Tie

Crew: 1

Crew Skill: Starfighter Piloting 5D, Starship Gunnery 5D+2, Starship Shields 3D

Consumables: 2 days

Cost: 200,000 (new)

Cargo Capacity: 140 kilos

Hyperdrive Multiplier: x1

Hyperdrive Backup: N/A

Nav Computer: Limited to 4 Jumps

Space: 8

Atmosphere: 350; 900kmh

Maneuverability: 1D

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 35/2D

Search: 85/3D

Focus: 3/3D+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

2 Space Bomb Launchers (1 Bomb Each)

Fire Arc: Front

Scale: Capital

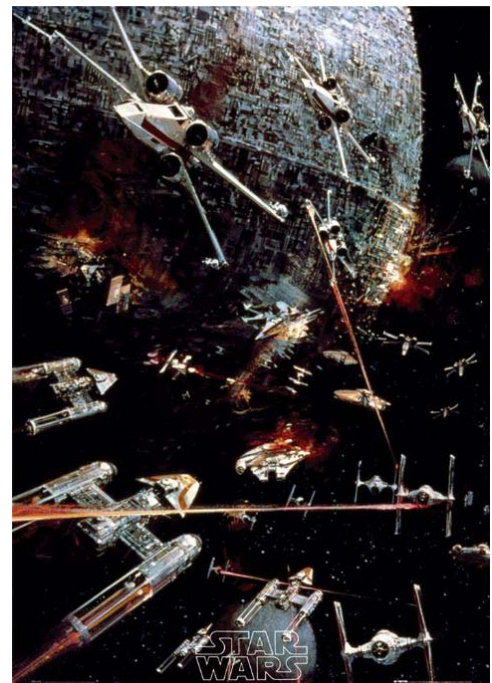
Fire Control: 2D

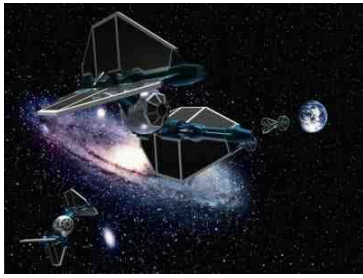
Space: 1/2/5

Atmosphere Range: 50-100/200/500m

Damage: 7D

Description: The TIE/tln Talon is a heavy bomber variant, carrying two Space Bombs which are used for crippling and destroying capital ships. The fighter is designed around these heavy weapons, with the majority of the vessels systems dedicated to hauling these massive missiles around, and to their targeting and launch. The fighter has proven itself successful in battle, although the very short range of the bombs mean that the survival rate of the vessels is accordingly low, and while this may not be good news for the pilots the Empire considers the loss of a couple of fighters for the removal of an enemy capital ship from active duty to be well worth it. However the pilots of the TIE Talon do not consider themselves suicide bombers, they take great pride and glory in the successful completion of a mission proving that they are indeed the most elite pilots in the galaxy. TIE Talon's are expensive vessels, and their fairly limited role, and vulnerability to starfighter attack makes them too specialized for wide use by the Empire, reducing this fighters role to certain elite anti-capital ship squadrons.





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

Weapons:

2 Super Heavy Laser Cannons (Fire Linked)

Fire Arc: Front

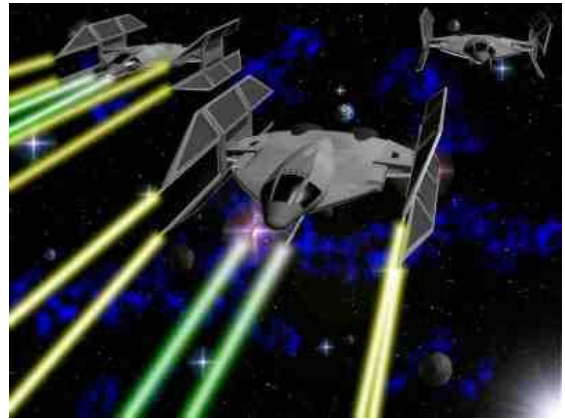
Fire Control: 3D

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 Super Heavy 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 Super Heavy 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 Remnant forces, and has seen heavy use holding back the New Republic from the territory of these remnants.



