

## Starships D6 / Santhe/Sienar Technology

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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