

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 Targetting 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.

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