Name: Tie Assault Shuttle (TAS)

Type: Sienar Fleet Systems Twin Ion Engine Assault Shuttle

Scale: Starfighter

Length: 12.2 Meters

Skill: Starfighter Piloting - TAS

Crew: 1

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

Passengers: 2

Consumables: 2 Weeks

Cargo Capacity: 500 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited to two jumps

Space: 7

Atmosphere: 275; 800kmh

Maneuverability: 1D+2

Hull: 4D

Shields: 3D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D+2

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 7D

2 Ion Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D+2

Space: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 5D

Description: The Twin Ion Engine Assault Shuttle is a newer design from Sienar breaking away from the smaller fighter designs which have been so common throughout the Empire. The Assault Shuttle is a larger design which can carry 3 people, often being equipped with an AstroMech if the ships limited ability to store hyperspace co-ordinates is inadequate, and sometimes being fitted with auxiliary weapon controls so that a

gunner can aid the pilot in combat. This allows the vessel to serve as a fairly efficient gunship and combat vessel, and although it is slower than most other TIE designs, the fact it can carry passengers and be easily modified to different roles has made it popular with Imperial commanders who can fit the vessel to a variety of mission profiles and roles. However the ships poor performance in combat in comparison to other new Tie designs such as the Tie Defender and Tie Phantom has doomed this flexible and well designed vessel to a short production run.



Name: TIE Devastator

Type: Sienar Fleet Systems V38 TIE Devastator Starfighter

Scale: Starfighter

Length: 7.3 Meters

Skill: Starfighter Piloting - TIE Devastator

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 5 Days

Cargo Capacity: 500 Kg

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Limited, 4 Jumps

Space: 10

Atmosphere: 415;1200kmh

Maneuverability: 1D+2

Hull: 4D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 3D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

Description: The TIE Devastator is an adaptation of the TIE Phantom using many of the concepts that were also behind the fighters of the Rebel Alliance, equipped with hyperdrive systems, shields and heavy lasers. The use of parts from the Phantom design made design and production cheap, however the Empire never adopted the fighter on large scale using them only as specialized raiding vessels to assault Rebel patrols where they couldn't receive support from capital ships. The use of a non-standard cockpit did mean that pilots couldn't adapt to the new vessel as easily as with other more traditional TIE designs, leading to a specialized core of pilots who would fly these and no other vessels.



Name: Tie Vampire Mk1

Type: Sienar Fleet Systems/ShiCon Dynamics Tie Vampire Mk1 Starfighter

Scale: Starfighter

Length: 7.1 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 1 Day

Cargo Capacity: 55 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 11

Atmosphere: 435;1200kmh

Maneuverability: 3D+1

Hull: 3D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 65/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

10 * Concussion Missiles

Fire Arc: Front

Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Description: The TIE Vampire is the first ship that was built in collaboration between Sienar Fleet Systems and the relatively young company ShiCon Dynamics. Fast, agile and well balanced it is an excellent multi-role fighter. Due to its high costs, it's only reserved for the best fighter squadrons and thus has gained the reputation of being an elite fighter. The design has garnered some criticism for attempting to bring fear in such a blatant way to its opponents, which it does against some primitive enemies, although Republic pilots have a number of jokes about this design. The Mk1 Tie Vampire was only produced in small numbers since it was almost immediately replaced by the Mk2 version of the fighter.



Name: **Tie Vampire Mk2**

Type: Sienar Fleet Systems/ShiCon Dynamics Tie Vampire Mk2 Starfighter

Scale: Starfighter

Length: 7.1 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 6D, Starship Gunnery 5D+2

Consumables: 1 Day

Cargo Capacity: 25 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 12

Atmosphere: 450;1250kmh

Maneuverability: 3D+1

Hull: 3D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 65/3D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 6D

10 * Concussion Missiles

Fire Arc: Front

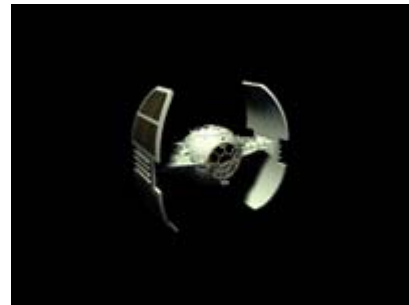
Fire Control: 3D

Space: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 7D

Description: The TIE Vampire MkII is an advanced version of the TIE Vampire which is fitted with a new prototype of stealth plating known by the codename "cold skin". Like a 'real' vampire that has neither measurable body temperature nor a reflection, this new technology hides the ship from both visual and bio-thermal scanners (adding 2 levels to the difficulty of detecting this fighter). The drive is slightly enhanced and the already impressive weaponry remains untouched, leaving the TIE Vampire Mk2 an extremely potent vessel which has been bought in small numbers and will possibly replace the more expensive and less effective TIE Phantom. The red coating on the hull makes the Mk2 distinctive from more standard designs of TIE Fighter, and makes it easily recognizable and easy to distinguish from the Mk1 version of this design.



