

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

Cloaking Device : No

Weapons:

Laser Cannon

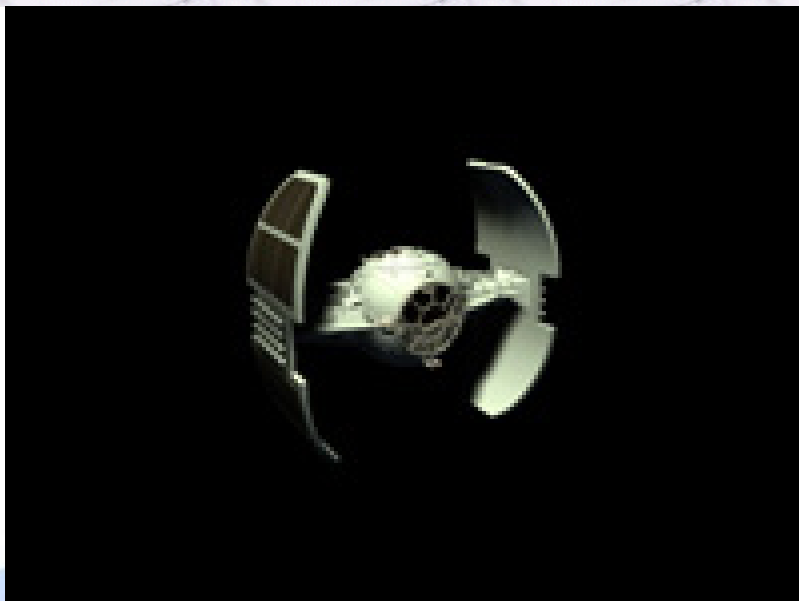
Fire Arc: Front

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 decendants. The original features a more rugged hull than the later Tie fighters, but is slower and less manueverable, 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.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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