Starships D6 / Santhe/Sienar Technologies TI



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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