Name: **Sienar Republic Systems Twin Ion Engine (T.I.E) Fighter**

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.5 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 8

Atmosphere: 365;1050kmh

Maneuverability: 1D

Hull: 3D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Laser Cannon

Fire Arc: Front

Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Description: This is the original TIE fighter that formed the basis for all of the designs the Galactic Empire would eventually use. Designed in the days when the Emperors New Order was just beginning to take control of the Republic, the TIE was sold on the open market unlike its descendants. The original features a more rugged hull than the later Tie fighters, but is slower and less maneuverable, it also only has a single laser cannon mounted on the chin of the command pod. Although no longer in use by the Empire, the TIE is still used by some companies and pirate groups, but is uncommon even there.



Name: **Sienar Republic Systems Twin Ion Engine (T.I.E) Super Fighter**

Type: Space Superiority Fighter

Scale: Starfighter

Length: 6.5 Meters

Skill: Starfighter Piloting - TIE

Crew: 1

Crew Skill: Starfighter Piloting 5D+1, Starship Gunnery 5D

Consumables: 2 Days

Cargo Capacity: 100 Kg

Hyperdrive Multiplier: No

Hyperdrive Backup: No

Nav Computer: No

Space: 8

Atmosphere: 365;1050kmh

Maneuverability: 1D

Hull: 3D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons (Fire-Linked)

Fire Arc: Front

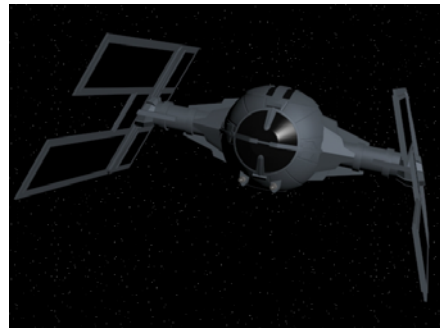
Fire Control: 2D

Space: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 5D

Description: This is the up-gunned version of the original TIE fighter.



Craft: **Sienar TIE/D Automated Starfighter**

Type: Multi-environment automated attack fighter

Scale: Starfighter

Length: 6.1 meters

Crew: None (fully automated droid brain)

Consumables: 1 day

Cost: 170,000 credits

Maneuverability: 2D+1

Space: 10

Atmosphere: 450;1300 KMH

Hull: 3D

Sensors:

Passive: 20/1D

Scan: 25/1D+2

Search: 40/2D

Focus: 2/3D

Weapons:

Two Laser Cannon (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5KM

Damage: 4D+2

Droid Brain

DEXTERITY 1D

KNOWLEDGE 1D

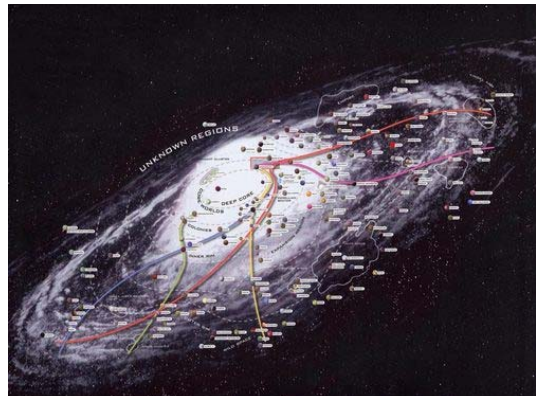
MECHANICAL 1D

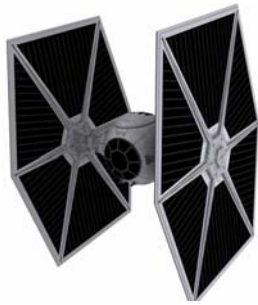
Starfighter piloting 2D+2, starship gunnery 3D

PERCEPTION 1D

Search 4D

TECHNICAL 1D





Name: **TIE/Ln**

Craft: Sienar Fleet Systems TIE/Ln

Type: Space Superiority Starfighter

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Cargo Capacity: 65 kilograms; .25 cubic meters

Consumables: 2 days

Cost: 60,000 new; 25,000 used

Maneuverability: 2D

Space: 10

Atmosphere: 415;1200kmh

Hull: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

Two Laser Cannons (fire linked)

