

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)

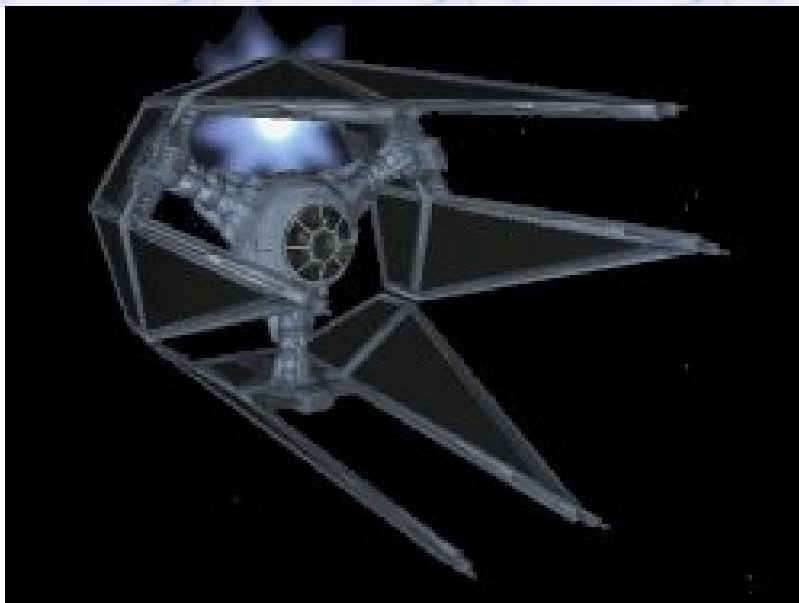
Fire Arc: Front

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 specialised 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.

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