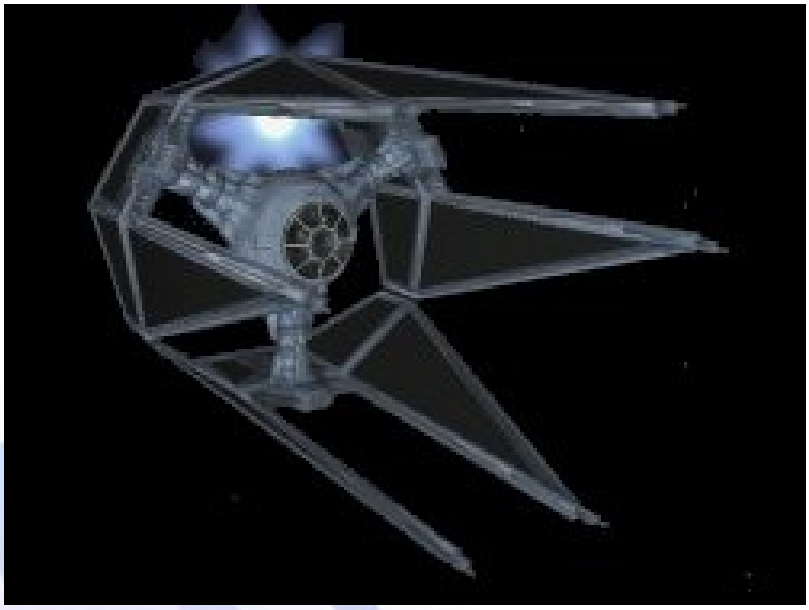
Starships D6 / Sienar Fleet Systems TIE Cycl



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 manuevering thruster cover and power for those thrusters. This means that the Cyclone is perhaps most manueverable 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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