Fire Arc: Front

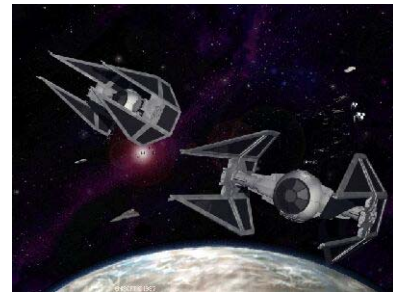
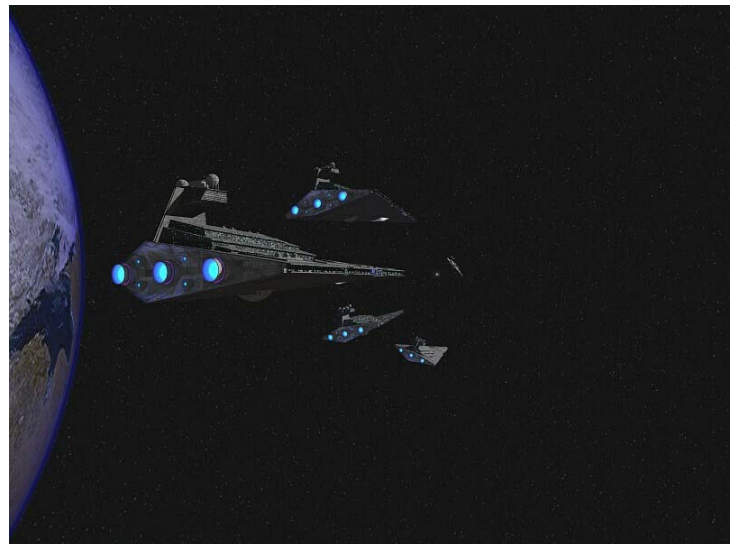
Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2km/2.5km

Damage: 5D



Name: **TIE Interceptor**

Craft: Sienar Fleet Systems TIE Interceptor

Type: Space Superiority Starfighter

Scale: Starfighter

Length: 9.6 meters

Skill: Starfighter Piloting: TIE

Crew: 1

Cargo Capacity: 75kg; .3 cubic meters

Consumables: 2 days

Cost: 120,000 new; 75,000 used

Maneuverability: 3D+2

Space: 11

Atmosphere: 435;1250kmh

Hull: 3D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/3D

Focus: 4/3D+2

Weapons:

Four Laser Cannons (fire linked)

Fire Arc: Front

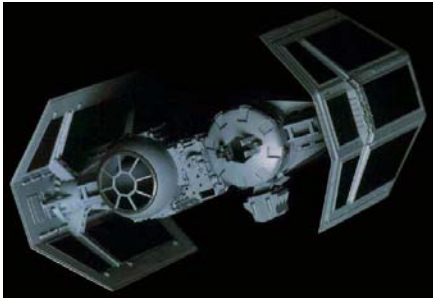
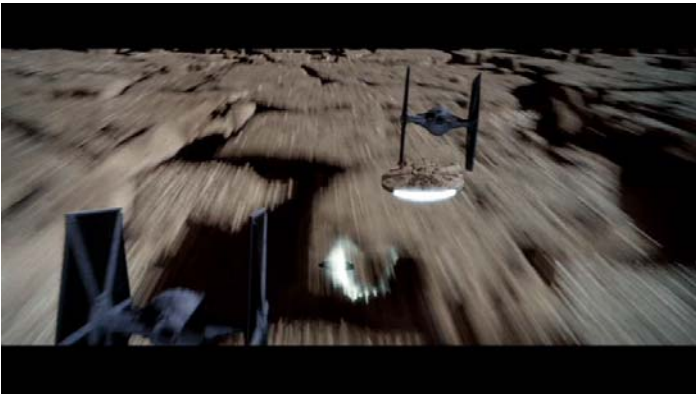
Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.25km/2.5km

Damage: 6D



Name: TIE Bomber

Craft: Sienar Fleet Systems TIE Bomber
 Type: Dedicated light space bomber
 Scale: Starfighter
 Length: 7.8 meters
 Skill: Starfighter piloting: TIE
 Crew: 1
 Cargo Capacity: 15 metric tons (bomb bay)
 Consumables: 2 days
 Cost: 150,000 new, 75,000 used
 Space: 6
 Atmosphere: 295; 850 kmh
 Hull: 4D+1
 Sensors:
 Passive: 20/0D
 Scan: 35/3D
 Search: 50/2D
 Focus: 3/2D+2

Weapons:

2 Laser Cannons (fire linked)
Fire Arc: front
Skill: starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5km
Damage: 3D

Concussion Missiles (16 carried)

Fire Arc: front
Skill: missile weapons: concussion missiles
Fire Control: 3D+2
Space Range: 1/3/7
Atmosphere Range: 0.05-0.5/1/5km
Damage: 9D



Name: Raptor fighter

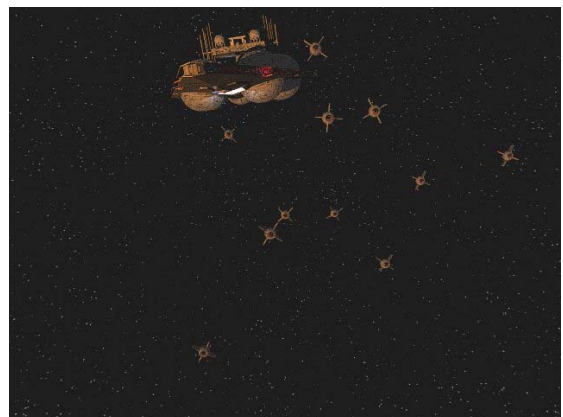
Craft: Zsinj TIE/rpt
 Type: Combat starfighter
 Scale: Starfighter
 Length: 6.8 meters
 Skill: Starfighter piloting: raptor fighter
 Crew Skill: Starfighter piloting 5D+1, starship gunnery 5D
 Cargo Capacity: 50kg
 Maneuverability: 3D+2
 Space: 8
 Atmosphere: 355, 1050km/h
 Hull: 4D
 Sensors:
 Passive: 20/0D
 Scan: 35/1D
 Search: 50/2D
 Focus: 3/2D+2

Weapons:

4 Laser Cannons
Fire Arc: front
Skill: starship gunnery
Fire Control: 2D+2
Space Range: 1-5/14/27
Atmosphere Range: 100-500/1.4/2.7km
Damage: 3D+2

2 Concussion Missile Tubes

Fire Arc: front
Skill: starship gunnery
Fire Control: 3D
Space Range: 1/4/7
Atmosphere Range: 0.05-0.5/1/5km
Damage: 9D





Name: TIE/rc Starfighter

Craft: Sienar Fleet Systems TIE/rc

Type: Reconnaissance starfighter

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Sensors 4D+2, starfighter piloting 4D+1, starship gunnery 4D

Cargo Capacity: 65 kg

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 2D+2

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 6/4D Weapons:

Weapons:

1 Laser Cannon

Fire Arc: Front

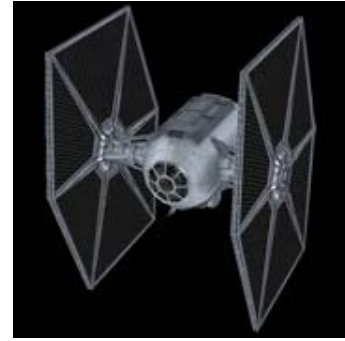
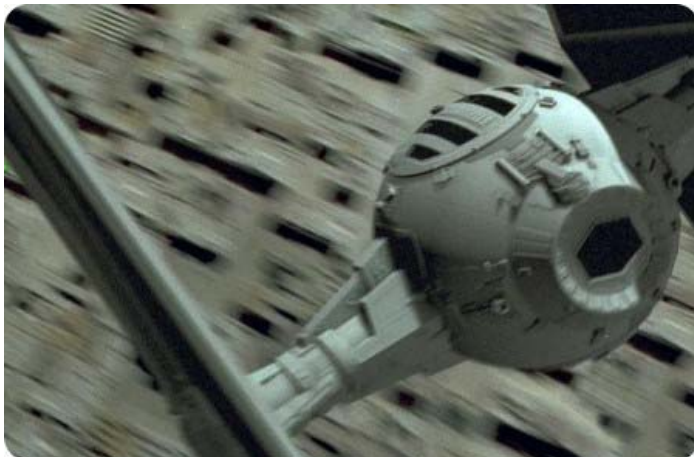
Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D+2



Name: TIE/gt Starfighter

Craft: Sienar Fleet Systems TIE/gt

Type: Ground-targeting starfighter/bomber

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D

Cargo Capacity: 10 metric tons

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D Weapons:

Weapons:

1 Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D+2

Concussion Missile Launcher

Fire Arc: Front

Skill: Starship gunnery: concussion missiles

Fire Control: 1D

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 8D

Capsule: The TIE/gt is being replaced in the Imperial arsenal by the TIE bomber, but it is still in widespread use, especially in low-priority deployments. Precise targeting is achieved through the use of TIE/fc fighters, but most large structures can be destroyed without aid. The usual payload is 12 concussion missiles, but the missile launcher can also handle other specially packed payloads, including six proton torpedoes, 18 air-deployed mines, two cluster bombs, and, in unusual cases, 20,000 plastic leaflets.



Name: TIE/fc Starfighter

Craft: Sienar Fleet Systems TIE/fc

Type: Fire control starfighter

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Sensors 4D+2, starfighter piloting 4D+1, starship gunnery 4D

Cargo Capacity: 65 kg

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 2D

Sensors:

Passive: 30/0D

Scan: 40/1D

Search: 80/3D+2

Focus: 6/4D

Weapons:

1 Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

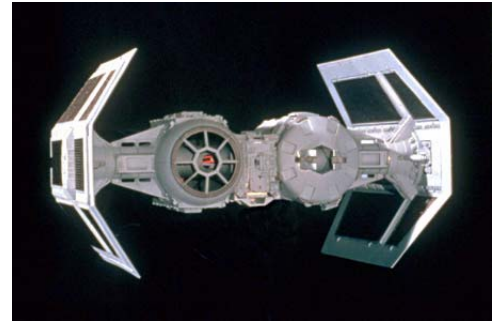
Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D+2

Capsule: The TIE/fc variant is primarily used to improve the fire effectiveness of long-range capital ship guns, although its secondary purpose is to improve fire accuracy of other TIE models. Other TIEs are used to lining up their own targets, while capital ship guns constantly rely on sensor information from a variety of sources. The fire controller in the TIE/fc uses a target-designating sensor to guide precision shots, known as "painting" or "illuminating" a target.

The TIE/fc improves the fire control of another capital ship gunner by +2D, or a starfighter gunner by +1D. The TIE/fc must make a search scan of the designated target - a Moderate sensors skill difficulty, modified by circumstance and the TIE/fc's search value of 3D+2 - and be within sensor search range(80 units). Target acquisition can be dodged as if it were enemy fire. The improved fire control has no effect on the firing gun's range. Only one target can be painted and one gun guided at a time. New targets can be acquired and different guns guided in any round, as actions.

The TIE/fc is also one of the most maneuverable fighters in the series, which can be a nasty shock to Alliance pilots used to having the maneuvering edge. The TIE/fc is 20 percent slower than the TIE/ln, but the considerable range of its sensors helps make up the difference.



Name: TIE/sh

Craft: Sienar Fleet Systems TIE shuttle

Type: Priority personnel shuttle

Scale: Starfighter

Length: 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D

Passengers: 2

Cargo Capacity: 1 metric ton

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 2D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D Weapons:

Weapons:

1 Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D+2

Capsule: This TIE variant is a specialized priority shuttle, used to quickly ferry command rank officers or other priority cargo ship-to-ship. Although not intended for combat, the TIE shuttle is able to protect its important passengers. There is typically one TIE shuttle on each ship in a line carrying TIE fighters. Lower ranking officers use other shuttles and higher ranking flag officers usually use the larger Lambda-class shuttle.



Name: **TIE Advanced**

Craft: Sienar Fleet Systems' TIE/ad

Type: Space superiority fighter

Scale: Starfighter

Length: 6.4 meters

Skill: Starship piloting: TIE

Crew: 1

Crew Skill: Astrogation 4D, starfighter piloting 5D+2, starship gunnery 4D, starship shields 4D+1

Cargo Capacity: 70 kilograms, .275 cubic meters

Consumables: 2 days

Hyperdrive Multiplier: x1

Nav Computer: Yes

Maneuverability: 5D

Space: 15

Atmosphere: 515; 1450 km/h

Hull: 3D

Shields: 2D

Sensors:

Passive: 25/1D+1

Scan: 40/2D

Search: 60/3D+2

Focus: 4/4D

Weapons:

4 Laser Cannons(fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 General Purpose Warhead Launchers

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7 for missile and torpedoes, 1/2/5 for rockets and bombs

Atmosphere Range: 50-500/1/5 km if a missile, 30-100/300/700 if a torpedo

Damage:

9D if a concussion missile or proton torpedo is used

10D if a heavy rocket is used

11D if a heavy proton bomb is used.

Can also be equipped with a tractor beam with the following stats:

Tractor Beam

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D



Name: **TIE Avenger**

Craft: Sienar Fleet Systems TIE/ad Avenger

Type: Space Superiority Starfighter

Scale: Starfighter

Length: 7.5 meters

Skill: Starfighter Piloting: TIE

Crew: 1

Crew Skill: Starfighter Piloting 4D, Starship Gunnery 3D+2, Starship Shields 2D+2

Cargo: 110 kg

Consumables: 3 Weeks

Cost: Not Available for Sale

Hyperdrive Multiplier: x4

Nav Computer: Limited to 10

Maneuverability: 2D+2

Space: 10

Atmosphere: 425/1225 km/h

Hull: 3D

Shields: 1D

Sensors:

Passive 20/0D

Scan 40/1D

Search 60/2D

Focus 3/3D

Weapons:

4 Laser Cannons (Fire Linked)

Fire Arc: Front

Crew: Pilot

Skill: Starship Gunnery

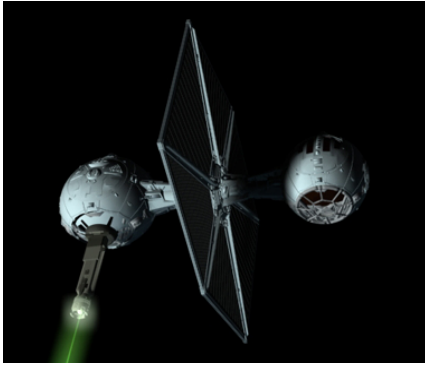
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5km

Damage: 6D

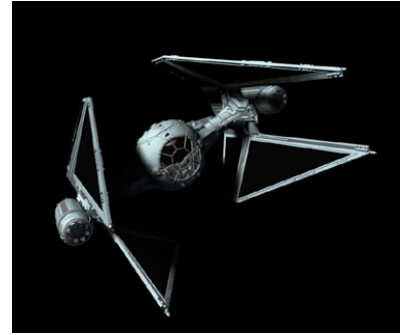




TIE Experimental M1

Craft: TIE Experimental M1
 Type: Experimental Starfighter
 Scale: Starfighter
 Length: 6.3 meters
 Skill: starfighter piloting: T/e1
 Crew: 1
 Crew Skill: starfighter piloting 3D+2, starship gunnery 3D+2
 Passengers: 0
 Cargo Capacity: 65 kilograms
 Consumables: 1 Day
 Cost: Not Available for Sale
 Maneuverability: 1D+2
 Space: 9
 Move: 400; 1150 kmh
 Hull: 2D
 Sensors:
 Passive: 15/1D
 Scan: 35/2D
 Search: 70/3D
 Focus: 4/3D+2
 Weapons:
 Turbolaser
 Fire Arc: Front
 Skill: starship gunnery
 Scale: Capital
 Fire Control: 2D
 Space Range: 1-3/12/25
 Atmosphere Range: 100-500/1.5/3 km
 Damage: 5D

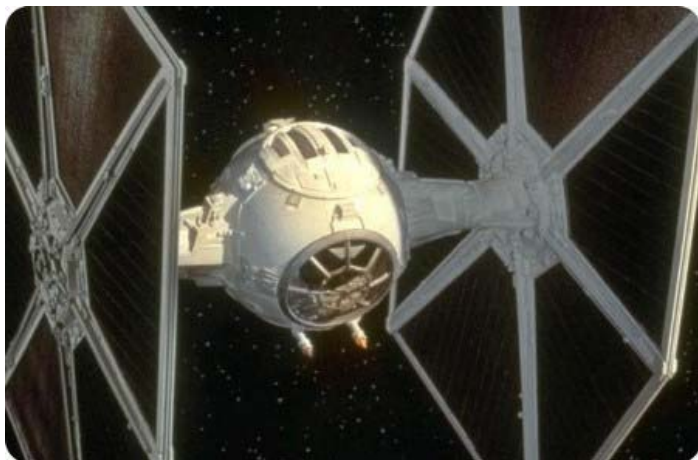
Manufactured aboard a Sienar Fleet Systems research carrier, the TIE Experimental M1 takes the basic design of the TIE Fighter and reverses the wing-to-ball ratio. The cockpit is situated on one side of the single wing, while the other side boasts a capital-scale turbolaser and power generator. Though still fragile and unshielded like the standard TIE Fighter, the incredible firepower boasted by such a small ship made this experiment potentially deadly. However, field tests showed that the T/e1 did not have a significant impact on standard combat scenarios, and thus it was deemed inappropriate for mass production. Prototype models circulated around Imperial research facilities for a while, but nothing ever came of this odd-looking ship.



TIE Experimental M3

Craft: TIE Experimental M3
 Type: Experimental Starfighter
 Scale: Starfighter
 Length: 6.6 meters
 Skill: starfighter piloting: T/e3
 Crew: 1
 Crew Skill: starfighter piloting 3D+2, starship gunnery 3D+2
 Passengers: 0
 Cargo Capacity: 75 kilograms
 Consumables: 1 Day
 Cost: Not Available for Sale
 Maneuverability: 3D
 Space: 10
 Move: 415; 1200 kmh
 Hull: 3D
 Sensors:
 Passive: 15/1D
 Scan: 35/2D
 Search: 70/3D
 Focus: 4/3D+2
 Weapons:
 Concussion Missile Launcher x2 (16 Carried)
 Fire Arc: Front
 Skill: starship gunnery
 Fire Control: 1D
 Space Range: 1-3/7/12
 Atmosphere Range: 100-300m/700/1.2 km
 Damage: 8D

Designed and constructed around the same time as the Experimental M1, the M3 takes the basic TIE Interceptor design and removes its quad lasers, instead replacing them with a pair of bulky concussion missile launchers on the outside of either wing. This gave them a more powerful punch, but with that came limited resources in the form of a relatively small payload. Despite this drawback, the M3 had a much more successful track record than other models, and impressed designers and Imperial higher-ups enough that at least one squadron saw active duty. This squadron saw major successes against Rebel X-Wing squadrons and smaller capital ships, earning them a quiet respect from others in the Imperial Navy.



Typical Tie Pilot Stats:

Type: TIE Pilot

Dexterity: 3D+1

Blaster 4D+1, Dodge 4D+1

Knowledge: 2D

Planetary Systems 3D

Mechanical: 4D

Sensors 4D+2, Starfighter Piloting 6D, Starship Gunnery 5D

Perception: 3D

Command 4D, Search 4D

Strength: 3D

Stamina 4D

Technical: 2D

Computer Programming/Repair 3D+1, Starfighter Repair 5D

Character Points: Typically 0-3

Move: 10

Equipment: Navigational computer link-up helmet (Internal Comlink, +1D to *Sensors*), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol, survival gear.



Veteran Tie Pilot Stats:

Type: TIE Pilot

Dexterity: 3D+1

Blaster 6D+1, Dodge 5D+1

Knowledge: 2D

Planetary Systems 4D+1

Mechanical: 4D

Sensors 6D, Starfighter Piloting 8D+1, Starship Gunnery 6D+1

Perception: 3D

Command 5D, Search 4D+2

Strength: 3D

Stamina 4D+2

Technical: 2D

Computer Programming/Repair 4D+1, Starfighter Repair 6D

Character Points: Typically 4-10

Move: 10

Equipment: Navigational computer link-up helmet (Internal Comlink, +1D to *Sensors*), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol, survival gear.



STAR WARS®

Character Name: _____

Type: TIE Fighter Pilot

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D+1**

Blaster _____

Brawling parry _____

Dodge _____

Missile weapons _____

Knowledge _____ **2D+1**

Alien species _____

Languages _____

Planetary systems _____

Survival _____

Tactics _____

Mechanical _____ **4D**

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starfighter piloting _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Bargain _____

Command _____

Gambling _____

Search _____

Strength _____ **3D**

Brawling _____

Stamina _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

First aid _____

Starfighter repair _____

Starship weapons

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Player Name: _____

Equipment: Navigational computer linkup helmet (internal comlink, +1D to *sensors*), high gravity stress flight suit with life support equipment, suit sealant pack, medpac, light blaster pistol (3D), survival pack

Background: You were born in the urban jungle of a major city. Despite what some people apparently think, there *are* poor people in the Core. Your family is living proof.

You fought your way out of the slums before the swoop gangs could claim you and managed to discover a love of flying that is still with you today. Your passion took you through school and all the way up into the elite corp of TIE pilots flying for the mightiest Empire in existence.

You don't have much sympathy for fellow pilots who complain about their ships' vulnerability. If they were better pilots, they'd have less to worry about. One day you may make the wrong move at the wrong time, but, until then, life has never been better. And if you *do* make a mistake, well, you'll be the last to complain — you know your job is dangerous.

Personality: You have little time to waste with politics. The Rebels are just one more target of opportunity in a long list of opponents.

Objectives: Enjoy what life has to offer and don't complain when your number comes up before you're through enjoying it.

A Quote: "I figure better him than me. Oh, and by the way, Hail to the Emperor, I got another one! Engaging secondary target ..."

Connection With Characters: _____

STAR WARS



THIS PRODUCT FOR USE
WITH ALL STAR WARS ERAS

ACCESSORY



www.westendgames.com



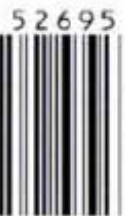
www.starwars.com

© 2001 Lucasfilm Ltd. & ® or TM where indicated. All rights reserved. Used under authorization.

ISBN 0-7869-2663-5



9 780786 926633



EAN

U.S. \$26.95 CAN \$37.95
Printed in Brasil WEG12663